

The

PocketWizard Max

Users Manual

Put the magic of a Wizard into your photos

LPA Design
So. Burlington VT

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Introduction

Congratulations on your purchase of the PocketWizard Max radio slave. This is the newest entry in the most reliable line of radio slave products available. The PocketWizard Max is a fully digital radio system, making use of a microprocessor in both the transmitter and the receiver. Digital signaling allows the PocketWizard Max to reject spurious noise, and to receive weak signals without any degradation in performance.

PocketWizard Max Features

- Sixteen original PocketWizard and PocketWizard Plus compatible channels, plus...
- Sixteen new channels with four channel select ability.
- Hot shoe and 1/4-20 mounting features built in
- LCD Display to show status and settings
- Keypad for easy changes to settings
- Regulated power supply - no performance degradation until low battery indication
- Digital trigger signal virtually eliminates false fires
- Sync at speeds up to 1/250 second with a focal plane shutter or 1/500 second with a leaf shutter (it takes approximately 540uS for the receiver to respond to a sync)
- Will trigger most cameras with motor drive ports
- Allows you to use a strobe you carry with you, a remote strobe, or both
- Light weight - weighs less than 4.5 ounces with batteries.
- Uses 2 AA batteries or AC adapter

Getting Started

Using your PocketWizard Max

13. Install batteries or use an AC adapter in the transmitter and receiver.
14. Attach a sync cord (PC to miniphone is the most common) from your camera to the Sync In connector on the transmitter or use the hot shoe to mount the transmitter to your camera. Note that the Sync In and Sync Out jacks look the same,.
15. Attach a sync cord from the Sync Out connector on the receiver to your strobe pack
16. For quick and simple setup, or for use with older PocketWizards, use the up and down keys (triangular keys) to change the channel number displayed on the LCD screen to channel 1 thru 16. For more advanced uses, see “4-Channel Triggering” section. Be sure to set the transmitter and receiver to the same channel number.
17. Turn the transmitter and receiver on. They will automatically sync up to 1/250th of a second with a focal plane shutter and 1/500 with a leaf shutter
18. Verify that the light on the receiver blinks every few seconds
19. Verify that the light on the transmitter double blinks every few seconds
20. Move the LOCAL - BOTH - REMOTE selector switch on the transmitter to the Both position
21. Press the Test Fire button on the transmitter and confirm that the remote strobe goes off. The receiver will stay activated as long as you hold the Test Fire button.

Installing Batteries

To install batteries, open the battery compartment door, and insert two AA batteries. Make sure that they are in the proper orientation, as shown on the label in the battery compartment. LPA recommends the use of Alkaline batteries only. Standard batteries and rechargeable batteries will not perform well. Lithium batteries will give you approximately the same life expectancy as Alkaline batteries and cost more.

When to Change Batteries

In the upper left hand corner of the LCD display is a battery icon with several segments. The segments show the approximate battery level left. If the battery is new, it should show a “full” battery, or all segments lit. As the battery wears down, segments will disappear. When the battery needs replacing, all the segments will have disappeared and the battery outline will blink. Expected battery life for the receiver is about 120 hours, the transmitter should last about 200 hours.

Connecting the Transmitter to the Camera

To connect the PocketWizard Max transmitter to the camera you have two choices. The preferred method of connecting is to use the built in hot-shoe. Slide the PocketWizard Max into the hot shoe on your camera. If you do not have a hot shoe, you will need a PC to miniphone cable. The miniphone end plugs into the Sync In terminal on the transmitter and the PC connection plugs into your camera's PC connector.

Connecting the Receiver to the Flash Pack

To connect a receiver to a flash pack requires a cable with a mini phone plug for the Sync Out terminal on the receiver and the appropriate connector for your strobe. Sync cables are available for most popular strobes. (see the included accessories list).

Connecting the Transmitter to a Local Strobe

The transmitter is equipped with a miniphone connector labeled Sync Out. With the appropriate adapter or cable, a strobe pack can be fired by cable from the transmitter without the use of a

receiver. To fire the local pack, the local - both - remote switch should be in the Local or Both position. NOTE: Most modern flash packs have low voltage, low current sync terminals. Some older packs have as much as 400 volts applied across the sync terminals. The PocketWizard Max is designed to work with voltages as high as 300 volts, and may not work with higher voltage packs. If you have an older flash unit, check with the manufacturer to make sure your pack will not exceed these limits. You may also purchase an LVT (Low Voltage Trigger) from LPA Design or your strobe manufacturer.

TRANSMITTER and RECEIVER ORIENTATION

Long range performance of your PocketWizard Max radio slave system is dependent on orienting and positioning the units properly. In general, it is a good idea to have line of sight between the transmitter and the receivers. If this is not possible, try to keep the units away from large metal, concrete, or water-filled objects. (remember that people and trees are both full of water.)

Receivers can be mounted to flash packs using Velcro tape or with the 1/4-20 threaded insert as long as you are sure that the receiver is mounted such that the antenna is completely above the top edge of the pack. It is best under all circumstances to avoid any contact between the antenna of the units and anything metallic.

You may find "dead spots" in some areas. These are caused by a number of different things, but the solution is almost always the same - try moving the unit a few inches to one side or the other. Again, try not to put the units behind concrete, metal, hills - anything that absorbs radio.

Advanced uses - 4 channel triggering

When used on channels 1-4 is compatible with the PocketWizard Plus and when used on channels 1-16 is compatible with the older original PocketWizard. However, the PocketWizard Max has an additional 16 channels (channels 17 to 32) that allow for more advanced uses. Please note that channels 17-32 cannot be used with any older PocketWizard products or the PocketWizard Plus

After you have changed the channel number to one of these channels (for example, channel 17) on both the Transmitter and Receiver, you will note that the Receiver will have an A, B, C, or D shown on the LCD display. If you see a large "17 A", then the receiver is set to channel 17, subchannel "A".

The Transmitter will also show, by default, A - B - C - D - L when set to channel 17. If you or someone else has used your PocketWizard Max before, some or none of the letters may be showing. To toggle on or off any particular channel, press the appropriate key on the keypad.

So, what does all this mean? You could, for example have four receivers with strobes attached to them in four corners of a room set up on channel 17A, 17B, 17C and 17D. Then, set your transmitter to channel 17. If "A - B - C - D - L" are shown on your display, all the receivers will respond when you trip your camera or press the TEST button. Then, you could press the 'B' key. You will now note that the display shows A - - C - D - L. Note that the "B" has disappeared. The next time you trip your shutter or press the TEST button, all the strobes except B will respond and trip their strobe.

Each key on the top row will toggle on or off the respective indicator on the display.

The “L” is for a **L**ocal strobe, attached to the sync-out port on the Transmitter. This is used to toggle on and off a strobe at the camera position.

Other Buttons

The TEST button on the transmitter will send a radio signal to the appropriate receivers and/or trip the local strobe. Of course, if there is no radios turned on (ie, if it is set to channels 17-32 and the A, B, C, and D indicators are off) no radio signal will be sent. Also, if the L indicator is not on, the local strobe will not be tripped.

The “L” button toggles the Local strobe on and off. An “L” appears on the LCD display if the local strobe will be triggered.

The {lightbulb icon} button turns the backlight on without changing any settings. This is useful when the backlight mode (see “*” key menu options below) is set to “OFF” and you want to read the display without changing any settings.

The “*” button is a special menu button to access the functions listed below. When the “*” button is pressed, the channel # will disappear and a menu will appear. Use the prompts on the menu and the up and down arrows to adjust each of the settings. When you are finished with changing the setting, press the “*” button again. To clear the menu and return to the normal status display, press the “*” button again.

Menu options:

- LCD contrast adjust - if you have a hard time reading the display, try this option and the up/down arrows to change the contrast on the display.
- Shot counter reset - select this menu option to reset the shot counter to 0.
- Set Contact duration - When the receiver is triggered, this will set the length of time the contact is held closed. You may want to adjust this value when triggering motor driven cameras. Some cameras will act erratically if the wrong duration is used.
- Backlight Mode - This will allow you to change the backlight mode. There are two modes. When the backlight is set to ON, it is on continuously. When the backlight is set to OFF, the backlight is lit for 10 seconds when buttons are being pressed, then it turns off to save battery power. Leaving the backlight on may reduce the battery life of the unit to around 60 hours each.
- Speaker Mode - The built in speaker can be used to indicate proper operation and other status information. The speaker mode settings can be change with this mode setting.

Care and Feeding...

To insure continued reliability, please follow these guidelines:

- Do not subject the unit to high mechanical shock (don't drop it!)
- Damage may occur to some components if the PocketWizard Max is stored below -40°C (-40°F) or above +85°C (185°F).
- Keep your PocketWizard Max dry.
- Do not connect any device to this unit unless that device is approved for use by LPA Design. Connection to unapproved devices may cause damage and will void your warranty.
- Remove the batteries when storing the unit for an extended amount of time. Remove spent batteries promptly.
- Turn off units when not in use.
- To clean the PocketWizard Max, use a lightly dampened cloth to wipe the exterior surfaces. Do not use solvents or other cleansers. Do not immerse the unit in any liquid.

Troubleshooting Guide

There are very few things that can go wrong with the PocketWizard Max. In most cases, the first indication of a problem is that "it just doesn't work". If you do have a problem, please follow the troubleshooting steps in order.

Before you start troubleshooting:

- Make sure that there are good batteries in both transmitter and receiver, or a working AC adapter plugged into the AC adapter jack.
- Turn both units off, wait a few seconds, then back on
- Make sure that both units are set to the same ID number, and same letter.

These steps should fix most problems. If there is still a problem, use the following troubleshooting table

Symptom / Cause - Solution

PROBLEM: The LED (transmitter or receiver) doesn't blink.

CAUSE/SOLUTION: If you have done all of the "Before you start" steps and a light doesn't blink, that unit should be sent in for repair.

PROBLEM: The LED on the transmitter is stuck on Camera sync stuck on - unplug the sync cable at the camera end. Bad cable - unplug the cable at the PocketWizard Max end. Stuck test fire button - press it and see that it snaps back out.

PROBLEM: When I press Test fire, the remote strobe doesn't fire, and the light on the receiver doesn't turn on.

CAUSES/SOLUTIONS:

- Bad transmitter / receiver orientation - Try reorienting or repositioning the transmitter and/or receiver according to the Transmitter/Receiver Orientation section.
- Too long a distance - see if moving closer to the receiver causes the unit to work

PROBLEM: When I press Test fire, the remote strobe doesn't fire, but the light on the receiver does come on.

CAUSES/SOLUTIONS:

- Bad cable - try connecting the pack to the sync out on the transmitter, and press test fire. If the strobe works connected to the transmitter, the receiver needs repair. If the strobe does not work when connected to the transmitter, replace the cable.
- Incompatible pack - If you have replaced the cable, and the strobe still doesn't work (connected to either the transmitter or the receiver), it may not be compatible with the PocketWizard Max. Try another pack (of a different model), if the second pack works then the first is not compatible. Some older packs have very high sync voltage and are not compatible with the PocketWizard Max.

Warranty

This warranty is given to you (the end user) by LPA Design, 1350 Shelburne Road, Suite 265, So. Burlington, Vermont, 05403, U.S.A. If you experience difficulty with your PocketWizard Max (tm) product you may return the product to any factory authorized representative for repair. Please be certain that your product is properly packaged before shipment. If possible, use the original packaging. Seller is not responsible for damage during shipment. LPA Design will make every effort to promptly return the repaired product, subject to availability of parts.

In - Warranty Service

All PocketWizard Max Products are warranted against defects in workmanship and materials for a period of one (1) year from the date of purchase. The only acceptable proof of purchase is a sales receipt which must contain the date of purchase and the serial numbers. During the warranty period LPA Design will repair or, if necessary, replace defective components at no charge. To obtain warranty service, please contact the dealer from whom you purchased the product or your regional sales representative. If you have shipped your product (freight prepaid) to an authorized service facility, LPA Design will return the product to you after it has been repaired or replaced. LPA Design will pay surface shipping charges to return the product to you. If you desire express shipment or special shipment, shipping charges will be billed to you. If LPA Design repairs or replaces the product, it may use reconditioned parts or materials. All service work is warranted by LPA Design for 30 days from the date of shipment of the repaired product or the original warranty period, whichever is longer.

This warranty does not apply to defect or damage resulting from: (a) accident or misuse, or as a result of modifications or repairs made by unauthorized personnel; (b) failure to operate or maintain the product according to manuals; (c) failure to provide a suitable environment for the product; (d) use of the product for any use other than for which it was intended; (e) battery leakage; (f) any cause external to the product. This warranty is not assignable and runs only to the original purchaser. This warranty does not cover any product acquired by you for the purpose of remarketing, reselling, leasing or renting to any other person.

NO OTHER WARRANTY IS EXPRESSED OR IMPLIED BEYOND THE FACE HEREOF, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. LPA DESIGN IS NOT LIABLE FOR CONSEQUENTIAL OR SPECIAL DAMAGES ARISING FROM THE PRODUCT OR ITS FAILURE TO FUNCTION PROPERLY, EVEN IF LPA DESIGN HAS BEEN NOTIFIED OF THE POSSIBILITY OF SUCH DAMAGES.

Out of Warranty Service

Beyond the one (1) year warranty period, LPA Design will repair or replace defective components on a time and materials basis. If LPA Design repairs or replaces the product, it may use reconditioned parts or materials. All service work is warranted by LPA Design for 30 days from the date of shipment of the repaired product. Call your sales representative for more information.

Policy on Changes or Upgrades

All PocketWizard Max (tm) products are sold on the basis of descriptive specifications in effect at the time of sale. LPA Design reserves the right to make periodic changes or improvements to any product and shall make every effort to notify the owner of changes or improvements, but LPA Design has no obligation to modify or update products once sold.

General

The validity, construction and effect of this warranty shall be governed by the laws of the State of Vermont. If any provision of this warranty is found invalid, the remaining provisions of this warranty shall not be affected or invalidated.

FCC Statements:

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC ID Number: KDS-PW2-001