













Fully integrated digital media server

On-board industrial-grade Nightvision camera and Infrared Illuminator

On-board Infrared Emitter

Full Color Menu System

Content Management Application intelligently manages digital media files over Ethernet from Mac or PC

True 3D graphics engine

Ability to import 3D object images

Software built on proven Windows® XP Embedded and DirectX®







DL.2 is a digital automated lighting fixture featuring an integrated

media server. This single package provides a 3 LCD-panel light engine with a media server and preloaded content, along with an integrated Sony video camera and illuminator. The DL.2 fixture mounts like any other moving luminaire and controls just as easily with plug-and-play operation using standard DMX cabling and protocols. Production setup time is reduced since there is no need for RGB cabling, and racks of servers are no longer necessary at front-of-house or backstage.

A Content Management Application running on your workstation or laptop computer gives you remote control of uploading and crossloading content, upgrading software and fixture configuration for multiple DL.2 fixtures on a fixture network

New for DL.2: Collage Generator feature.

This patent-pending feature enables multiple DL.2 units to create seamless vertical, horizontal or central panoramic media projections controlled from a lighting console. Using multiple DL.2s allows you to increase effective screen luminance.

INTERNATIONAL AND U.S. PATENTS APPROVED AND PENDING.



SYSTEM

DL.2 software based on Windows® XP Embedded and DirectX® technology.

Powerful Content Management and Configuration software can remotely manage multiple DL.2 fixtures.

Integrated Sony camera with Super HAD technology and infrared illuminator provides live video input and output from fixture location.

Supports importing of custom content including: 3D objects, media files, still images.

DMX512 and Art-Net support

Remote software upgrade capability

Royalty-free stock digital art collection featuring over 1000 lighting-optimized

RGBHV and S-Video connections accept a wide range of media device inputs

GRAPHICS ENGINE

Simultaneous playback of three discrete media streams on separate 2D/3D objects.

30 Object parameters for graphic control of each individual media stream including:

- A choice of multiple play modes and play speeds
- The ability to define any segment of a video loop including Scrub capability
- · Multiple color mixing and visual effects that can be combined any way you choose
- Chromakey effects to layer any content by keying on any colormix to make transparent
- Variable Opacity to allow for crossfading or dissolves between media streams
- · Full control of image Rotation, Positioning and Scaling on X, Y and Z axes
- · Visual Modes let you control brightness and contrast to optimize content
- Video input or camera capture you can apply to 2D/3D objects

35 Global parameters provide graphic controls to the composite image created by up to 3 media streams

- Intensity overlays the opacity control to provide system-wide intensity level
- Overall image Color Mixing applied to composite media stream image
- · Color Effects including edge colors allow for combined image color mixing
- Multiple Mask selections with edge fading and strobe effects



Create multiple

horizontal, vertical

or central panoramas



COLLAGE GENERATOR



as if it were a single fixture. As an example, the user could link 4 DL.2s to create one Central Panorama that offers a screen luminance of 20K lumens. With

the call of the next cue, the user could change that configuration using the same DL.2s. No need to spend time and labor on balancing projector white balances and aligning pixels to pixels. Most panoramas can be set up in preproduction in under 25 minutes.

- · Edge fading for creating montages
- Keystone correction on output projection
- Viewpoint controls change viewing angle/perspective on images

Multiple modes for synchronizing all networked DL.2 fixtures

CONTENT **MANAGEMENT APPLICATION**

Software now runs on Mac and PC

Communicates with DL2 fixtures over an Ethernet network

Uploads and downloads custom digital content to DL.2 fixtures

Configures DL.2 fixtures with remote control of all menu commands

Updates software including content, applications, and operating system to DL₂ fixtures

COLLAGE GENERATOR

Create seamless images from multiple DL.2s

Ability to select variable number of fixtures and panorama orientations

Synchronized playback and control of multiple units as one large single unit

HARDWARE

17 Motion Parameters for mechanical fixture control include:

- · Mechanical iris adjustment to full black-out
- 400-degree Pan and 240-degree Tilt movement
- · DMX control of projector zoom and focus
- DMX control of camera functions

DL.2'S ON-BOARD MENU SYSTEM WITH PREVIEW AND DIAGNOSTICS MONITOR.



THOUSANDS OF

DIGITAL MEDIA FILES

Camera provides:

- Optical + digital zoom to increase image up to 216X
- Options for 1-30 frame captures/sec
- · Vertical and Horizontal image invert
- Black and White, Color Negative and Freeze Frame
- White Balance including Red and Blue gain control

Infrared illuminator allows video capture even in blackout settings

Remote video input and output switching let you select live video from external source including another DL.2 fixture's camera feed.

Full color display and preview monitor/menu functions

Powered by a 3,2GHZ Pentium 4 HT processor with an ATI X850XT **Graphics Processor**

Gigabit Ethernet for fast content uploading and multiple fixture synchronization

Mounting system provides multiple orientation options

Dimensions: 23.4" x 23.6" x 35.9" (595 mm x 598 mm x 911 mm)

Weight: 118 lbs. (53.5 kg)

One year product warranty

Includes tour-grade roadcase

International and U.S. Patents approved and pending.

Specifications subject to change without notice. Certain specifications may be the result of future software releases. For a complete list of the issued patents and patents pending contact High End Systems.

Camera Info: Remote control

camera network:



