The all-in-one control solution!
Introduction

What is M1™?

M1 is the next generation lighting controller from Martin Professional. With the full power of a larger desk and the agility of a smaller one, it is a state-of-the-art all-in-one lighting desk.

Following the philosophy and simplicity of our current controller platform, the Martin M1 sets a new standard as the most powerful and affordable full-featured lighting console on the market.
Why do you need it?

M1 is the answer to today's market demands for a fully integrated controller that is compact and affordable without compromising on features.

M1 contains all the elements to control any type of lighting system in just about any situation.

Utilizing its integrated foldable touchscreen and multiple playback areas, Martin M1 offers powerful features and unmatched ease of access to the lighting system.

M1 offers everything ready to go out of the box. Just plug it in and you’re up and programming in minutes.

Specifications can change without notification
What is so special...?

Martin M1 is the new Martin console everyone has been waiting for

- Fully integrated control solution in smaller a form
- High resolution touchscreen in 16:9 format
- Folding built-in display
- Lightweight and solid construction
- Powerful software with unmatched ease of operation
- High quality components for tactile access
- Multiple playback systems
- Multiple external display
- 6144 parameters

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Key features

- **Digital LCD buttons** for direct parameter access
- **Multiple wing attachment** (MaxModules)
- **4x DMX Universe** direct from the console
- **Up to 12 Universe** with optional license
- **Maxxyz Manager** for calendar schedules
- **Customizable Graphical User Interface**
- **Powerful effects engine**
- **1000 cuelists** with fader control
- **1000 cuelists** with playback control buttons
- **Parallel execution** of multiple cuelists
- **Submaster, Groupmaster** and **Override** functionality
- **Fanning** functionality on Parameter and time
- **On-the-fly** global timing adjustments

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The M1 is the **result** of over a decade of console **development** at Martin. The M1 has been developed with **one goal** in mind; to build the most **affordable** lighting console with the **most value** on the market.

In our quest to find the right **balance** between features and cost, every aspect of the M1 design has been considered. The result is the **perfect** console for today’s wide range of applications, from **rental** to permanent **installations**.
Quality

All Martin M1 components are industrial grade and made to endure the toughness of rental and touring.

Assembly quality, thorough testing, and software stability are all aspects that make the M1 the right choice.

Not all consoles are created equal; the choice of components is extremely important and the M1 is built with the best components on the market.
Performance

The Martin M1 is equipped with a **fast** dual-core processor, making operation snappy and fun. The dual core processor ensures that the user interface remains fast and **responsive** even if dozens playbacks and effects are activated **simultaneously**.

Utilizing a **quick** communication protocol, all user actions on the hardware surface are **immediately** translated to the output.

This means that flashing buttons and moving faders have no perceivable delay, something very important in today’s **dynamic** lighting approach.
Ease of use

The Martin M1 is the easiest lighting desk you will ever learn. Why? Because the Martin M1 has been designed from the ground up with a single philosophy in mind - simplicity.

The surface is clean and easy to navigate with fewer buttons and options to overwhelm the user. By avoiding sub-menus, hidden functions, multi-functions per button, shift keys, the Martin M1 displays all needed information through a series of contextual windows.

No longer must the user remember where this or that function is hidden or complex key combinations.
Ergonomic

One of the major aspects of the Martin M1 design is **ergonomics**. A new, **comfortable**, low profile design with proper **spacing** between faders and buttons insures operator **accuracy**.

Too often smaller lighting desk designs have too many buttons that are too close to each other. The result is a bad compromise that is inefficient to operate.

After dozens of layout studies, the final Martin M1 design achieves a **perfect balance** of buttons, faders and encoder wheels.

Lifting and transporting the Martin M1 was also a consideration. Because it is **light weight**, it can easily be moved by a **single person** and is light enough to be checked in as **luggage** at the airport.
Lighting is about contrast...  

With **experience** we have learned the importance of **contrast** on the **user surface**. It take a certain amount of time for eyes to adapt to the lighting condition. In a typical event the stage is often **very bright** while the control booth is **very dark**. In such conditions a **black surface** and **black buttons** don’t work well together. Even backlit keys can cause sight issues in such a dark environment.

Further more, a **black surface** attracts **heat** from the **sun** in **outdoor** conditions. And lets not forget that on **black surfaces** **dust** always shows and it never looks clean. **A white surface?** well what to say... **it is just not cool ;-)**  
Any color as long as it’s **gray**...
Adding Universes

The M1 comes standard with 4 DMX universes which is normally enough to cover 80% of today's demand for this target usage.

If more DMX channels are needed through Artnet, additional pack of 4 DMX universes can be enabled by purchasing an optional activation license code. This license can be purchased directly online by the end-user.

Once enabled the M1 will carry this license for its lifetime. Up to two additional packs of 4 universes can be added to a single M1 for a total of 12 universes or 6144 channels.

Another way to enable additional universes is to use Martin DMX devices such as the Ether2DMX8 or MaxModules. The Ether2DMX8 will automatically increase the number of universes to 12 while each MaxModules will add two more universes for a maximum of 12 DMX universes.
Options

M1 options

License for additional 4 DMX universes pack
P/N 39808013

Optional MIDI port module
P/N 91613038

Replacement Desk Lamp
P/N 91613037
Marketing material

M1 video
On YouTube  Click here
Download Hi-res  Click Here  (36 megs, it can take several minutes to start)

M1 Facebook page  Click here
Maxxyz page on Facebook  Click here
# M1 vs Maxxyz Compact comparison

<table>
<thead>
<tr>
<th>Specifications</th>
<th>Maxxyz Compact</th>
<th>Martin M1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hardware</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Processor</td>
<td>Pentium M (1.86)</td>
<td>Intel Core2</td>
</tr>
<tr>
<td>RAM</td>
<td>1GB</td>
<td>2GB</td>
</tr>
<tr>
<td>Hard Drive</td>
<td>1x 80GB SATA 7200rpm</td>
<td>1x 80GB SATA 7200rpm</td>
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<tr>
<td>Internal Screen</td>
<td>1x Touch 800x600</td>
<td>1x Touch widescreen 1280x800</td>
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<tr>
<td>Flip Screen</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>External Screen</td>
<td>1x VGA max 1920X1200</td>
<td>1x VGA or 1x DVI max 3880x1024</td>
</tr>
<tr>
<td>Artnet Connection</td>
<td>1x RJ45</td>
<td>1x RJ45</td>
</tr>
<tr>
<td>Remote Connection</td>
<td>1x RJ45</td>
<td>1x RJ45</td>
</tr>
<tr>
<td>USB Connections</td>
<td>4x USB 2.0</td>
<td>8x USB2.0</td>
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<tr>
<td>DMX512 Out</td>
<td>4</td>
<td>4</td>
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<tr>
<td>DMX512 In</td>
<td>1</td>
<td>1</td>
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<tr>
<td>Wing/Module RJ45</td>
<td>2</td>
<td>2</td>
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<tr>
<td>MIDI</td>
<td>In/Out/Thru</td>
<td>In/Out/Thru (optional)</td>
</tr>
<tr>
<td>SMPTE</td>
<td>1x XLR, 1x BNC</td>
<td>External (optional)</td>
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<tr>
<td>Audio</td>
<td>2x XLR in, 2x XLR out</td>
<td>3.5mm in/out</td>
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<tr>
<td>Keyboard</td>
<td>Yes</td>
<td>No</td>
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<tr>
<td>Trackball</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Numerical Keypad</td>
<td>19 keys</td>
<td>19 keys</td>
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<tr>
<td>Command Buttons</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>5x LCD Banks</td>
<td>1x CV, 1x Playback (high res)</td>
<td>1x CV, 1x Playback (high res)</td>
</tr>
<tr>
<td>Digital Encoders</td>
<td>6x P&amp;G Digibelts</td>
<td>4x Rotary Encoder</td>
</tr>
<tr>
<td>Encoder LED feedback</td>
<td>Full row</td>
<td>Single LED</td>
</tr>
<tr>
<td>Direct Access Buttons</td>
<td>4</td>
<td>Integrated into Encoder</td>
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<tr>
<td>Function Keys</td>
<td>5x LCD</td>
<td>12 X user keys</td>
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<tr>
<td>Misc Operation keys</td>
<td>18</td>
<td>19</td>
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</table>

<table>
<thead>
<tr>
<th><strong>Software</strong></th>
<th>Maxxyz Compact</th>
<th>Martin M1</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArtNet Support</td>
<td>32 Universes</td>
<td>2048 Channels basic</td>
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<tr>
<td>Timecode Support</td>
<td>Yes</td>
<td>Optional</td>
</tr>
<tr>
<td>RDM Support</td>
<td>Yes</td>
<td>Yes</td>
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</table>

<table>
<thead>
<tr>
<th><strong>Accessories</strong></th>
<th>Maxxyz Compact</th>
<th>Martin M1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flightcase</td>
<td>Yes</td>
<td>None</td>
</tr>
<tr>
<td>Dustcover</td>
<td>Yes</td>
<td>None</td>
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<tr>
<td>DeskLight</td>
<td>Integrated</td>
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</tr>
<tr>
<td>XLR 5M-3F adapters</td>
<td>4</td>
<td>Optional</td>
</tr>
</tbody>
</table>
Making the right choices

**M1 or Maxxyz Compact?**
It depends on the type of application the console would mainly be used in. We put together some key points for both consoles to help you make that choice.

<table>
<thead>
<tr>
<th>Why choosing a M1?</th>
<th>Why choosing a Maxxyz Compact?</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Smaller</td>
<td>• Motorized faders</td>
</tr>
<tr>
<td>• Lighter</td>
<td>• LCD buttons on playback</td>
</tr>
<tr>
<td>• Faster</td>
<td>• LCD Button on Bank</td>
</tr>
<tr>
<td>• More faders</td>
<td>• Physical integration with MaxFrame module</td>
</tr>
<tr>
<td>• Flip screen</td>
<td>• 32 universes</td>
</tr>
<tr>
<td>• Higher resolution screen</td>
<td>• 6 Encoder Belt with LEDS</td>
</tr>
<tr>
<td>• More external monitor support</td>
<td>• LCD User keys</td>
</tr>
<tr>
<td>• 4 Encoder wheels</td>
<td>• Built-in desk light</td>
</tr>
<tr>
<td>• 12 user keys</td>
<td>• Built-in sliding keyboard</td>
</tr>
<tr>
<td>• Flash Master</td>
<td>• Built-in timecode</td>
</tr>
<tr>
<td></td>
<td>• Standard MIDI</td>
</tr>
</tbody>
</table>

Specifications can change without notification
Specifications can change without notification

Dimensions - Open

Depth: 464mm
Width: 828mm
Height Close: 182mm
Height Open: 388mm
Weight: 14.4 kg
Dimensions - Close

Depth: 464mm
Width: 828mm
Height Close: 182mm
Height Open: 388mm
Weight: 14.4 kg

Specifications can change without notification
Specifications

**Physical**
- Length: 828mm
- Width: 464mm
- Height screen closed: 182mm
- Height screen opened: 388mm
- Weight: 14.4kg

**Control and Programming**
- Protocol: DMX512, DMX512A (RDM), Artnet2
- 4 DMX universes, expandable to 12
- 2048 channels, expandable to 6144
- No limit to number of DMX channels per fixture
- Extensive fixture library for all known manufacturers
- 65000 presets for each group of functions (P/T, color, gobo, etc.)
- Effect generator for automated programming of complex effects
- Customizable highlight and lowlight function to identify individual fixtures
- Relative or absolute programming
- Fan function for all channels (including timing parameters)
- Windows XP embedded OS
- OS install
- On-the-fly global timing changes
- Virtual cuelists
- Macros
- Wait, follow and link cues
- HTP, LTP, chase, timecode, submaster and group master playback functionality
- Individual parameter timings
- Intuitive patch feature
- Fixture type cloning
- All channels with 16-bit resolution

**Control/User Interface**
- Main playback
  - 10 x 60 mm (2.4 in.) playback faders, each with four function-assignable buttons
  - Sub playback
  - 24 playbacks
  - 12 x 40 mm (1.6 in.) playback faders with one assignable button
  - 12 x single assignable buttons
  - Other controls
  - 2 x scroll wheels for bank changes
  - 12 x customizable multi-function keys
  - Playback Select button
  - Master Go section with Go, Pause, Snap and Release
  - 4 x digital rotary encoders with push function and status LED for fixture parameter control
  - 5 x dynamically labeled digital LCD buttons for parameter groups, effect parameters, fanning and global timings
  - Grand master fader and button
  - Blind/preview button
  - Customizable highlight/lowlight function
  - Customizable parameter defaults
  - Next/last fixtures/groups
  - Trackball with pan/tilt control switch
  - Left/right mouse button
  - Large command keys
Specifications

Playback
- Assign a cue, cuelist or effect to any playback fader
- 100 playback banks, each containing 10 playbacks
- 100 sub playback banks, each containing 24 playbacks
- 100 pages of 100 playbacks activated by touchscreen button
- No limit to cues per cuelist
- Full 16-bit fading for high-resolution fixtures
- Individual fade in/fade out times for all playbacks
- Manual override available at all times
- Live 0-1000% override of global cue timings
- Live programmer timing ("Sneak")
- Cuelists can be executed in tracking or non-tracking mode

Hardware
- Industrial 13.1" TFT 16:9 touchscreen (1280 x 800 pixels)
- Internal SATA 2.5” hard disk drive
- Modular construction
- Industrial motherboard with Intel processor
- 2GB RAM
- Integrated graphics
- 2 x dimmable XLR desk lamp connections

Software
- Installation by USB storage device
- Show backup on hard disk or USB storage device (not included)
- Support for ELO USB touch screens

Connections
- 4 x DMX universe outputs: 5-pin locking XLR
- External monitor screen: VGA or DVI (up to 3 external touchscreens)
- Artnet for up to 12 DMX universes in total: RJ-45 (4 in basic, 8 purchase separately)
- MaxNet controller link: RJ-45
- 2 x Maxxyz Module interfaces: RJ45 Ethercon
- 7 x storage media/hardware peripherals: USB 2.0
- MIDI in/out/thru (MIDI show control, MIDI notes, MIDI timecode): Optional
- 2 x desk lamps: XLR
- AC power input: 3-pin IEC
- AC power throughput: 3-pin IEC (6 A max.)

Electrical:
- AC-Power: 90-264 V nominal, 50/60 Hz
- Power supply unit: Full range switch-mode
- Main fuses: 2AT (x2)
- AC power throughput: Max. 6 A
- Lamp output: 12V PWM (x2)
- Amp: Max. 0.75 A
- Watt: Max. 80 W

Included Items
- 1.5 m (4.9 ft.) power cable, 3-pin IEC P/N 11501012
- User documentation CD

Ordering Information
- M1 ts Console P/N 90732040
- License for additional 4 DMX universes pack P/N 39808013
- Optional MIDI port module P/N 91613038
- Replacement Desk P/N 91613037

Specifications can change without notification
Overview

16:9 high resolution Industrial Touch screen

Grandmaster and bump

Main Go section

Extended Playback Section with freely programmable 12 x 40mm faders and 24 buttons

Main Playback Section with freely programmable 10 x 60mm faders and 40 buttons

Programming Section with Numerical Keypad, Command Keys and 5 RGB LCD buttons

12 programmable Function or playback Buttons

4 high resolution digital encoders with push function

High quality Trackball for precise movement and mouse cursor

Specifications can change without notification
Overview

Connectivity

Specifications can change without notification.
Overview

Programming Section

- Numerical Keypad
- 20 Command Keys
- 2-Buttons Trackball
- 5 RGB LCD Buttons for Dynamic Parameter Access
- 4 digital encoders with push function and status LED
- USB port for desk light or storage device

Specifications can change without notification
Overview

Main Playback Section

- 10 X 60mm Faders
- 20 customizable keys (Go/Pause)
- 20 customizable tactswitch (Select/Flash)
- Scrollwheel for Bank changes

Specifications can change without notification
Overview

Extended Playback Section

- 12 X 40mm Faders with single Flash button
- 12 Single Flash buttons
- Scrollwheel for Bank changes
- Spacing for labeling

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Overview

Main Go and Grand Master Section

Grandmaster with customizable Button

Select

Main GO section

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Overview

12 Functions Keys, freely assignable to many console functions. For additional direct access, Playback can also be assigned to functions keys.
The M1 control surface is designed to feel right from the first time it is used.

The keypad section has been kept the exact same as previous Martin consoles in order to facilitate the migration from one console to another.

To control fixture parameters, the M1 offers different options; 4 encoders, touchscreen, trackball or direct value entry via the keypad.

This allows the most laborious programming task to be done accurately, quickly and efficiently even for the most detailed devices like media servers and LED fixtures.
In live event situations where programming time is often a luxury, the Martin M1 comes with 46 direct access playbacks from its surface and hundreds more through the touchscreen.

The 46 playbacks on the surface are divided into three sections called Playback, Submaster and User keys.
The main Playback section offers 10 x 60mm fader playbacks equipped with 4 buttons. Each of the buttons can be assigned to a long list of functionalities such as Go, Flash+Go, Pause, Release, etc. The M1 offers 100 banks of 10 playbacks.

The same cuelist can be assigned to several playback or submaster faders and each assignment can have its own set of options. This allows, for example, mapping of a cuelist over two or more submaster buttons.
Playback section II

The Submaster section offers **24 additional playbacks**, 12 with 40mm faders and flash buttons and 12 with flash buttons only. Up to **100 banks** of 24 playbacks, submasters, overrides, inhibitives can be assigned and controlled simultaneously.

The same cuelist can be assigned to several playback or submaster faders and each assignment can have its own set of options. This allows, for example, mapping of a cuelist over two or more submaster buttons.
In addition to their multi-purpose functions, the 12 user keys can also be used to control cuelist.
The Martin M1-ts comes equipped with a high resolution 16:9 touchscreen, delivering crisp and bright views suitable in any outdoor light condition.

The screen is mounted on a flip-hinge system that can be adjusted to be completely in line with the surface angle of the M1 so the screen is never in the way when programming.

Folding it down onto the surface provides protection from damage and also hides it from unauthorized use.

The screen design has been thoroughly tested, is long lasting and solid.
The M1 is equipped with an **external monitor** connection via VGA or DVI with a top resolution of **3840 x 1024**. Using a Matrox TrippleHead2Go, the number of external screens can be **extended** by three. With up to **four touch screens** possible, the M1 will **satisfy** even the most screen savvy console operator.
2048 DMX isn’t enough? No problem. The Martin M1 can be upgraded to generate up to 6144 DMX channels (or 12 universes). There are two ways to add more DMX universes to the M1.

First, it is possible to purchase a 4 Universe license package (more information at www.martin.com). The additional universes will then be available through Artnet network protocol or the Martin Universal USB to DMX device.

It is also possible to enable the universes by using certain Martin products. Connect any MaxModule to the M1 to enable two additional universes or use the Ether2DMX8 to enable eight additional universes.
The M1 control surface can easily be expanded through Martin’s MaxModules. The Button, Playback and Submaster MaxModules can be connected to an M1 to give even more direct access to playback, fixture selection, groups, presets, etc. It is up to the user to select the most efficient playback surface for his show. Additionally, the MaxModule Cerebrum can act as a backup unit for the M1.
The Martin M1 console can be remotely controlled via various tools that are available at no extra cost.

First, there is the iPhone MaxRemote, a native iPhone application that allows quick access to most programming functions of the system. The iPhone remote is a true application and not a remote view of the console screen.

Secondly, there is Maxxyz Manager which offers Internet, Serial and Telnet remote options as well as scheduled operation via calendar and time-of-day rules.
Networking

M1 can be fully integrated with other Martin consoles and Martin Maxedia media servers. It supports the CITP thumbnail protocol for media servers and is also part of the MaxNet protocol.

Currently the networking system allows tracking backup between consoles and remote access with the iPhone application.

MaxNet is Martin’s proprietary protocol suite that is currently being rolled out into other parts of the system. It will allow advanced network functions like multi-user support and time accurate playback synchronization across video and lighting devices.
The Martin M1 console offers a similar set of features that you find in much larger and much more expensive consoles. What makes the M1 software different is the intuitive user interface it provides in a very affordable package.

The M1 software is a no nonsense design. **Simple** windows and menus are all designed to be used with a touchscreen or mouse, and access to anything is rarely more than one or two clicks away.
Bring together lighting and video

The Martin M1 user interface and structure allows for video and lighting integration with unmatched simplicity. The convergence of video and lighting is a reality no one can escape; it is part of large and small productions.

Traditional “moving light” desks were never optimized to handle media servers properly. Using CITP protocol, the Martin M1 can display all video and cue content through a series of thumbnails. This simplifies the process of choosing content to display on video screens.
One of the first features any new user will notice is how well layout is the device parameters in the M1.

Each device definition contains all needed information to properly show the parameters using a contextual approach.

Values are represented in their best way to be readable and understandable by the user.

All fixture libraries are designed with attention to detail and all functions possible are mapped out in a fast accessible system with multiple control options.
Color control

**Color Control**
A generic color picker and access to multiple libraries from LEE, Rosco and GAM with hundreds of choices makes finding the right color a breeze. No longer is the color a combination of DMX values. **Quick access** through the M1 color browser helps to find just the right one.
The M1 comes with an extensive fixture library that covers all major manufacturers as well as the most obscure DMX device on the market.

Intuitive and powerful Fixture patch
Adding fixtures to a show on the M1 as is easy as it can be. Using a step-by-step wizard, fixtures can be added to the patch without the need to read a complex manual.

The M1 patch offers other powerful functions such as fixture cloning, re-addressing and re-numbering, and assigning addresses is a simple drag and drop operation.
Intelligent grouping

M1 fixture grouping does more than simply store fixtures together inside a Group number.

Its powerful masking system allows for many variants of fixture orders and combinations, each of which can be utilized for effects and timing controls extremely fast.

Generic fixture masks like ‘every third’ or ‘odd and even’ can be stored for quick recall and the masks are seamlessly integrated into the Group window.
Effect generator

The M1 features one of the best effect generators on the market. Each parameter of every device has its own effect parameter.

Each generator has a multitude of curves and its own speed control, amplitude and delay.

All effects parameters will track through your cuelist like any other device parameters.

Multiple parameters can be easily synchronized together to speed up programming and the M1 provides extremely fine control over all aspects of FX programming and playback.
Global and live timing

Following the pace of a show is a breeze with the M1.

At any time, the operator can increase or decrease the time scale of a cuelist or the whole desk, allowing for instant reaction in changes to a show.

Even the most complex one-off events can be controlled so that the M1 is always on time and on beat.

All programmer changes can be done with timing control, enabling programming and on-the-fly adjustments that are smooth and elegant.
Presets are one of the most important features of any modern lighting console as they provide the building blocks for an accurate show and fast and efficient programming.

The M1 offers many different preset groups with the option to customize all parameter assignments to suit the preference of the operator. Multiple Preset windows can be open at once.
Specifications can change without notification.

**Fixture parts**

Today’s fixtures are more and more complex and can be difficult to use on most consoles. With the M1, fixtures with several sections, such as **LED strips**, can be controlled per section or as an individual fixture.

We call this feature “**dot fixture.**” For example, controlling a **MAC 401 Dual** means controlling **five** fixtures; the base and the four independent LED panels.

For the M1, this is one fixture with four sub-fixtures. Handling effects and timings for several such fixtures is therefore very simple on the M1, and access to all fixtures is quick via the fixture window and the grouping functions.

<table>
<thead>
<tr>
<th>ID</th>
<th>Name</th>
<th>Type</th>
<th>Universe</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>2031</td>
<td>Mac 401 Dual</td>
<td>Mode Effects</td>
<td>14</td>
<td>100</td>
</tr>
<tr>
<td>20</td>
<td>Group 1</td>
<td>Mac 401 Dual Mode</td>
<td>Auto</td>
<td>Auto</td>
</tr>
<tr>
<td>20</td>
<td>Group 2</td>
<td>Mac 401 Dual Mode</td>
<td>Auto</td>
<td>Auto</td>
</tr>
<tr>
<td>20</td>
<td>Group 3</td>
<td>Mac 401 Dual Mode</td>
<td>Auto</td>
<td>Auto</td>
</tr>
<tr>
<td>20</td>
<td>Group 4</td>
<td>Mac 401 Dual Mode</td>
<td>Auto</td>
<td>Auto</td>
</tr>
</tbody>
</table>
Cuelist

The concept behind the M1 is based around a very simple cuelist philosophy that is well established and familiar to many console operators.

Each of the thousands of possible cuelists can contain 10,000 cues. Each cue has its own label, trigger mode, fade time and delay.

In addition to the normal Cuelist mode, each cuelist can be set as Chase, Override, Timecode, Submaster or Inhibitive and such modes can be changed back and forth easily.

Each cuelist is a set of standard options such as Mark-cues, Tap-synch, Priorities, etc...
Timecode and MIDI

MIDI
An optional MIDI module can be added to the M1. The module comes with three MIDI connections In/Out/Thru. With this option installed the M1 can receive MIDI Notes, MIDI Timecode and MIDI Show Control.

Using the optional MIDI module, Cuelist can be triggered via MIDI timecode. A ‘learn’ mode makes it easy to set trigger points while listening to a soundtrack.
Specifications can change without notification

User layouts, views and settings

Up to 16 views are available and can be completely customized. The M1 contains optimized factory default views so there is no delay when starting to use the console.

Views can then be adjusted as the operator learns the desk and creates his own personal work environment. Views can be exported and imported quickly with a USB memory stick.

User settings
All settings of the M1 can be saved to a file and stored away for later usage. This is particularly useful for users who tailor their M1 console to their needs.
Although the M1 is highly graphical it also uses a command line for direct user input. A command line allows experienced users to work extremely fast and save many hours in a programming session. Powerful commands are available for quick access to many functions of the desk.

The M1 command line follows a natural speech syntax that is easy to learn. M1 does not think like a computer but like a human being. Once the concept is understood the commands will come naturally to the user as they follow the same concepts and combinations are logical.

**Undo**
The Undo button allows the user to step back to previous commands. Undo can restore the previous fixture selection, previous parameter values and reverse patch changes.
DMX-IN

The M1 offers a powerful DMX Input system.

Merge
This function is very popular in theaters to combine a conventional desk with the M1. HTP or LTP mode can be selected.

Capture
With capture, DMX values from the DMX input can be loaded into the programmer and later recorded in cues.

Trigger
Cuelists can be triggered through external DMX control. Intensity and command.
Artnet management

M1 is compliant with Artnet 2 and supports RDM over Artnet devices. Connected Artnet nodes can be remotely configured. M1 has unicast and broadcast settings to optimize the system for the required network bandwidth.
The M1 is fully RDM compatible. All information can be seen in the M1 fixture patch as well as into M1 views. Also include in M1 is the RDM webpage remotely accessible. A scheduling feature generates reports at specific times of the week for better management.
Part of the Martin M1 family is the Maxxyz PC software. This free downloadable Windows-based software can be used as a real console as well as an offline editor.

All show files created in Maxxyz PC or other Maxxyz products are fully compatible with the Martin M1 and vice versa.

Maxxyz PC is fully compatible with Windows XP, Vista and Windows 7.
Show file compatibility

All previously made show files in Maxxyz consoles or Maxxyz PC are fully compatible with the M1. The same goes for show files made on the M1 - they will load properly on Maxxyz consoles with same or higher software version.
The all-in-one control solution!