TiMax©

Effects Screen
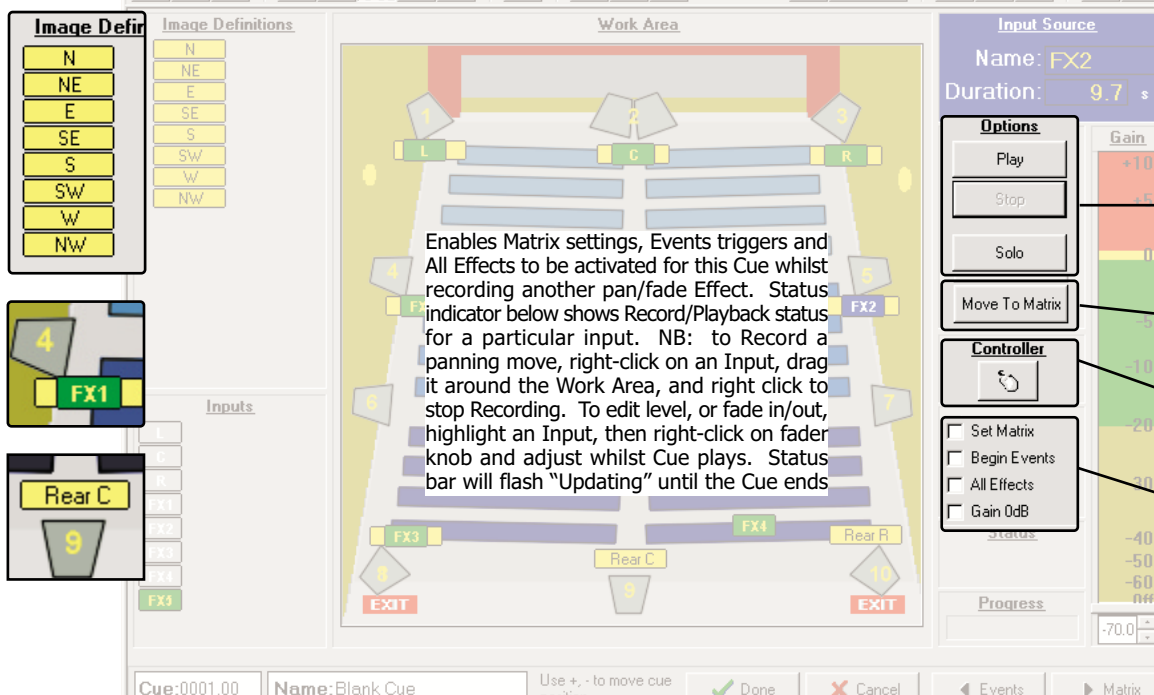## Quick Reference Guide

out board electronics

Library of Image Definitions (max 32), specified in the Show Setup screen, and programmed in the Image Definition Screen.

Double-click to bring into the Work Area and drag into position on venue bitmap image.

Library of available TiMax Inputs (max 32), specefied in Show Setup Screen. Double-click to bring into the Work Area , and drag onto Image Definition to apply localisation to that Input

Image Defin

N
NE
E
SE
S
SW
W
NW

Enables Matrix settings, Events triggers and All Effects to be activated for this Cue whilst recording another pan/fade Effect. Status indicator below shows Record/Playback status for a particular input. NB: to Record a panning move, right-click on an Input, drag it around the Work Area, and right click to stop Recording. To edit level, or fade in/out, highlight an Input, then right-click on fader knob and adjust whilst Cue plays. Status bar will flash "Updating" until the Cue ends

Input Source

Name: FX2
Duration: 9.7 s

Options
- Play
- Stop
- Solo

Move To Matrix

Controller

- Set Matrix
- Begin Events
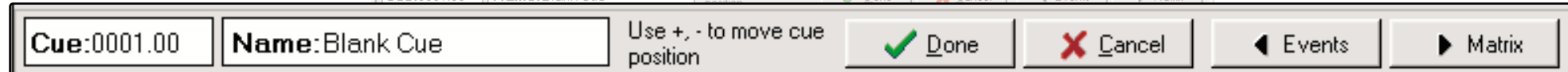- All Effects
- Gain 0dB

Status

Progress

-70.0

Work Area where Inputs are placed on and moved around Image Definitions to apply audio localisations or pans. A bitmap of the auditorium or arena spacemap can be imported via the Venue Setup screen.

Play and Stop buttons for rehearsing pan/fade effects for this Cue, and to Solo individual Inputs by clicking on them.

Copies this setup to the Matrix Screen, to allow localisations to be edited without affecting other Cues.

Allows games joystick to replace the mouse to do pan moves. Enabled in Tools/Config/Controller.

Highlight an Input (turns blue) and adjust Fader to set its level. Can be set to default to 0dB unless edited.

Cue:0001.00 **Name:** Blank Cue | Use +, - to move cue position | ✓ Done | ✗ Cancel | ◀ Events | ▶ Matrix
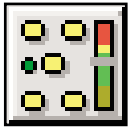
Current Cue number and name, as programmed in Playlist Screen

Current Cue Name, as set in the Playlist. All Events set up for this Cue will be shown on PlayList printout

IMPORTANT
Hit DONE or CANCEL to confirm or, cancel any Effects edits you've done

Flips you to the Events or the Matrix screen. You will be prompted to save any edits

⊘ The effects screen has two main purposes,

1) to allow application of one of the 32 Image definitions to an input as a static set-up for that cue, and

2) to move a sound in space by dynamically interpolating between several Image Definitions.

The work area can be viewed as a virtual auditorium or as a two dimensional time line representing what is happening in a three dimensional space.

TIP: An input placed half way between two adjacent Image Definitions will have a level / delay relationship applied to it that is a 50% interpolation between the set-ups of the two Image Definitions.

For example if Image Definition A has Level and Delay to output 1 set at 0dB and 10mS and Image Definition B has Level and Delay to output 1 set at -6dB and 20mS, then the 50% interpolation of the Level and Delay set-up to output 1 will be -3dB and 15mS.

⊘ To program a static set-up, double click on an input to bring it into the "work area" and activate it, drag the input onto the Image Definition that represents the localisation to be applied to it and with the input highlighted, set the level on the level fader. When complete hit "Done"

✓ Done

TIP: If the "Gain 0dB" box is checked, inputs will enter the work area with the level pre-set at 0dB.

⊘ To program a dynamic movement, double click on an input to bring it into the "work area" and activate it, drag the input onto the Image Definition that represents the localisation to be applied to it at the start of the cue and with the input highlighted, set the nominal level for the effect on the level fader. With the cursor over the input, right click the mouse to begin recording the move. Click and hold the left mouse button and drag the input around the screen as desired. A second right click of the mouse with the cursor over the input will endthe recording process. When complete hit "Done"

✓ Done
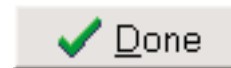
TIP: The check boxes "Set Matrix", "Begin Events", "All Effects" allow control over what else happens when recording a dynamic cue is started or played back from the on screen "Play" button.

⊘ To record a second dynamic event to run concurrently with the first, repeat the process as outlined above noting that the start times of the two recorded moves will by synchronised, and that the status of the "All Effects" check box will determine whether or not the first dynamic move is recalled when the second one is recorded.

TIP: To hear just one dynamic move on its own, select the input in question, click the "Solo" screen button and then "Play" All inputs except the selected one will mute and the cue will play.

⊘ The "Move to Matrix" screen button allows a static set-up to be moved out of the Effects screen and into the Matrix screen, allowing an Image Definition based set-up to by modified without changing the Image Definition itself.