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## Digital Lighting Support

### Setup Primer for DL.3 and DL.2 fixtures

Topics covered:

[Introduction to Setting up your fixture - Placement, Power and DMX](#)

[How to use the built-in video camera](#)

[Adding custom content](#)

#### Introduction to Setting up your fixture - Placement, Power and DMX

The purpose of this page is to assist you in the workflow associated with setting up your DL.2, at stage level or hung in a truss, projecting light on a screen, some other surface(s) or into the air (for beam effects for digital aerials), sending the video captured by the built-in camera to some other display device, and how you can add a media file to your DL.2.

**Step 1:** Buy (or rent) a DL.3 or DL.2 Digital Light

**Step 2:** Carefully remove the fixture from its roadcase and place it on a flat surface, or attach it to a truss.

*Refer to **Chapter 2: Setup and Configuration** of the User Manual for more detailed setup and safety information.*

*Refer to the **Distance & Image Size Chart** on the product and support page for your fixture. If you require a brighter image, consider a shorter throw distance.*

**Step 3:** Connect a DMX cable from your lighting console to the "DATA IN" port on the Digital Light .

**Step 4:** Plug in the fixture and allow several minutes for the software to load.

**Step 5:** Patch the fixture on your lighting console. You may need to patch one unit as multiple fixtures, one each for Motion and Camera Functions; Global Functions; and Graphic Functions 1, 2 and 3. Refer to the product's User Manual for more details.

#### How to use the built-in video camera

**Step 6:** Connect an S-Video cable\* or "S-Video to Ethernet balun" to the "CAMERA OUT" port on the fixture. This cable now carries whatever image the DL.2 Digital Eye video camera is seeing. You now need to decide what you want to do with that signal.

**Step 7:** Connect the other end of the S-Video cable to the display device of your choice.

*Refer to the **DL.2 Live Video Distribution Primer** for tips and tricks regarding the distribution of the live video signal from DL.2, as well as information about devices you can buy to build a live video preview and switching station capable of processing and managing live video from multiple DL.2 fixtures. **Using live video from the Digital Eye video cameras built into every DL.2 is easy!***

#### Adding custom content to

**Step 8:** Connect an Ethernet cable to the "ETHERNET" port on the fixture.

**Step 9:** Connect this cable to a computer that is running the Content Management Application (CMA) either directly or through an ethernet hub.

**Step 10:** Launch the CMA on your computer that also contains your custom content. Locate the fixture in the CMA and drag your content into the user-content section of the CMA. Use the CMA to apply a DMX value to each new content file.

**Step 11:** On a fixture Graphic Function, dial the media library and media file value for your custom content.

*Refer to [Digital Lighting Content](#) to read about methods for creating your own media files and 3D objects for use with DL.3, DL.2 and Axon media servers.*



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