

Max Applications 3: TiMax SoundHub-M : Playback Server & System Matrix

TiMax2 SoundHub-R



Mixer * Playback * Snapshots TimeLine * Editing * Looping Object Panning * PanSpace







Theatre & Opera

Corporates

Live & Events

Cruise Ship

Worship

Cinema

Museums

Attractions & Rides

Club

Hotel

Meeting Rooms

Lecture Theatre

Retail

Transit

TiMax SoundHub-M is the latest addition to the versatile suite of TiMax2 SoundHub matrix processors and audio showcontrol products.

Targeted towards museums, visitor attractions, rides, hospitality, retail and other AV installations, TiMax SoundHub-M provides a multi-channel playback server, multi-zone matrix processor and controller coupled with directional audio localization and spatialization for a higher level of message impact and immersion to the all-important visitor experience.

No other single box offers a similar combination of facilities for routing, mixing, processing and zone control, plus music and effects playback as well as 3D spatialization and show control – the savings on hardware and installation costs are significant. We go further by offering options for industry-standard networking such as Cobranet, Ethersound, Dante or MADI, with an AVB interface coming soon.

"TiMax Soundhub is the only processor combining spatial sound imaging with state of the art audio matrix and playback functions in a single product. Previously we would set up a full rack of equipment and spend most of our time making them talk to each other in sync, and making sure it is all stable" - Karel De Piere, President, FACE.be

Systems Integrator and AV Contractor Applications:

- * Immersive soundscapes for museums and visitor centres, with Date Time scheduling and Interactive Triggering.
- * Room combine, zone control and source control in multi-use corporate, education, worship meeting environments
- * Directional Audio for retail, museum or attraction signage and infotainment presenters to enhance message impact
- * Night club signal distribution, alignment and processing, with dynamic 3D spatialization panning and effects
- Multi-channel Playback Server for attractions, rides and themed environments
- * Drag n drop Playlists for scheduled or triggered BGM and Announce in Retail, Hotel lobbies and Transit environments
- * Eight external inputs for Paging, house BGM, Show Relay or external audio for Video in mono, stereo, 5.1 or 7.1



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Max Configurations and Features

TiMax2 SoundHub-R

Analog Inputs 16/32/48/64

Analog Outputs 16/32/48/64

AES Inputs 16/32/48/64

AES Outputs 16/32/48/64

MADI (Option) 32 x 32 (64 x 64 Sept2013)

Cobranet (Option) 32 X 32 (+ 32 X 32)

Dante (Option) 64 x 64 (Sept2013)

Ethersound (Option) 32 X 32

Audio Playback 16/32/48/64 Tracks, Music Playlists

GPIO Triggers 256 In, hard-mapped to Cue number, 2 x Out

Date Time Triggers GUI Programmable

XML Control Programmable

MIDI Triggers MIDI Ch1, Prog No. hard-mapped to Cue number

MTC & ShowClock Triggers No

ShowControl Events No

Audio Editing Playback start point, per track

Mix Automation Fades, Source, Delay Matrix, EQ - in Snapshots

TiMax Tracker Control Yes TiMax2 SoundHub-S



16/32/48/64

16/32/48/64

16/32/48/64

16/32/48/64

32 x 32 (64 x 64 Sept2013)

32 X 32 (+ 32 X 32)

64 x 64 (Sept2013)

32 X 32

16/32/48/64 Tracks, Music Playlists

256 In, hard-mapped to Cue number, 2 Out

GUI Programmable

Programmable

GUI Programmable

GUI Programmable

Cue Sequencing, MIDI/MTC, ShowClock, Hex

Track Slip, Playzone & Loop Edit, Copy/Paste

Live mix, Panning, Source, Delay Matrix, EQ

Yes Manufacturer reserves the right to change specifications without notice TiMax2 SoundHub-M



16/32/48/64

POA

POA

8 x 32 (8 x 64 Sept2013)

8 x 32 (+ o x 32)

8 x 64 (Sept2013)

8 x 32

16 / 32 / 48 / 64 Tracks, Music Playlists

256 In, hard-mapped to Cue number, 2 Out

GUI Programmable

Programmable

GUI Programmable

GUI Programmable

Cue Sequencing, MIDI/MTC, ShowClock, Hex

Track Slip, Playzone & Loop Edit, Copy/Paste

Live mix, Panning, Source, Delay Matrix, EQ

No