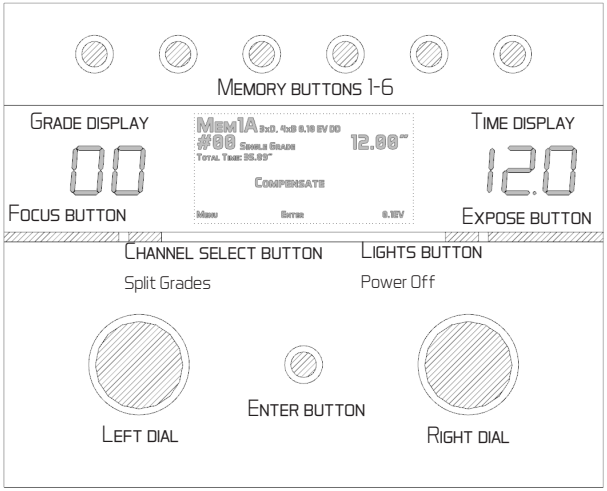
Darkroom Timer Mode



Main Menu

Base Time	Adjust base time in 0.5"
Test Strip 1	Adjust test strip time in 0.5"
Test Strip 2	Adjust test strip time in 0.5"
Dodge	Adjust dodge amount in 0.1 EV
Burn	Adjust burn amount in 0.1 EV
Compensate	Adjust base time in 0.1 EV
Drydown	Drydown amount in 0.05 EV
Options	-
Select Mode	-
Select Enlarger	Select which enlarger to use
Select Grade	Select contrast grade

To enter a sub menu for more detailed control, press on Left or Right Dials or the Enter Button. Hold down either dial or the Enter Button to go back to the main menu.

Test Strips

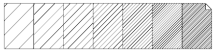
Strip count: Number of exposure steps in each test strip

Step size: Exposure difference between each step (in F-Stops)

Linear/ Individual: Exposed on a single paper or individual sheets

Shortest/ Middle: Each step will be added to the base time or base time will bracketed

Directon: Longest or shortest exposure first, move your mask to cover or reveal your test strip with each exposure



7 strips, 0.5 EV, Linear, base time is Shortest

5 strips, 0.3 EV Individual, base time is bracketed

Test Strip Review

Strip Nr.: Which strip you prefer (will select its exposure time)

OK: Goes to main menu with the new base time

Refine: Exposes another test strip to refine the selected strip's exposure time

Retry: Exposes the same test strip once again with the original base time

Cancel: Makes no changes to the base time and goes to the main menu

Dodge/Burn

Dodge/ Burn Nr: You can create up to 9 dodge and burn actions per channel.

Area: Where on the paper to perform the next dodge/ burn action (location or subject A, B,...)

EV: Dodge/burn amount in F-Stops

Compensate

Length: Measure side of the paper or length of the subject, raise the enlarger head, enter old and new values

Aperture: Change the aperture on your enlarger lens, enter old and new values

Manual: Specify an F-Stop compensation manually

Channel: You can compensate the active channel or both A/B channels at once

Drydown

Add an amount of compensation (in 0.05 EV) to your test print to see how it will look once the paper dries.

Hold Expose Button for 3" to print without compensation.

Enlarger

Select which enlarger will be used for exposure if Grade is set to Single Grade, Low Contrast or High Contrast (affects which power sockets will be active during focusing and countdown).

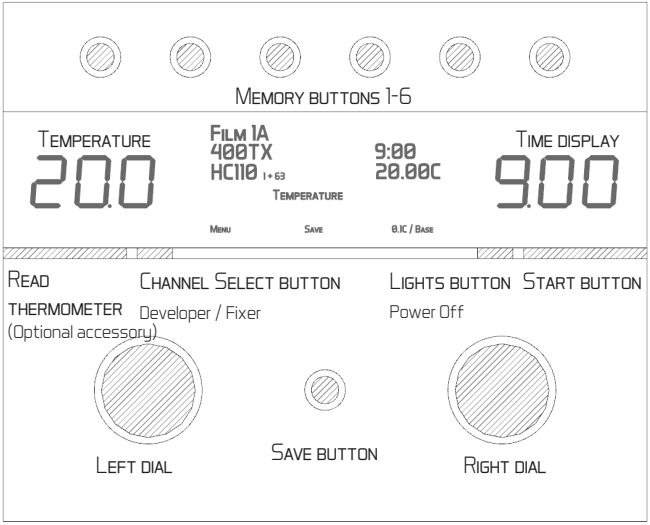
Grade

This setting does not affect the actual exposure time. The display on the left serves as a useful reminder for which filter to use, especially during split grade printing.

If Color is selected, all lights will be turned off before exposure and Color Enlarger will be used (Options 2.1.2.1, 2.1.2.2).

If Developer, Fixer or Paper Flasher are selected, respectively configured power sockets will be active during countdown (Options 2.1.1.6, 2.1.1.7, 2.1.1.8).

Film Developer Mode

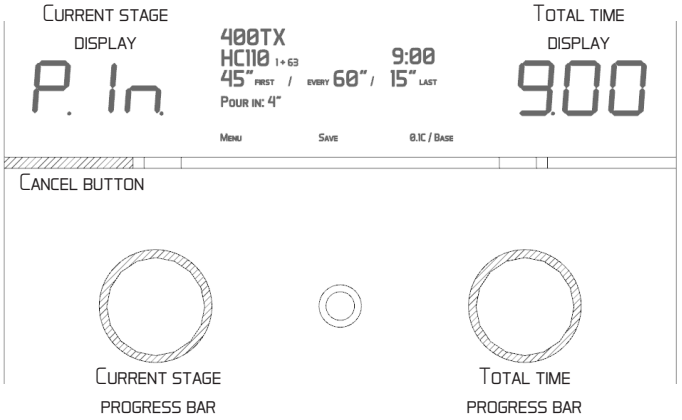


Main Menu

Temperature	+- 0.1 C or F, if set to any other value than base temp, it will compensate the base time
Base Time	Adjust time in 15"
Film*	Select film
Exposure Index*	Select Exposure Index
Contrast*	Select N+- compensation
Developer*	Select developer
Dilution*	Select dilution and calculate ml
Method	Select development method
Compensate	Compensate base time +-1 %, set to Auto in order to increase each time you develop
Select Mode	-

*These parameters serve only as reminders and have no actual effect on development

During development



Method*

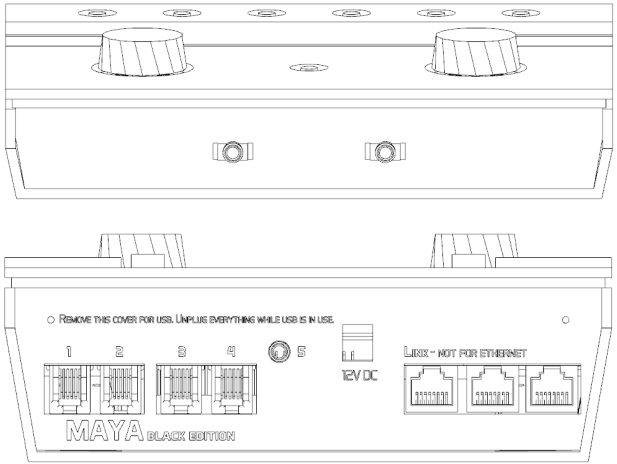
Method	Select preset methods (1-5). You can save up to 5 different methods for different scenarios such as high contrast, low agitation and stand development.
Pour in/out	How long it takes to pour chemicals +-1"
Include/Exclude	Whether pour in/out times are included in the development time
First Agitation	How long to agitate at start +-1"
Last Agitation	How long to agitate at the end +-1"
Agitation Interval	How often to agitate +-1" / minutes
Agitate for:	How long each agitation takes +-1"

*While in Film Developer Mode, press Start button once to review the method to use or hold for 1" to start developing right away.

Base Time / Temperature

Set base time in 15" increments. Select a temperature and click on the right dial to set it as base temp. After this, you can select the actual temperature of your developer using the right dial and the base time will be compensated automatically.

Basic Setup



Plug PB main power cable into an electrical socket (100-240V). You can use the included adapter (12V 1A) with either MAYA or PB. Do not use multiple power adapters at the same time.

Connect the PB and MAYA together using the LINK cable (RJ45). Never use the LINK cable or any other ethernet cable to connect PB or MAYA to a computer, router or any other network device as this would cause damage on all your devices.

PB will power up in Default State once 12V power is supplied. You can change which sockets are powered in Default State (Options 2.1.1.1) for each PB you have. (Default: Safelight will be on).

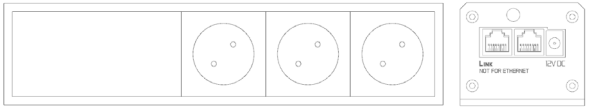
PB will power down after a certain time (Options 2.1.3, default is 15') if you don't take any action from MAYA. You can change which sockets are powered in Power Off State (Options 2.1.1.2, Default: All sockets are unpowered).

Press any key on MAYA to turn it on. Options 1.7 to select which mode comes up first.

Hold down the Lights Button for three seconds to turn MAYA off. After a certain time (Options 2.1.3, default is 15'), PB will switch to the Turn Off State (2.1.1.2).

You can set the brightness of the LCD and the LED displays for safe light and room light individually (Options 1.1, 1.2, 1.3). In order to adjust the contrast of the LCD display, use a small screwdriver through the hole in the front panel.

Tips and Hints



All LINK ports are same in operation, you can use any of them.

Different sockets on PB are powered during different states of operation. You can configure those states in Options 2 and its sub-menus.

Test Strip 1 is a very quick way to figure out the correct exposure time, especially if you're not familiar with your film and paper. Set Base Time to 5" for a small sized print and 15" for larger paper and each step will be exposed half an F-Stop more.

If you are more experienced with your negatives and paper, set your guessed exposure time as the base time and use Test Strip 2. This will create 5 bracketed exposures with 0.3 stops around your guess.

You can change the Test Strip Parameters in Options 1.4 and 1.5 for Test Strip 1 and 2 respectively, in case you prefer other methodology.

In case you are happy with one of the results on the test strip but want to try a slightly different exposure time, you can choose Refine on the Test Strip Review page. This will make five exposures with very close (0.2 EV) steps on individual sheets of paper so you can easily compare and see which one works the best.

Assinging areas to dodge/burn actions is entirely optional, you can simply specify the amount in F-Stops if you don't want to bother with the areas. However, if you have more than one action to perform, areas might be a good idea since MAYA will remind you what you need to do next on the left display.

Since all your dodge and burn actions are set in F-Stops, you can change your base time as you like and new times will be calculated automatically.

If your dodge or burn times are too short to perform your actions easily, you can use the Slow function during countdown, which will extend individual d/b times at half F-Stop increments. You can then change the aperture on your enlarger lens accordingly and enjoy more comfortable exposure times. Remember to open it back afterwards.

While doing split grade prints, you can compensate both A and B channels on the same memory position by the same amount (in case of a change in print size, for example) using Both Channels option on Compensate menu.

Even if you have only one enlarger, there is still a use for having multiple enlargers set up with MAYA. For example you can use the same power socket for two different enlargers, one with the safelight on and one without. You can also use your room light or a regular light bulb as a separate enlarger, which would be useful when making contact prints or as a Paper Flasher.

You can have the Paper Developer and Fixer grades set up to turn on an additional safe light in your development area.

Options

1. Maya settings	
1.1. LCD backlight	LCD Brightness in room light and safe light
1.2. LED Display brightness	Brightness of the numeric LED displays in room light and safe light
1.3. LED Ring brightness	Brightness of the LED rings in room light and safe light
1.4. Test strip 1	
1.4.1. Strip count	Number of steps in a test strip
1.4.2. Step size	F-Stop difference between each step
1.4.3. First strip:	Start with the longest or the shortest exposure
1.4.4. Base time:	Each step will be added to the base time or base time will bracketed
1.4.5. Strip mode:	Single strip of paper (Linear) or individual exposures for each step (Individual)
1.5. Test strip 2	
1.5.1. (same as above)	(same as above)
1.6. Test strip refine	
1.6.1. (same as above)	(same as above)
1.7. Startup mode	Darkroom Timer, Film Developer, Select Mode
1.8. Buzzer volume	Sound level of the metronome
1.9. Temp unit	Celcius or Fahrenheit
2. Power Brick	**Connect only one PB to change configuration!**
2.1. Power Brick A	
2.1.1. States	Which sockets are powered during various states
2.1.1.1. Default state	When a PB is powered on
2.1.1.2. Power off state	When a PB is turned off after timeout
2.1.1.3. Safe light	When safe lights are on
2.1.1.4. Room light	When room lights are on
2.1.1.5. Color pre expose	Before the exposure if Color is selected as Grade
2.1.1.6. Paper developer	During countdown if Paper Developer is selected as Grade
2.1.1.7. Paper fixer	During countdown if paper fixer is selected as Grade
2.1.1.8. Paper flasher	During exposure when paper flasher is selected as Grade
2.1.2. Enlarger	Which sockets are powered during Focus and Exposure
2.1.2.1. Color focus	During focusing when Color is selected as Grade
2.1.2.2. Color expose	During exposure when Color is selected as Grade
2.1.2.3. Enlarger 1 Focus	During focusing when Single Grade, Highlights or Shadows are selected
2.1.2.4. Enlarger 1 Expose	During exposure when Single Grade, Highlights or Shadows are selected
2.1.2.5. Enlarger 2 Focus	Same as above for Enlarger 2
2.1.2.6. Enlarger 2 Expose	Same as above for Enlarger 2
2.1.2.7. ...	You can have different settings for up to 9 enlargers or you can use them for the same enlarger, with and without the safe light
2.1.3. Turn off after	Timeout for PB if MAYA is not connected (in seconds or minutes)
2.2. Power Brick B	
2.2.1. Add new PB (if no PB defined, otherwise same as above)	
2.3. ...	
3. Accessories	
3.1. Acc Port 1	
3.1.1. Accessory type:	Simple remote/footswitch, Multifunction/handheld with button, MF/HH with switch
3.1.2. Function A	Expose, Focus, Channel, Lights
3.1.3. Function B	Expose, Focus, Channel, Lights
3.2. Acc Port 2	
3.2.1. Switch: Momentary/ Toggle	(same as above)
3.2.2. S1: Function	(same as above)
3.2.3. S2: Function	(same as above)
3.3. Acc Port 3	(same as above)
3.4. Acc Port 4	(same as above)
3.4.1. S1 Mode	Latch/Momentary
3.4.2. S2 Mode	Latch/Momentary
3.4.3. S1 Function	Expose, Focus, Channel, Lights
3.4.4. S2 Function	Expose, Focus, Channel, Lights
3.5. Acc Port 5	
3.6. Acc Port 6	(same as above)
3.7. Acc Port 7	(same as above)
4. Select mode	Goes back to Select Mode Menu