

# **makermade Lightburn Laser Resources Software User Guide**

[Home](#) » [makermade](#) » makermade Lightburn Laser Resources Software User Guide 




## **SOFTWARE CONFIGURATION GUIDE LIGHTBURN**

**A guide to installing and configuring LightBurn  
software for use with MakerMade's Laser  
Module Kit.**

### **Contents**

- [1 Lightburn Laser Resources Software](#)
- [2 DOWNLOADING LIGHTBURN](#)
- [3 WINDOWS INSTALLATION](#)
- [4 MARCOS INSTALLATION](#)
- [5 LINUX INSTALLATION](#)
- [6 ADDING YOUR LASER TO LIGHTBURN](#)
- [7 The Devices Page](#)
- [8 LIGHTBURN + MAKERVERSE](#)
- [9 Documents / Resources](#)
  - [9.1 References](#)
- [10 Related Posts](#)

## **Lightburn Laser Resources Software**

 The instructions in this document are intended for use with your MakerMade M2 or Maslow CNC cutting machine. This document does not include full instructions, warnings, and disclaimers for using a laser with your CNC machine and is only for the setup of your LightBurn software. If you have any questions, you can fill out a support ticket at: <https://makermade.freshdesk.com/support/tickets/new>

These instructions are based on the download and installation instructions from LightBurn. You can find their full documentation here:

<https://lightburnsoftware.github.io/NewDocs/Downloading.html>

<https://lightburnsoftware.github.io/NewDocs/Installation.html>

<https://lightburnsoftware.github.io/NewDocs/FirstRun.html>

<https://lightburnsoftware.github.io/NewDocs/AddingYourLaser.html>

<https://lightburnsoftware.github.io/NewDocs/CreateManually.html>

## DOWNLOADING LIGHTBURN

The first step is to go to [lightburnsoftware.com](https://lightburnsoftware.com)

At the top, click “Download and Trial” (or [click here](#))

You’ll see links for the current release of LightBurn.

Download the version that matches your computer.

Windows 64-bit – nearly all modern computers are 64 bit

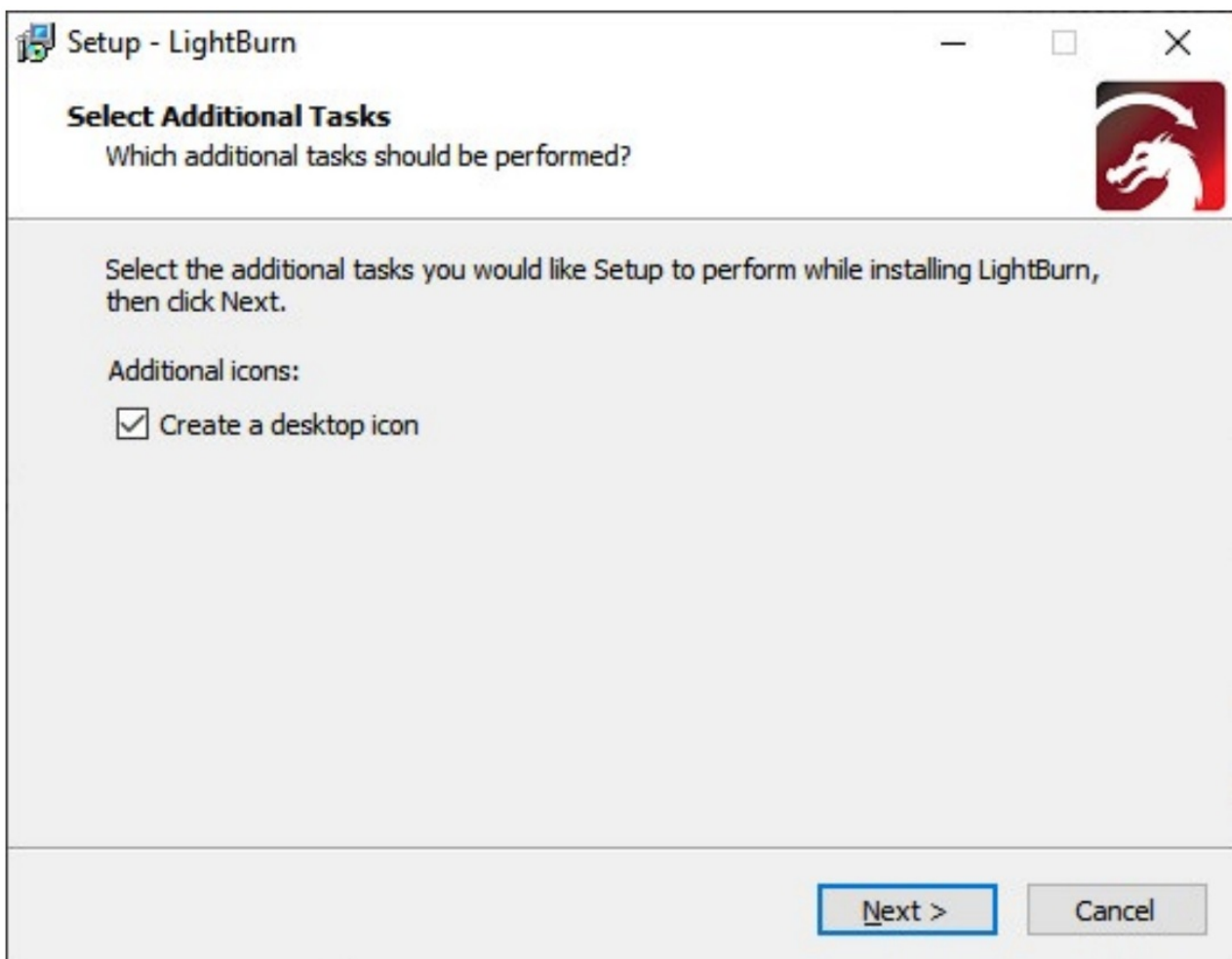
Windows 32-bit – some older systems might need this

Mac OSX

Linux 64-bit

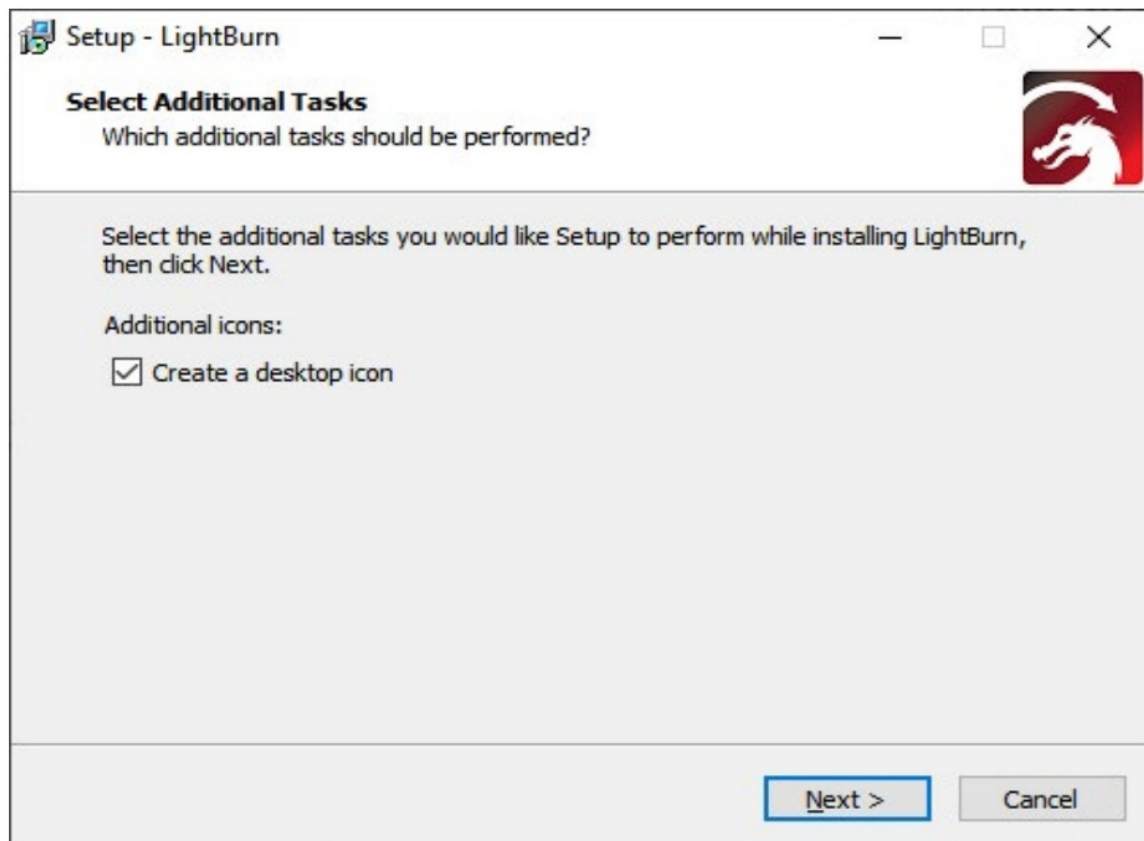
When you’ve completed the download, you should see the file in your “Downloads” folder.

On Windows and Mac, you can just double-click the downloaded file.



## WINDOWS INSTALLATION

Launch the installer by double-clicking it.



Click Next, then click 'Install'. The installation will proceed. When it completes, you'll see this:



That's it! Locate the LightBurn icon to launch the program.

## MARCOS INSTALLATION

Double-click the LightBurn.dmg file to mount the disk image.

Drag the LightBurn application into your applications folder.

Eject the LightBurn disk image, or drag it to the trash bin.

Please note that at this time, LightBurn for MacOS is not digitally signed. This means that you will need to tell MacOS that you trust us. (Read about this here: <https://support.apple.com/en-gb/guide/mac-help/mh40616/mac>)

**To launch LightBurn for the first time:**

Open a Finder window.

Browse to the 'Applications' folder.

Hold the Command key and double-click the LightBurn icon, or two-finger tap the icon.

When MacOS asks if it should open the program, say yes, and it will be listed as an exception in your launcher.

From now on you can just launch the application normally.

## **LINUX INSTALLATION**

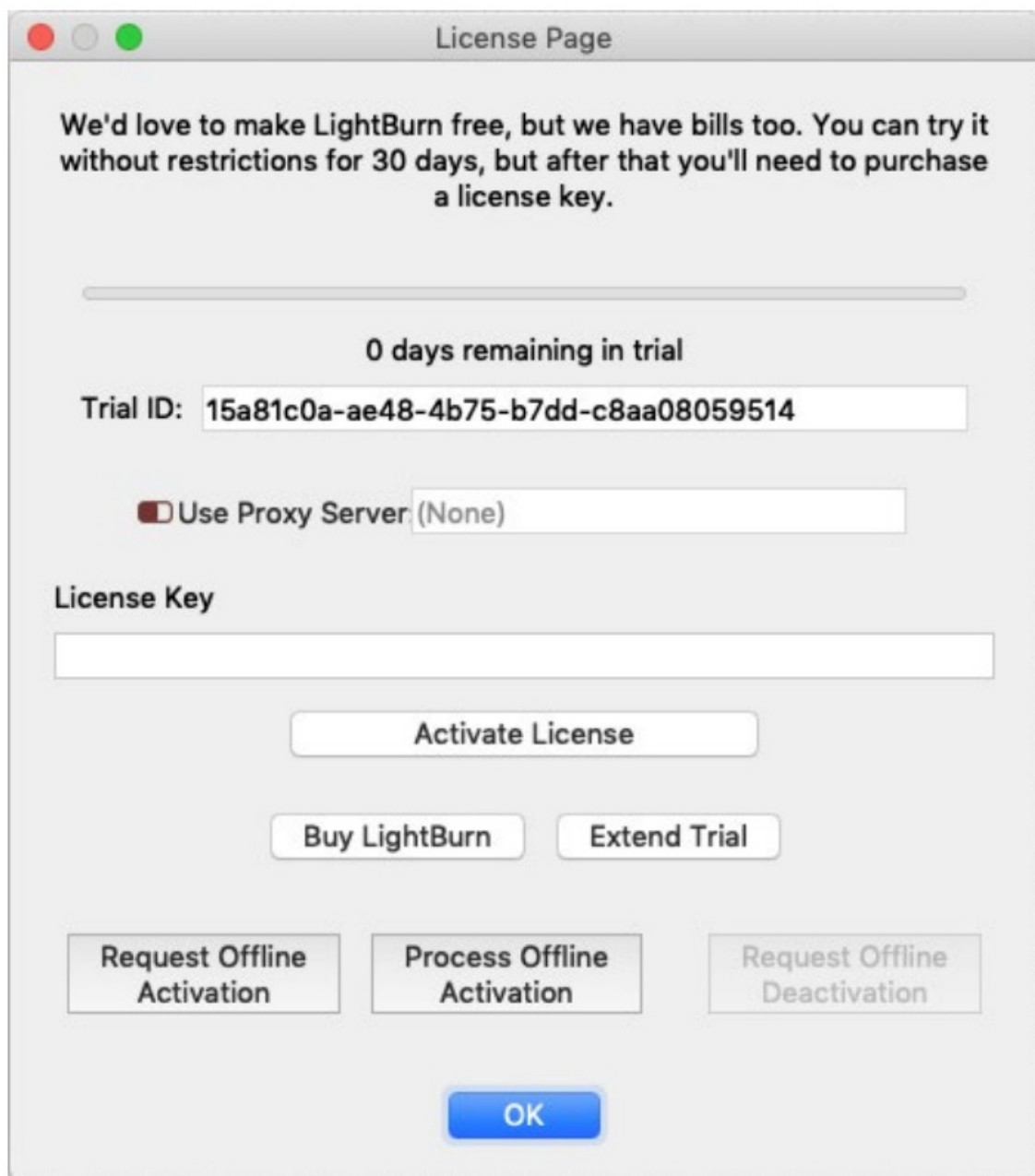
1. Open a terminal and run the following command: `Sudo adduser $USER dialout && sudo adduser $USER tty`
2. IMPORTANT! Log out and log back in (this refreshes the permissions we just added)
3. Download the Linux 64-bit version, either the .run file or the .7z file, and follow the appropriate steps below:

.run installer

1. Open your terminal and cd to the directory you downloaded the file to.
2. Run `bash ./LightBurn-Linux64-v*.run`
3. It will now automatically install and create a program listing in your desktop environment.

.7z installer

1. Extract the folder wherever you want Lightburn to exist
2. Right click AppRun > Properties > Permissions > 'Allow executing file as program
3. Double click AppRun inside your Lightburn folder



Once you have activated your license or the trial, click 'OK'

The next thing you'll see is the 'General Usage Notes' page – this is a brief help page just to get you going. You can get back to it any time in the Help menu, under Help > Quick Help and Notes. Click OK.

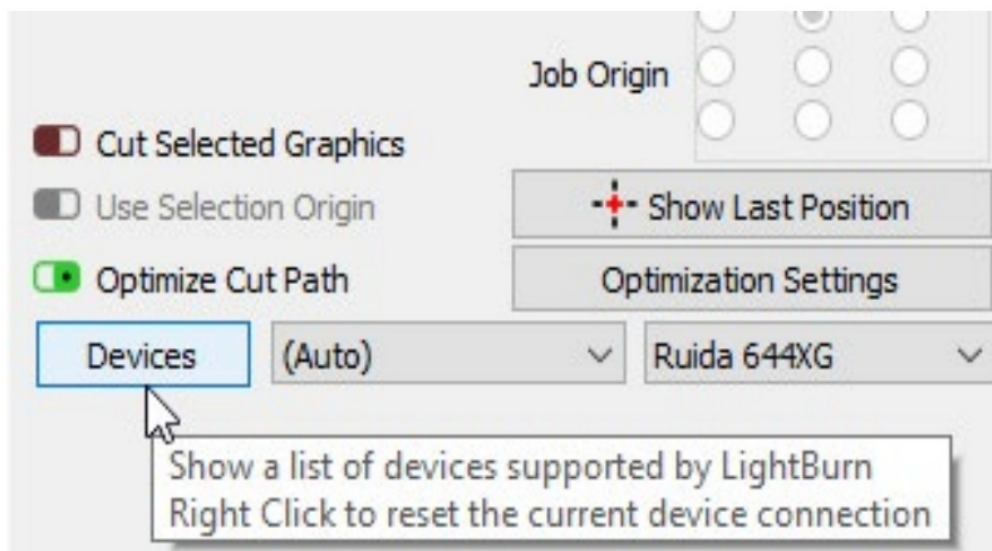
## ADDING YOUR LASER TO LIGHTBURN

LightBurn can't control every laser, but it can talk to a number of different types of laser controllers, all of which use different ways of communicating and have different abilities and settings.

This step tells LightBurn what you have.

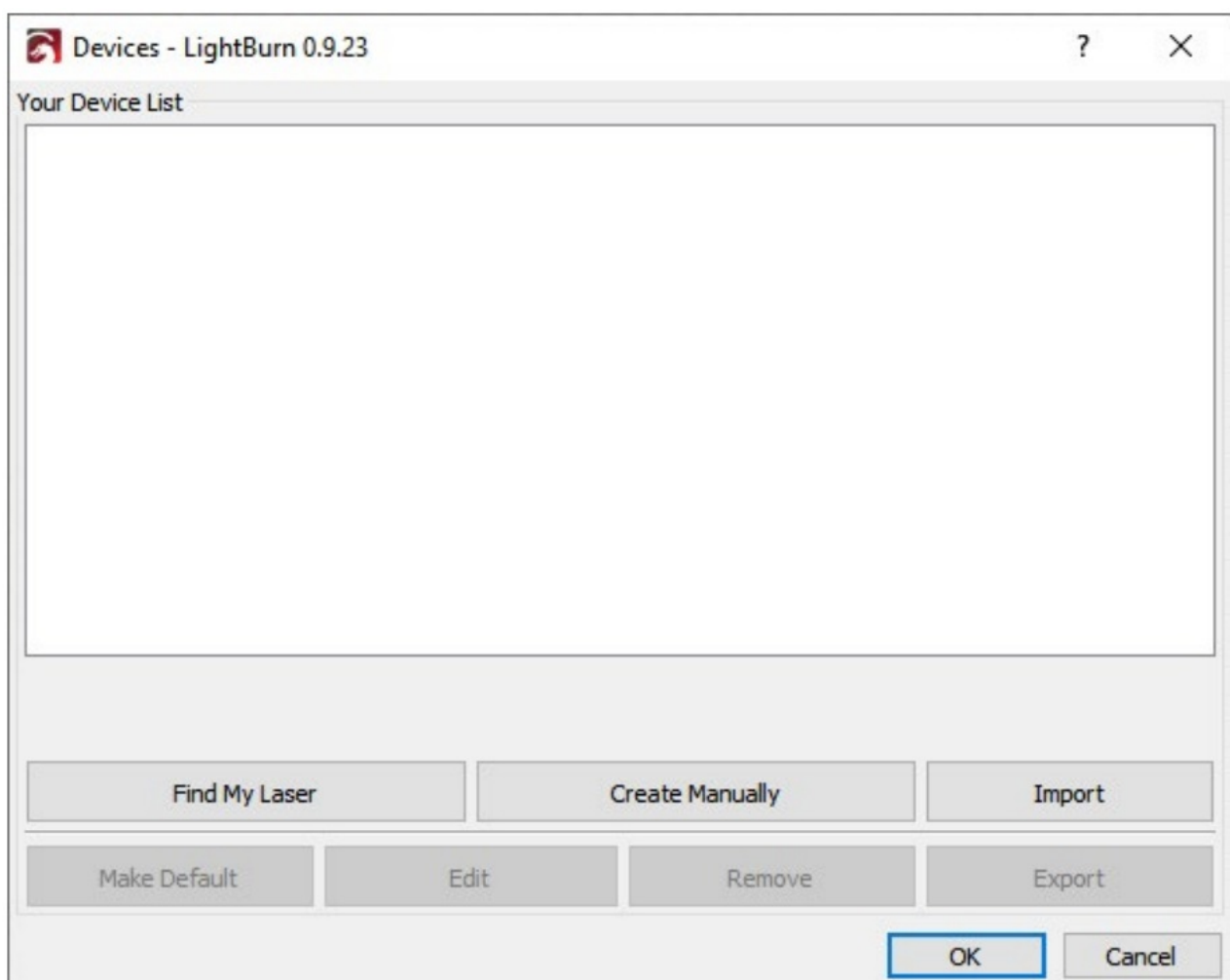
If you've never configured a device in LightBurn, you'll be brought here automatically when you run the software. It is important that you pick something because the interface in LightBurn will change depending on the capabilities of the laser you choose.

If you've done this before, but want to change your laser, or add a new one, click the 'Devices' button in the Laser Window to bring up the devices list.



LightBurn can also be configured to control more than one laser, and there are settings stored for each device. If you don't pick one, we have nowhere to put these settings, and a number of features within LightBurn will not work until this is set up.

## The Devices Page

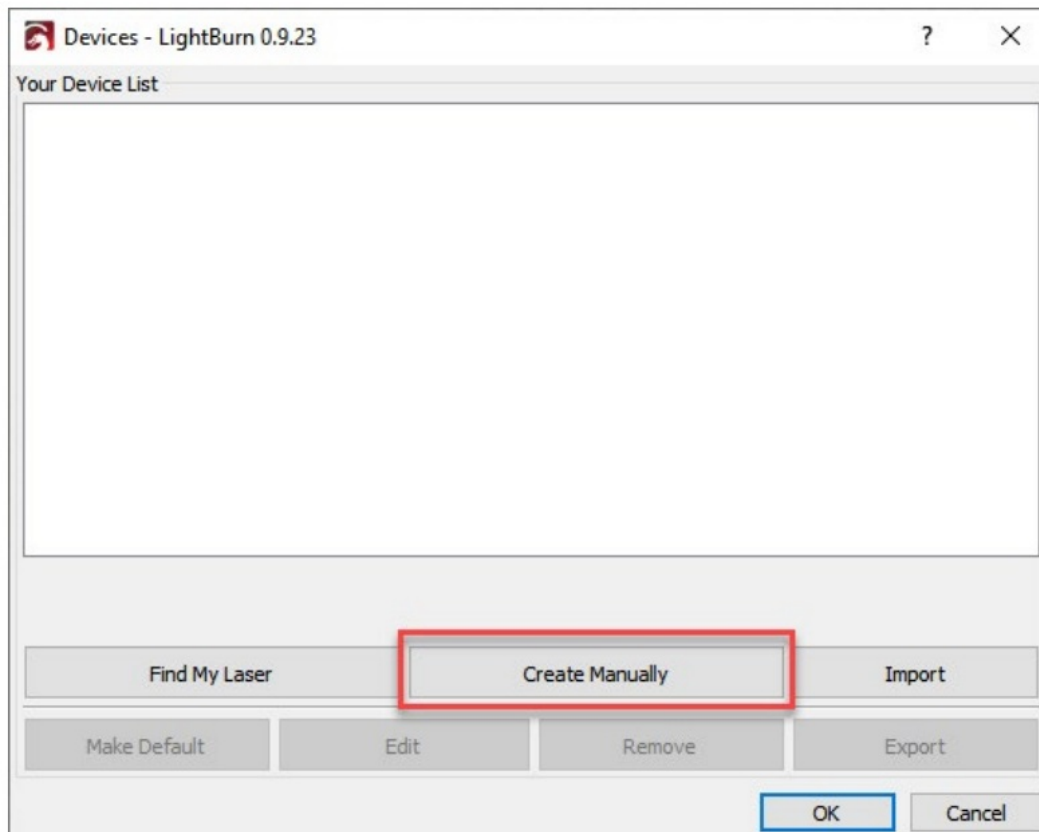


This is the Devices page in LightBurn.

Here you will see a list of all the laser devices you've added to LightBurn, or an empty list when you're first starting.

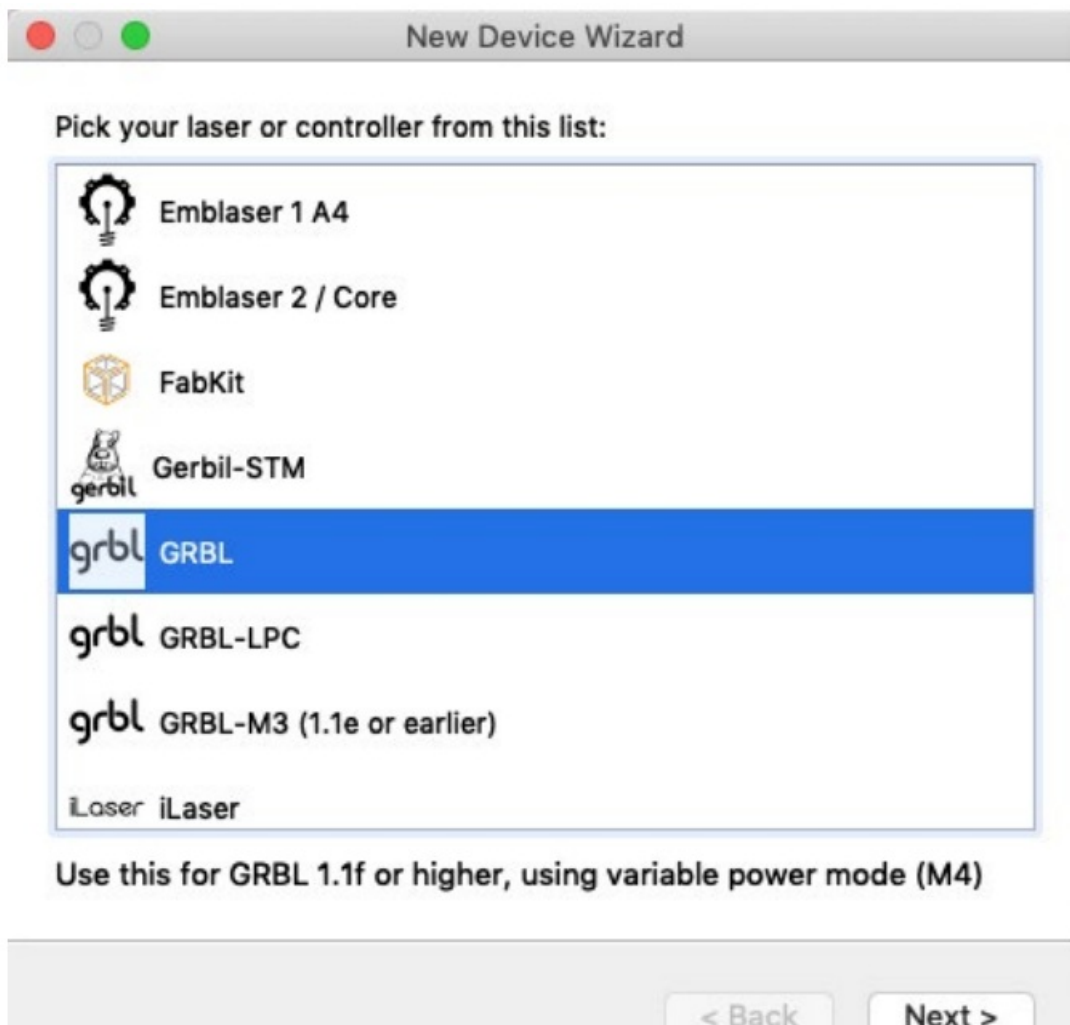
### Manually Adding a Laser

To add your laser in LightBurn you can click the 'Create Manually' on the Devices page.



**Device type:**

LightBurn will open the New Device Wizard, and the first thing you'll see is a list of the controllers supported by your version of LightBurn:



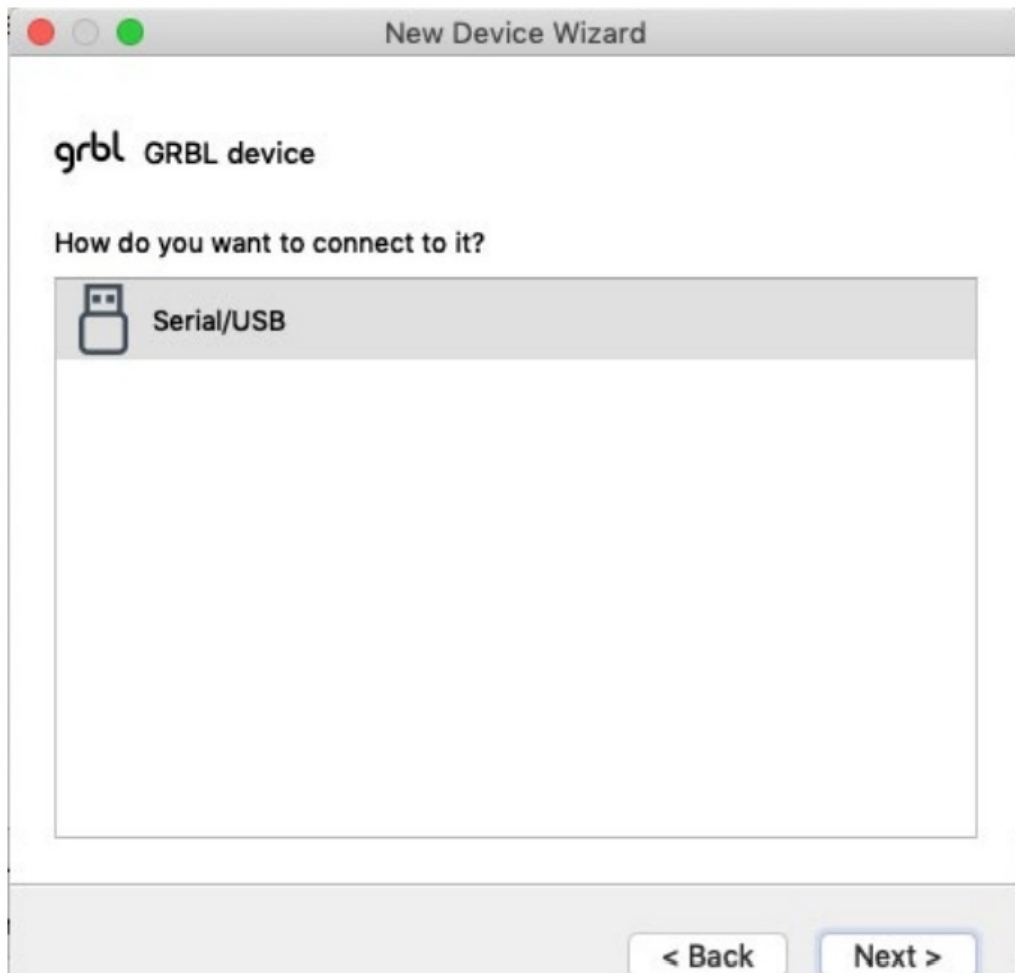
Choose GRBL and click Next.

**Connection Type:**

The next step is choosing how you connect to your laser.

Choose Serial/USB and click Next.





**Name and Work Area Size:**

Name the laser and set the size of your work area.

New Device Wizard

What would you like to call it?  
(If you have more than one, use this to tell them apart)

2.8W Laser

What are the dimensions of the work area?  
(The lengths, in mm, of the X and Y axis of your laser)

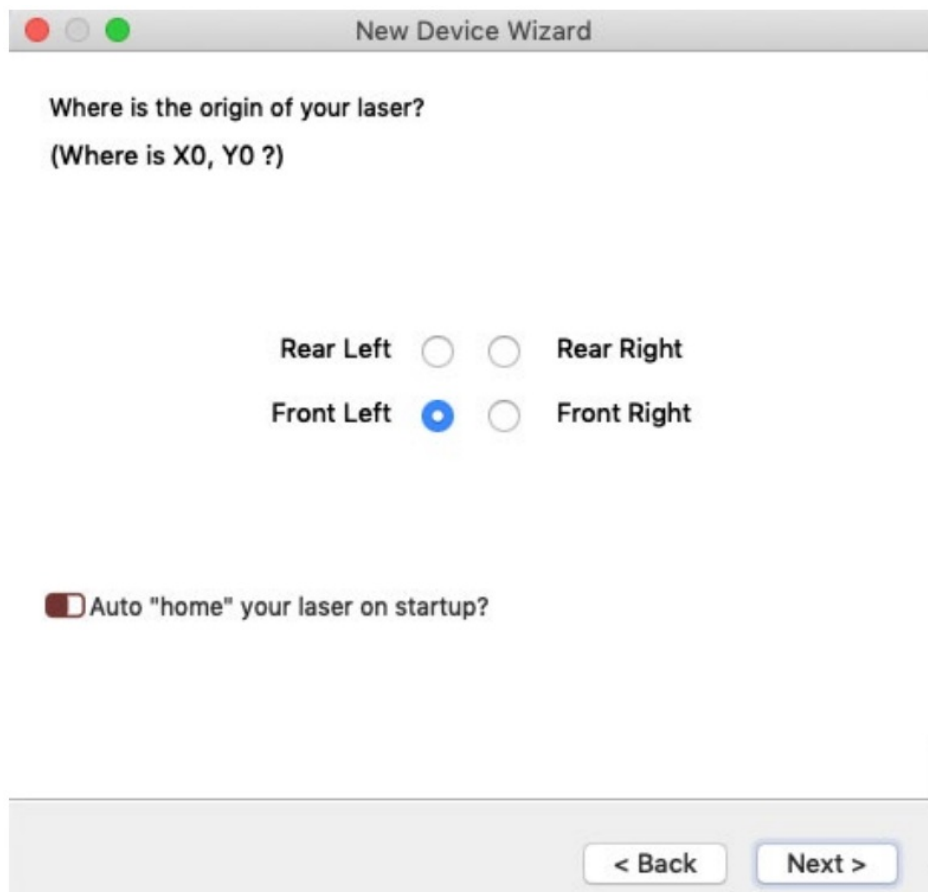
X Axis Length 96.00 in Y Axis Length 48.00 in

< Back Next >

You must set the size of the work area for your laser so that LightBurn can make try to prevent things from going out of bounds. If you don't know the exact size, you can easily change this later on the Device Settings page.

**Laser Origin and Homing:**

The origin setting is where the 'zero' point of your X & Y axis meets. If you get this wrong, you can change it later on the Device Settings page. This setting also controls the orientation of the output – if it's wrong, the output from your laser may be mirrored or upside down.



The image shows a 'New Device Wizard' window with a title bar containing three colored buttons (red, yellow, green). The main content area has the text 'Where is the origin of your laser?' followed by '(Where is X0, Y0 ?)'. Below this, there are four radio button options: 'Rear Left', 'Rear Right', 'Front Left', and 'Front Right'. The 'Front Left' option is selected, indicated by a blue dot. At the bottom of the main area, there is a checkbox labeled 'Auto "home" your laser on startup?' which is currently unchecked. The bottom of the window features a grey bar with two buttons: '< Back' and 'Next >'.

New Device Wizard

Where is the origin of your laser?  
(Where is X0, Y0 ?)

Rear Left ☐ ☐ Rear Right  
Front Left ☒ ☐ Front Right

☐ Auto "home" your laser on startup?

< Back Next >

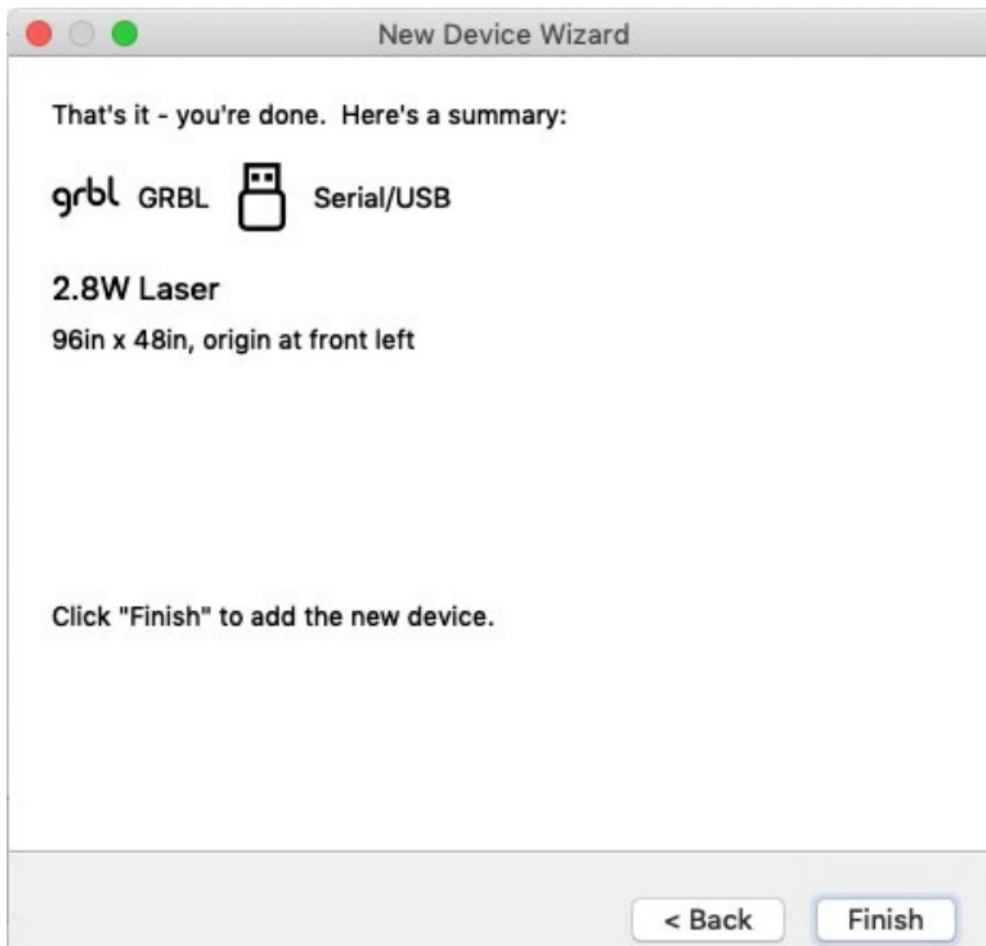
For the M2, the origin will be Front Left in LightBurn.

Auto "home" your laser on startup should not be checked.

You have created your new device!

That's it – The final page will show you a summary of your choices.

You can go back and fix anything if necessary, or click Finish to create the new device entry.

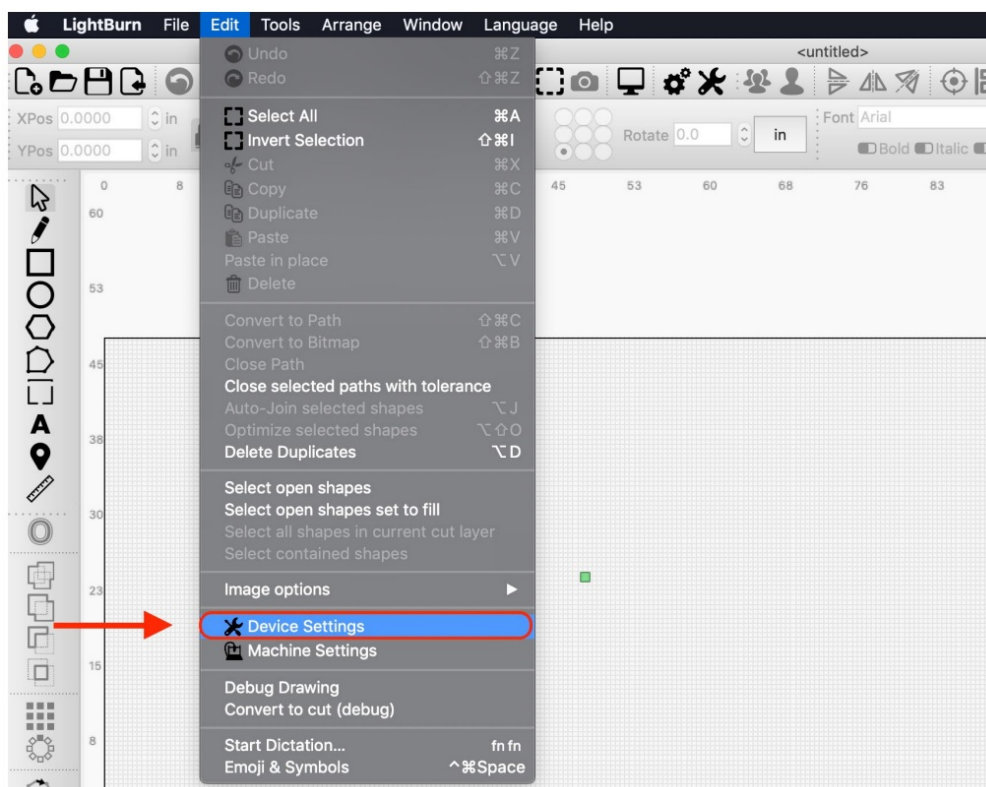


Next, we need to change some Device Settings in LightBurn.

### Device Settings

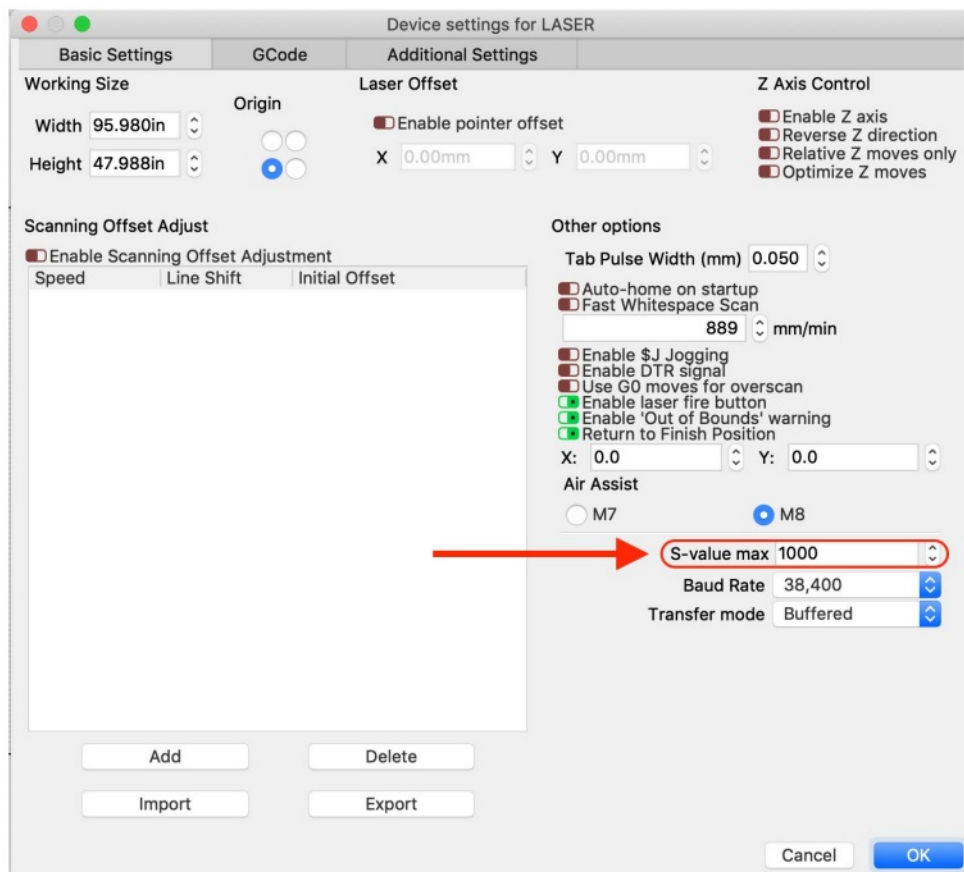
Open Device Settings

Go To Edit > Device Settings



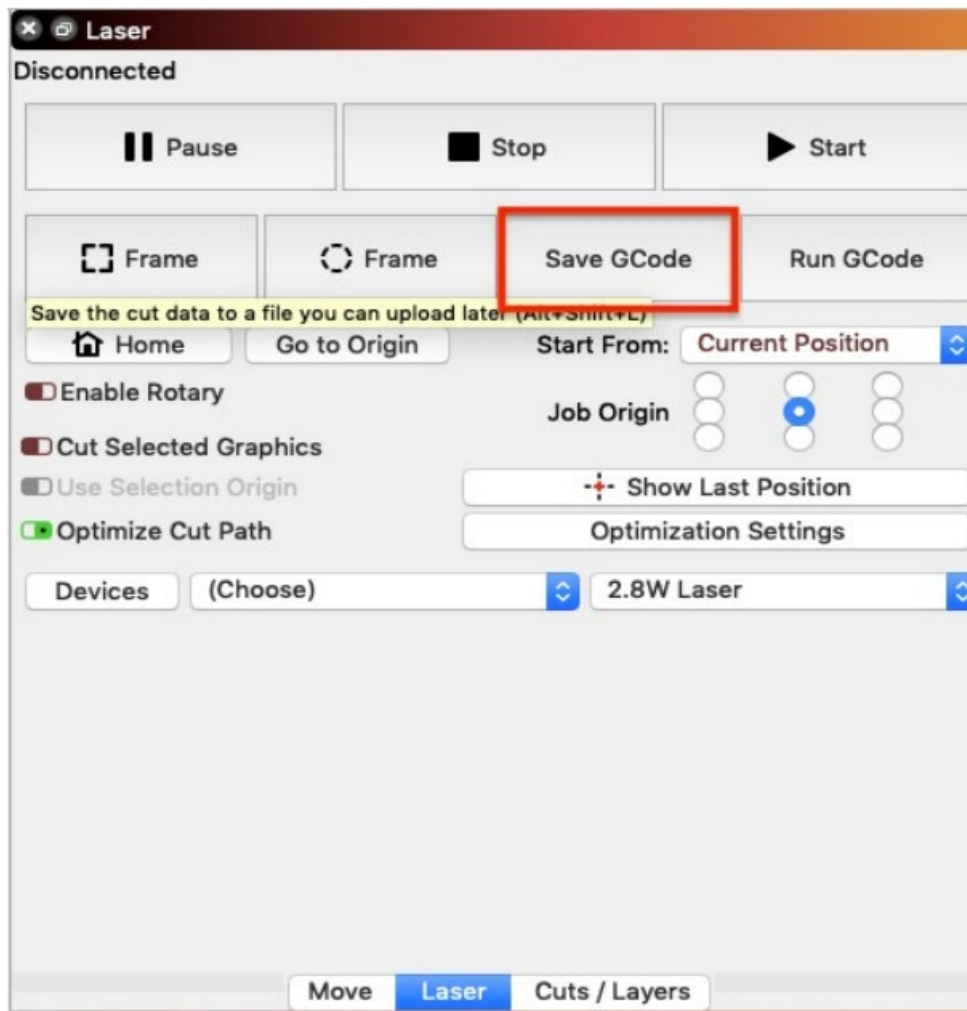
If it is not already, set the S-value max to 1000. Click OK.

This number must match the \$30 setting in Makerverse.



## LIGHTBURN + MAKERVERSE

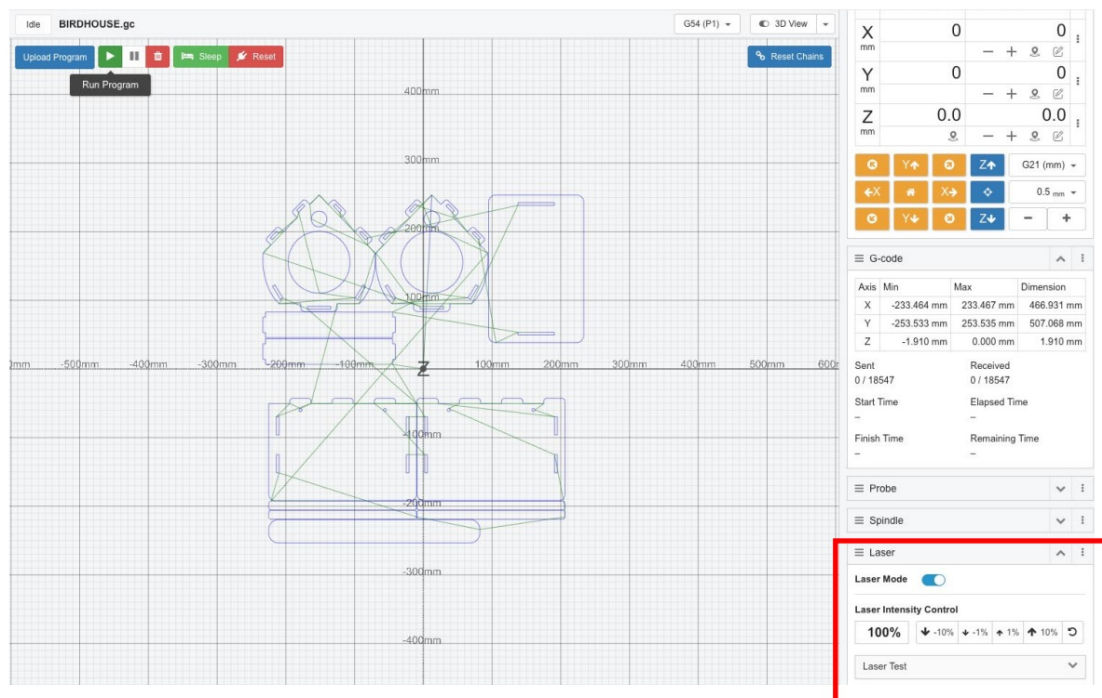
Now that you have added the laser as a device, you can create G Code for the laser from your project in LightBurn. Click on the Save G Code button to save the G Code to your hard drive.



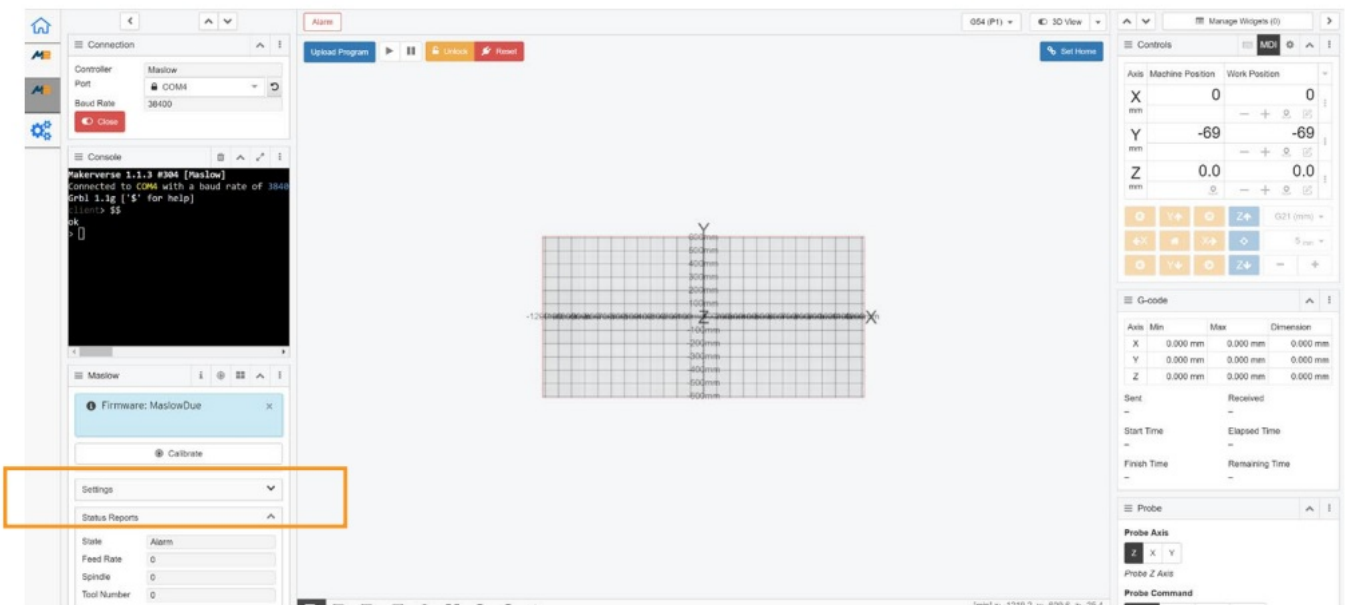
Save your project and close LightBurn.

Open Makerverse and the activate laser mode widget on the right side.

Upload the G Code you created and click the Play button to run the project.



Open up the Settings tab in the Maslow widget on the left-hand side of the screen.

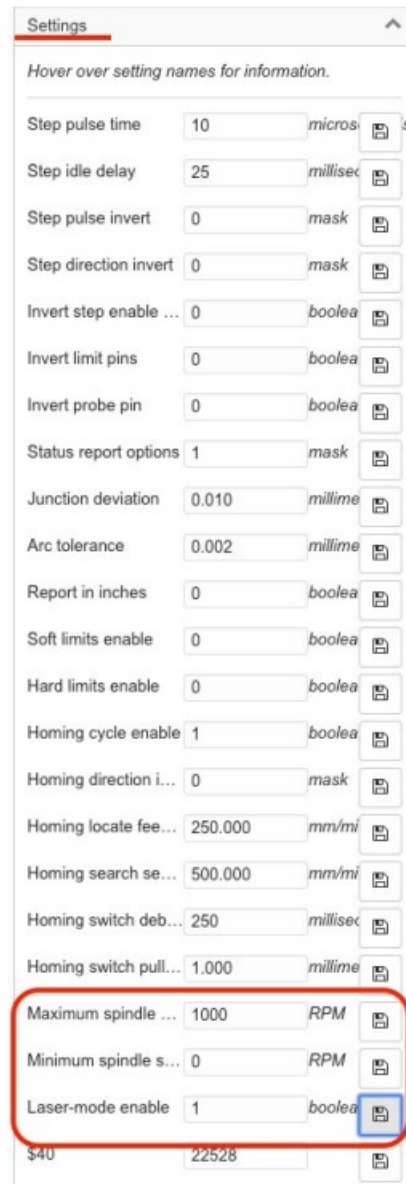


These three settings need to be changed or confirmed that they have the correct value entered.

First, find the setting for Maximum spindle speed (\$30) and change the value to 1000. Click the little save icon to the right of the value.

Next, find the setting for Minimum spindle speed (\$31) and change the value to 0. Click the little save icon to the right of the value.

Last is Laser-mode Enable (\$32) This value should already be 1. If it isn't already, change it to 1 and click the little save icon to the right of the value.



Now you are ready to upload the G Code you created and click the Play button to run the project!

**LightBurn is now configured!**

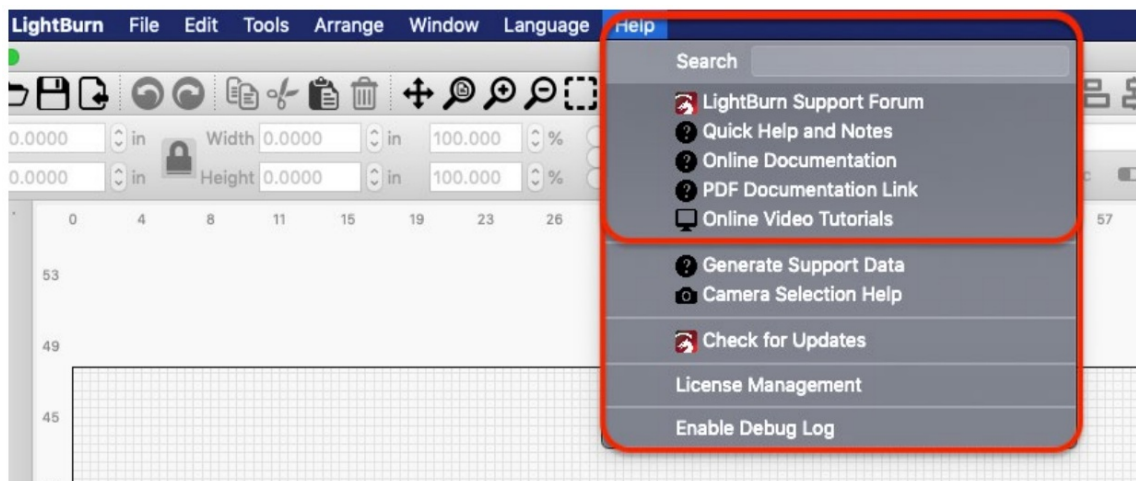
**Have a question or need guidance?**

The MakerMade technical team is available to help! You can fill out a support ticket at:

<https://makermade.freshdesk.com/support/tickets/new>

LightBurn also has some great resources available to learn how to use their software.

Go to the Help tab at the top of the screen and select from the drop-down menu.






We can't wait to see what you make! Be sure to tag us in any of your projects and use our hashtags #madewithMM and #makermadeCNC!









Find us on [Instagram](#), [Facebook](#), [YouTube](#), and [TikTok](#)!

**Happy Making!**  
– Team MakerMade

## Documents / Resources

	<a href="#">makermade Lightburn Laser Resources Software</a> [pdf] User Guide Lightburn Laser Resources Software, Resources Software, Laser Resources Software, Software, Lightburn
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## References

-  [LightBurn Software](#)
-  [Redirecting...](#)
-  [Create Manually - LightBurn Software Documentation](#)
-  [Redirecting...](#)
-  [Redirecting...](#)
-  [Installation & Setup - LightBurn Software Documentation](#)
-  [Submit a ticket : MakerMade](#)
-  [Open a Mac app from an unidentified developer – Apple Support \(UK\)](#)