



maXim Software Update Notice

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This document is a cumulative list of bug fixes and feature enhancements for maXim software.

If your maXim is currently running version 0.89 or lower or your desk does not have a disk drive fitted, then please see the CodeLink product manual for details on how to upgrade the software in your maXim.

Reporting Bugs

If you find a bug, or feel that we could improve the console then please let us know. If you find a bug particularly one that corrupts memory or crashes the desk then please let us know ASAP!! Should your console do a System Reset then please go to the diagnostics menu [FUNC]+[OK] then [F/A R10]. This will display important information that will help us to determine why the console did a reset. Pushing Yes now will save this information to disk in a filename marked maxErrors.txt. Please email this file and a copy of your show and information as to what you were doing at the time to techsupport@lsclighting.com.au.

Obtaining Updates

Updates are available on our website and details are posted to our discussion forum. If you are not a registered member already please join by registering at <http://forums.lsclighting.com>

NOTES for users upgrading from Version 1 or Version 2 code to Version 3:

- 1) Your console needs a minimum of 512K of memory to be able to upgrade and run Version 3 software. If your console does not have enough memory please contact your local LSC dealer or LSC directly for a memory upgrade.
- 2) As part of this upgrade the contents of the fixture library in your console will be destroyed. Please make sure that you have the templates you need on disk **BEFORE** you start this upgrade. You can write templates out of the library to a disk (refer to the manual for how to do this) or you can get templates from our website. Alternatively loading an existing show will reload the templates in that show back into the library.
- 2) **Before and after** you have updated your maXim make sure that you:
 - Turn the desk off.
 - Leave off for 15 seconds (or until you are sure you have heard 2 clicks)
 - Push and hold down the [YES] and the [NO] keys together.
 - Turn on the desk.
 - When the sign-on message has completed release the [YES] and [NO] keys.

Some of the new functionality added to the software will not work until you complete this operation.

Note:

Numbers in square brackets at the end of sentences reference the LSC maXim defect and enhancement database.

Release 3.20 – 28 May 2009

Bug Fixes

1. Some consoles failed to save their show on power cycles due to changing components over the years. MP size consoles appear to be more susceptible to this problem. [786][792]
2. Pressing the [edit] button may stop the PaTPad responding to taps (but mousing still works). [637]
3. Trackball ignores the ALL button on Pad. [698]
4. Fixtures using the new virtual dimmer showed garbage in the Video1 window. [743]
5. When channel patch is removed, the existing level is not cleared from the DMX data. [736]
6. Video display was incorrect if faders are up during power up. [541]
7. The function button did not flash in global speed control mode. [764]
8. Chase EDIT stops chases from running. [469]
9. Fixture window does not allow for 3-digit fixture numbers. [801]
10. Adding a step to the end of a chase reports memory full. [808]
11. Split HTP/LTP parameters don't behave like pure HTP parameters on playbacks. [164]
12. A Displayer controlling 2 parameters does not update display when wheel-stopped between parameters. [790]
13. Patching a Proportional level to a Red Fader locks up the f/a buttons. [795]
14. Patching a dimmer does not automatically increment the DMX address. [800]
15. HTP patch level of a fixture on the Red Bank cannot be changed. [802]
16. Default fade time for Colours is now set to be 2.0 seconds (as per Pan/Tilt). [794]
17. F/A buttons stopped flashing in Record Chase mode when overwriting existing memories. [793]
18. F/A buttons stopped flashing in Record Stack mode when overwriting existing memories. [799]
19. Switch / LED test does not work on the Grab master in diagnostics on the MP. [746]
20. Adding a channel to a stack could cause System reset. [784]
21. Loading a big template could cause a System Reset. [775]
22. In the effects engine, pushing one of the unused PM buttons reset the effects selection. [D82] [822]
23. Pushing a flash button could cause other nearby buttons to briefly flash as well. [819] [787]

New or Revised Features

1. The USB type B connector on the maXim now talks via the CITP protocol directly to Capture software to allow visualisation on a Windows PC running Capture software (v2.1.3 or greater). A demo version of Capture can be downloaded from the LSC website.
(<http://www.lscighting.com/help-centre/downloads?func=select&id=149>)
2. The Capture dongle and interface within the unit now operates with Capture Polar LSC edition version 2.1.3. *Note that you have to buy or have bought the LSC Capture dongle (and have it fitted internally to the maXim) for "Save", "Save As" and "Print" functionality to operate in Capture.*
3. When selecting filters, the Filter Memory video window obscured the Video 4 Pad View screen making operation difficult.
Press [filter]. The Filter Memory window pops up and the [PM] buttons can now be used to select (or de-select) filters (toggle action).
As soon as any [PM] is pressed, the Filter Memory window automatically closes.
This allows you to see the filters that you are setting on the V4 Pad View screen. [236]



Release 3.10 – 19 December 2008

Bug Fixes

1. If a scene or preset was saved with complex times the scene or preset was not loaded back from memory or disk. A scene error was reported. [686] [726] [758]
2. Moving a yellow fader whilst mousing on the Pad could cause a System Reset and corrupt memory. [639]
3. Loading a large template could cause a System Reset before the template completed loading. [639]
4. Doing a System Reset, a Total Reset or Loading new code would incorrectly log an error (code 36) in the error log. [651]
5. If the memory compactor finds a corrupt memory that it can't do anything about it now raises an error message advising the operator. [661]
6. Very old shows (earlier than version 1.0) would error on loading. [738]
7. If memory was filled it was possible that orphaned snap scenes could remain using up memory (a memory leak). [741]
8. The Group Selection order on Video 4 was no longer being shown. [751]
9. When loading templates garbage may have been seen on the video. [629]
10. The battery charging circuitry would not operate correctly after a fast charge. This meant that batteries were not being fully charged and hence could self discharge and cause show loss. Also any System Reset would retrigger a battery charge cycle which could overstress the batteries. [766]

New or Revised Features

1. A trackball or mouse can now be plugged into the second USB socket and used to control PAN and TILT on a fixture.
2. The USB disk handler has been rewritten to make it more user friendly. Now when the USB drive is accessed, messages are displayed showing its progress.
3. MIDI functionality is now fully operational.

Release 3.01 – 10 June 2008

Bug Fixes

1. The floppy diagnostic test failed to complete and caused a system reset. [623]
2. Under certain conditions a memory full error was not detected and caused the system to get a corrupt memory. This would often show up later as a show that could not be reloaded. [625]
3. The maXim L sometimes showed a shift in the channel that the fader was controlling. [624]

New or Revised Features

1. A memory used indicator has been added to the Video to show how much memory has been used. This indicator goes Yellow when memory usage is over 75% and Red when the usage is over 90%. [626]

Release 3.00 – 29 May 2008

Bug Fixes

1. The console is capable of storing 1000 snapshots in chases or stacks. If this number was exhausted and an attempt to edit a scene, or copy a chase or a stack was attempted, the desk would crash. [618][619]
2. If the console did a System Reset, some inverts on Pan and Tilt were not restored correctly. [314]



3. Manipulating a parameter that was displaying ??? could cause the system to do a System Reset. [592]
4. Pushing the FUNCTION key when adding, viewing or removing fixtures in the library would exit the library but leave a message scrolling on the display. [611]
5. Read-Only wheelstops would work in a template only for the first attribute in the list. If the second or third attribute in a parameter was set as Read-Only then they may not work. [557]
6. The FPGA code for the floppy controller has been changed to ensure that it works with both new and old parts. [475]
7. Users would often see system resets with no known reason why. This was tracked down to issues with the video windows and was dependent on what was on the video at the time. The video 4 window was the main culprit. The window has been rewritten to eliminate the problem. [576]
8. A number of system resets were occurring where insufficient time was allowed to complete required tasks. The timing system has been completely rewritten to eliminate this issue. The following are issued known to have been as a result of this issue and would have resulted in a system reset:
 - a. Spinning the edit wheel during stack edit. [593]
 - b. Selecting next fixture when there are more than 300 LTPs on a maXim MP [600]
 - c. Having a large number of fixtures on the PatPad and manipulating them or changing a displayer. [491] + [411]
9. Adding a template to the library could cause the templates in a show to be corrupted. [481]
10. If after replacing a template in the library that was being used in a show, a system reset occurred then after the system reset the show would refer back to the old template. [616]
11. If there were more than one upgrade file on a disk then the system would choose the first one it found. This release now ensures that the upgrade file with the highest version number is chosen no matter how many files are on the disk. [617]
12. If a Flash Disk had more than 112 files in its root directory, the console could crash. [615]
13. Quickly switching videos would sometimes cause a system reset. [180]

New or Revised Features

1. USB Functionality has been added allowing Flash Disks to be used instead of a floppy disk.
2. The wheel speed for moving through steps in Edit Stack has been slowed down. [614]
3. The amount of memory allocated to the library has been increased. The library has two limits on it. The first is the number of fixtures that it can hold and the second is the total amount of memory that these fixtures can occupy. This release increases the number of fixtures to 128 up from 64 and increases the amount of memory available in the library by five times. [456]
4. The exception trap (seen by users as system resets) reporting mechanism has been revised to provide more information as to the source of the problem. Now the display shows the last 5 source addresses including watchdog events. The report can now also be written to disk so that a copy can be forwarded to us for evaluation. [605]
5. In Edit Patch when a fixture or patch point is about to be overwritten, the user was required to hit YES every time he wanted to overwrite. This can now be done also by clicking the F/A a second time – in effect a double click. This is the same mechanism as the Record Scene, Chase or Stack. [9]
6. As colour mixing systems such as RGB LEDs are now more popular, the default AsChase flag for colour is now set to be True. This means that when chasing



colours on a chase, setting the crossfade percentage will now cause the colours to crossfade as well. The flag can still be turned off when required on the Defaults menu. [612]

Known Issues

1. Hitting the function key when operating in the Fan or Effect Engine menus causes the menu system to get lost. It will eventually cause a system reset.

Workaround: If this is done inadvertently, then perform a system reset yourself before touching the PatPad again. [611]

Release 2.92 – 17 March 2008

New or Revised Features

1. First release of USB code. Restricted circulation.

Release 2.24 – 3 September 2007

New or Revised Features

1. The added feature in 2.23 has been held back for public release pending further testing.

Release 2.23 – 24 August 2007 (production only)

Bug Fixes

1. Versions 2.21 and 2.22 would not allow loading shows from smaller consoles if the smaller show was recorded using V2.21 or V2.22. [M453]
2. Memory names that somehow become corrupt and may not be edited or editing may cause a crash. We have only seen one occurrence of this problem but the editor has been modified to ensure that any corrupt characters found are replaced with a space character. [M452]
3. Some consoles have experienced problems with the disk drive not working properly. This has been tracked down to a component change (by the supplier) to meet RohS. This software corrects for this change in component – it will work with both versions. [474]

New or Revised Features

1. The amount of memory allocated to the library has been increased by four times. The maXim can hold up to 64 fixtures in its library but it has a fixed amount of memory available for this. The larger fixtures found today meant that the memory was filled before the 64 fixtures was reached. This increase in memory means that the console can now store more large fixtures. [456]

Release 2.22 – 7 August 2007

Bug Fixes

1. When moving the Green time faders it was possible for a system reset to occur. [M129]
2. On some occasions a stack or chase saved in version 2.21 would not load in V2.21. These shows will now load in this version. [M452]



Release 2.21 – 22 June 2007

Bug Fixes

1. Store+Level did not store properly in V2.20 if there was no existing memory in the chosen location. [M433]
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Release 2.20 – 4 June 2007

Bug Fixes

1. The disk system would sometimes fail to save files for large shows on the first attempt. This would usually be seen as a verify error. [M425]
2. If a system reset occurred for whatever reason, the show data could be corrupted in some cases. [M223], [M390], [M400]
3. If a system reset occurred, the invert Pan or invert Tilt status was lost [M314]
4. LTP Preferences (i.e. Move time etc) were reset to their defaults during a System Reset
5. If a 1:1 patch operation was performed with a soft-patch already in the console then some DMX slots could be illegally patched to multiple faders. The 1:1 patch option is now only available if no patch is present. [M169]

New or Revised Features

1. There was no confirmation message when saving using "Store" or "Store+Level", "Store Group", "Store Preset", "Store Palette" or "Store Filter".
 2. The 1:1 patch option is now not available if the desk has a patch in it. That is the option is now only available if the patch is clear.
 3. When deleting the patch, Groups and Presets are now also deleted as they bear no relevance to a different patch.
 4. There was warning message when saving over an existing memory using "Store" or "Store+Level", "Store Group", "Store Preset", "Store Palette" or "Store Filter". The user is now presented with the option to overwrite (by double clicking or tapping the [Yes] button or [No] to exit).
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Release 2.11 – 2 October 2006

Bug Fixes

1. When removing a memory the LEDs under the playbacks would sometimes not reflect what was in the playback. [M321]
 2. Small spelling mistakes corrected. [M296]
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Release 2.10 – 10 July 2006

Bug Fixes

1. Homing a fixture killed the Red F/A buttons. [M227]
2. It was not possible to name fixtures on the red bank. [M44, M226]
3. When recording a scene over an existing memory, selecting NO and then exiting by hitting the Record Scene button again would cause the F/A buttons to stop working. [M288]
4. With some shows, the console would go into constant System Resets when powered up. This was caused by an internal timeout check (to ensure the desk doesn't get lost) being set too low. [M158, M194]



5. The HELP page control buttons were on the wrong buttons in the XL and XXL consoles. [M284]
6. If you activated a chase on a playback then the P-Trig button did not change to 'desk' to indicate that control focus has changed. Thus pressing re-trig did not fully restore the previous look on the PaTPad (eg. FX did not restart). [M109]
7. A 0 or a 1 was shown in the lower left of the video. This was for debugging purposes only. [M228]
8. Doing a full erase of the library [menu] [library] [remove] [all] could cause a timeout system reset. [M219]
9. In the Preset video display the numbers shown were incorrect (for consoles other than the L or LP). [M229]

New or Revised Features

1. It is now possible to invert the pan and tilt for a fixture. Select the fixture onto the pad. Push MENU and the INVERT. From this menu the Pan and Tilt for a fixture can be inverted or set normal. This information is shown on the V1 and V2 video displays as a "-i" after the Pan or Tilt name. The state of the invert is also stored with the show. [M53]
2. The state of Video 3 is now saved with the show. [M290]
3. The MODE of the desk is now changed to Wide when editing the patch so that the Red faders can be used immediately to identify the fixture. It returns to its previous mode when exiting edit patch.

Release 2.00 – 3 March 2006

Bug Fixes

1. If a fade time on a scene was edited, it was necessary to change pages to reload the playback to get the new time(s). The playback is now updated immediately. [M65]
2. A stack that was paused when the console was turned off immediately continued when the console was turned on again. [M63]
3. [Group][Pad] did not assign a selection order to the fixtures on the pad. This prevented effects being used after this operation. [M81]
4. The PatPad was not updated correctly in some circumstances. [M83]
5. Manual stepping of a chase momentarily flashed the current step before outputting new step. [M49]
6. Playbacks with an effect programmed did not start automatically if the fader was above zero when the console powered up. [M64]
7. Adding a step to the Stack in edit mode would cause the Flash buttons to stop working. [M87]
8. The Backstep (<) function in the Stack has been extensively re-worked, mainly in relation to LTP parameters which did not always revert to the previous step. [M78]
9. The 'Past Step' window did not update correctly in some circumstances [M48]
10. Pressing a single Flash button would very occasionally cause multiple channels/playbacks to flash, instead of just the single object selected. [M86]
11. When copying a template that contained an external HTP channel from the desk to a floppy, the wrong value was written. [M33]
12. Page Freeze would occasionally refuse to release a fader when a page change occurred. [M79]
13. The Sound To Light parameters were not restored correctly after power cycle or when loading from disk. [M135]

Bugs specific to XTC only



1. The page numbering under the 'red playback' bar graph did not show pages above 9. [M70]
2. Page Numbers were not stored when the power was turned off. [M88]
3. [home][F/A] did not work. [M127]
4. It was not possible to change pages when recording scenes or chases. [M130]

New or Revised Features

1. The F/A button under a chase playback can now be used to trigger a one-shot chase. It can also be used to manually step a chase (eg. when speed is set to Zero) [M5]
2. The information displayed in the LED display after recording a memory or stepping a stack is now displayed for 2 seconds. Previously it was only shown for less than a second. [M121]
3. Fixtures with mixed LTP/HTP parameters appeared not to work in HTP mode. If a scene was recorded with a strobe (which is the LTP part of the mixed parameter) then turning that scene on triggered the strobe, but turning the scene off did not turn off the strobe (as per normal LTP rules). However as the parameter is 'linked' to the HTP dimmer, a novice user expects the light to blackout. This now occurs. However it may introduce other unwanted side effects, so user feedback on the operation would be appreciated. At the moment it only works with scenes. We will implement chases and stacks once we receive positive feedback. [M164]
4. There is now no restriction that intelligent lights have to be on the Yellow faders. It is now possible to put intelligent fixtures onto the Red faders as well.
5. It is now possible to control all running chases at one time with a scaling control. For more details, see the separate document "New features in Version 2". [M12]
6. The maxim and XTC now include a 'Tap To The Beat' (SyncoBEAT) feature. It is actually possible for the beat pattern to random. For more details, see the separate document "New features in Version 2". [M20]
7. It is now possible to open a displayer by touching anywhere on it. In the past you had to tap the centre of the displayer to open it, which proved difficult for beginners. [M17] [M23]
8. Displayers open on the PatPad now do not close when changing fixtures.
9. It is now possible to mouse a wheelstop. This is to help beginner operators. [M15]
10. Files on the disk are now sorted alphabetically. [M11]
11. Listing of manufacturers and fixtures in the library is now done alphabetically. [M14]
12. It is now possible to reload a single memory in a playback (previously this required changing the page of the entire set of red or blue playbacks). The sequence is [copy] [f/a] to same [f/a].
13. It is now possible to instantly jump to any step of the stack playback. Press and hold the [step/stop] button on the stack master and use the edit wheel to select the step required and then release the [step/stop] button to perform the jump. The LED display shows the step to be jumped to, as well as a +/- sign to indicate if the selected step is before (-) or after (+) the current step. [M25]
14. It is now possible to see the current stack step at any time, without a VGA monitor connected. Pressing and holding the [step/stop] button the stack master shows the current step in the LED display window.
Alternatively press [select] and the stack [f/a] button to have a permanent display of the stack step in the LED display window.
15. The Video3 window is now persistent, so it remains on display even if no stack is loaded. [M8][147]
16. The default Move Time for Focus (Pan/Tilt) parameters is now 2.0 seconds, to provide smooth fades for beginner users. [M52]
17. There is now a Link 'percentage completed' display in the Video3 window, to show how long before the Link is performed. [M18]



- 18.The Filter button functionality has been simplified. The Filter button now has only one mode of operation. A single tap enters filter selection mode and a 2nd tap is used to exit this mode. [M62]
- 19.The C/B/F button operation has been simplified. Previously pressing this button also enabled the Filter button. This confused many users. The C/B/F now works independently of the Filter button. [M112]
- 20.The STL (SoundToLight) interface has been completely rewritten. There is now a display on the VGA monitor (below the Green time fader display) that shows the freq and level settings, as well as Tri colour VU meter display of the incoming audio level. There are numerous other improvements as well. For more details, see the separate document "New features in Version 2" [M54][M55]
- 21.It is now possible to name dimmers on the yellow faders and these names appear on the Video1 display. [M126]
- 22.In scene edit, pushing a F/A automatically selects that channel for level edit. [M19]
- 23.The output of the desk is now restored during power up or loading a show off disk.

Information relating to bugs and fixes for the maXim prior to version 2, has been removed from this list. If you need information about earlier releases then please email LSC for details.

END

