

TiMax2 SoundHub-R

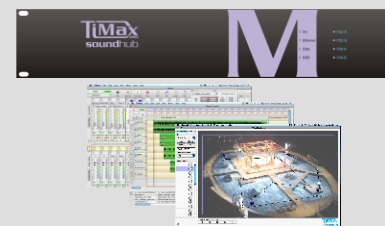


Mixer \* Playback \* Snapshots  
TimeLine \* Editing \* Looping  
Object Panning \* PanSpace

TiMax2 SoundHub-S



TiMax2 SoundHub-M



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 processor and controller coupled with directional audio localisation and spatialisation 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 spatialisation 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, MD, 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 live infotainment talent to enhance message impact
- \* Night club signal distribution, alignment and processing, with dynamic 3D spatialisation 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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## TiMax2 SoundHub-S



## TiMax2 SoundHub-M



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Analogue Inputs	16 / 32 / 48 / 64	16 / 32 / 48 / 64	8
Analogue Outputs	16 / 32 / 48 / 64	16 / 32 / 48 / 64	16 / 32 / 48 / 64
AES Inputs	16 / 32 / 48 / 64	16 / 32 / 48 / 64	POA
AES Outputs	16 / 32 / 48 / 64	16 / 32 / 48 / 64	POA
MADI (Option)	32 x 32 (64 x 64 Sept2013)	32 x 32 (64 x 64 Sept2013)	8 x 32 (8 x 64 Sept2013)
Cobranet (Option)	32 x 32 (+ 32 x 32)	32 x 32 (+ 32 x 32)	8 x 32 (+ 0 x 32)
Dante (Option)	64 x 64 (Sept2013)	64 x 64 (Sept2013)	8 x 64 (Sept2013)
Ethersound (Option)	32 x 32	32 x 32	8 x 32
Audio Playback	16 / 32 / 48 / 64 Tracks, Music Playlists	16 / 32 / 48 / 64 Tracks, Music Playlists	16 / 32 / 48 / 64 Tracks, Music Playlists
GPIO Triggers	256 In, hard-mapped to Cue number, 2 x Out	256 In, hard-mapped to Cue number, 2 Out	256 In, hard-mapped to Cue number, 2 Out
Date Time Triggers	GUI Programmable	GUI Programmable	GUI Programmable
XML Control	Programmable	Programmable	Programmable
MIDI Triggers	MIDI Ch1, Prog No. hard-mapped to Cue number	GUI Programmable	GUI Programmable
MTC & ShowClock Triggers	No	GUI Programmable	GUI Programmable
ShowControl Events	No	Cue Sequencing, MIDI/MTC, ShowClock, Hex	Cue Sequencing, MIDI/MTC, ShowClock, Hex
Audio Editing	Playback start point, per track	Track Slip, Playzone & Loop Edit, Copy/Paste	Track Slip, Playzone & Loop Edit, Copy/Paste
Mix Automation	Fades, Source, Delay Matrix, EQ - in Snapshots	Live mix, Panning, Source, Delay Matrix, EQ	Live mix, Panning, Source, Delay Matrix, EQ
TiMax Tracker Control	Yes	Yes	No