

digislider

motorised dolly slider

Light. Precise. Portable and Affordable.



Digislider Wing Arm Contents:

- Digislider Wing Arm
- Motor to Controller Cable
- Controller
- 8 x AA battery holder



1. Hold the motor **NOT** the Wing Arm when attaching tripod legs



2. Plug the motor cable into the motor.



3. Connect motor via USB and power to the controller.



4. Pull up and twist 90 degrees to unlock.



5. Only move the Wing Arm by hand when controller is discon-

CONTROLLER INSTRUCTIONS

First set the start and end points in “Settings”.

Set Start point by moving the joystick in the desired direction and press down on the joystick to make the selection.

Set End point by moving the joystick in the desired direction and press down on the joystick to make the selection.

Delay (for time lapse) = Shutter delay time. Set it to about 0.5-1 seconds to allow any vibrations from the motor to settle before triggering.

Video Mode:

Manual Mode = Hold left or right joystick to move, let go to stop motors.

Auto Mode = Hold left or right on joystick to start moving, press middle button to stop.

Speed can be changed by holding up and down on the joystick to increase or decrease the speed. It can be altered whilst the motor is moving as well as when it is not.

Left and right will alter the direction.

Auto-loop will loop back and forth (ping pong mode)

Auto-stop will stop when it reaches the start or end point depending on which direction you move.

Time Lapse Mode:

Total Time = Total time you want the time lapse in hours, minutes, seconds.

Photos = How many photos you want

(The shutter delay of the camera can be set from the shutter settings on the first menu screen)

Exposure - Time available for exposure when the motor stops (you can change this by changing the Photos or Total Time)

Auto-Loop - Loop back and forth (ping pong mode)

Video of Time Lapse mode - <https://vimeo.com/243878736>

Video of Video mode - <https://vimeo.com/243879027>

source: https://www.digislider.co.uk/pages/faqs#vt_controller_instructions_stepper