DMX REFERENCE

MH 300 L

MARK



Manufacturer	MARK
GDTF file	MARK_MH_300_L_129131.gdtf
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1 About this manual

This document describes the MH 300 L by MARK. It was compiled from the GDTF file MARK_MH_300_L_129131.gdtf from the GDTF-Share library.

File revision: “foto”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by MARK; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Power consumption	440 W
Weight	13.5 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
16 CHANNELS	16	32	1, 17, 33, 49, ...
24 CHANNELS	24	21	1, 25, 49, 73, ...

No light? Check these channels

- 16 CHANNELS: CH 15 Strobe at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 16 Dimmer above 0
- 24 CHANNELS: CH 22 Strobe at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 23 Dimmer above 0


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

> ⚠ **CAUTION**
>
> - Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
> - Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

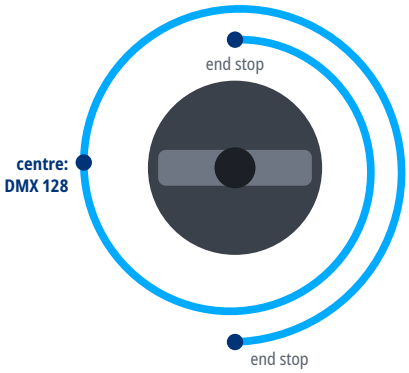
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement

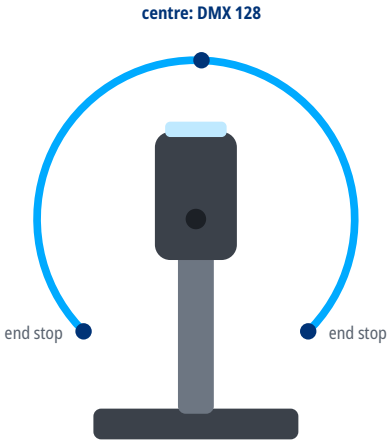
Pan 540°

top view



Tilt 270°

side view



5 Installation

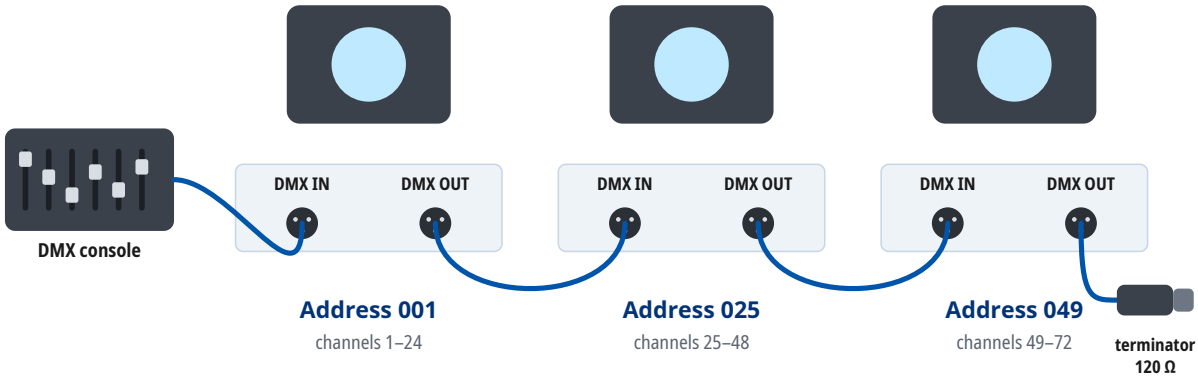
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 13.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode 24 CHANNELS: every unit occupies 24 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “24 CHANNELS”: 24.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “24 CHANNELS”, you can use, for example, the start addresses 1, 25, 49, 73.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

Functions in each DMX mode

	16 CHANNELS 16 channels	24 CHANNELS 24 channels
Pan / Tilt	1, 2	1, 3
Pan / Tilt resolution	8 bit	16 bit
Dimmer	16	23
Dimmer resolution	8 bit	16 bit
Shutter / strobe	15	22
Color wheel	5	7
Gobo wheel	7, 8	10, 11
Gobo rotation	9	12
Prism	10, 11	14, 15
Frost	12	16
Zoom	13	17
Focus	14	19

Color wheel



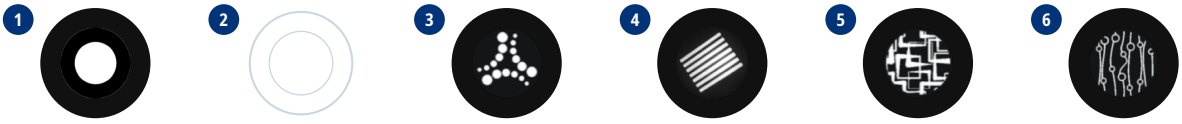
1. White — DMX 125–129
2. Red — DMX 130–134
3. Blue — DMX 135–138
4. Yellow — DMX 139–143
5. Lime — DMX 144–147
6. CTO — DMX 148–152
7. Cyan — DMX 153–157
8. Magenta — DMX 158–161
9. Green — DMX 162–166
10. Orange — DMX 167–189

Gobo wheel 1



1. Gobo: Open — DMX 0–3
2. Reducer 1 — DMX 4–9
3. Reducer 2 — DMX 10–15
4. Reducer 3 — DMX 16–21
5. Gobo 1 — DMX 22–27
6. Gobo 2 — DMX 28–33
7. Gobo 3 — DMX 34–39
8. Gobo 4 — DMX 40–45
9. Gobo 5 — DMX 46–51
10. Gobo 6 — DMX 52–88
11. Effect — DMX 168–200

Gobo wheel 2



1 Gobo Rot: Open
DMX 0

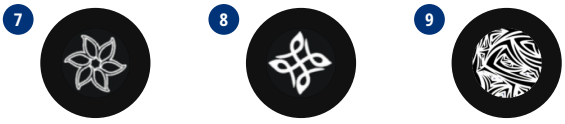
2 Spot
DMX 1–9

3 Gobo 1
DMX 10–19

4 Gobo 2
DMX 20–29

5 Gobo 3
DMX 30–39

6 Gobo 4
DMX 40–49



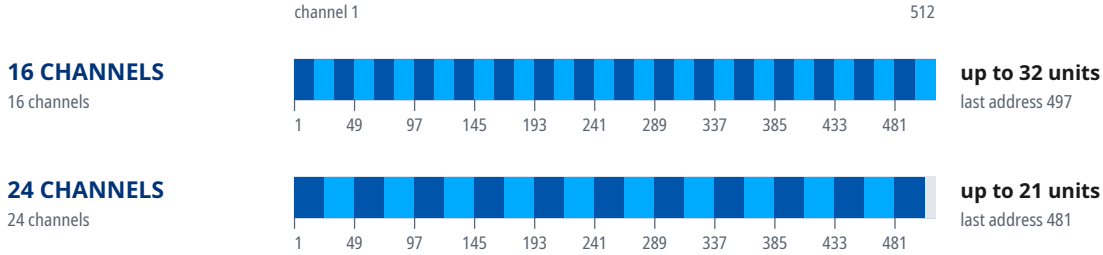
7 Gobo 5
DMX 50–59

8 Gobo 6
DMX 60–69

9 Gobo 7
DMX 70–80

9 DMX channels

Units in one DMX universe



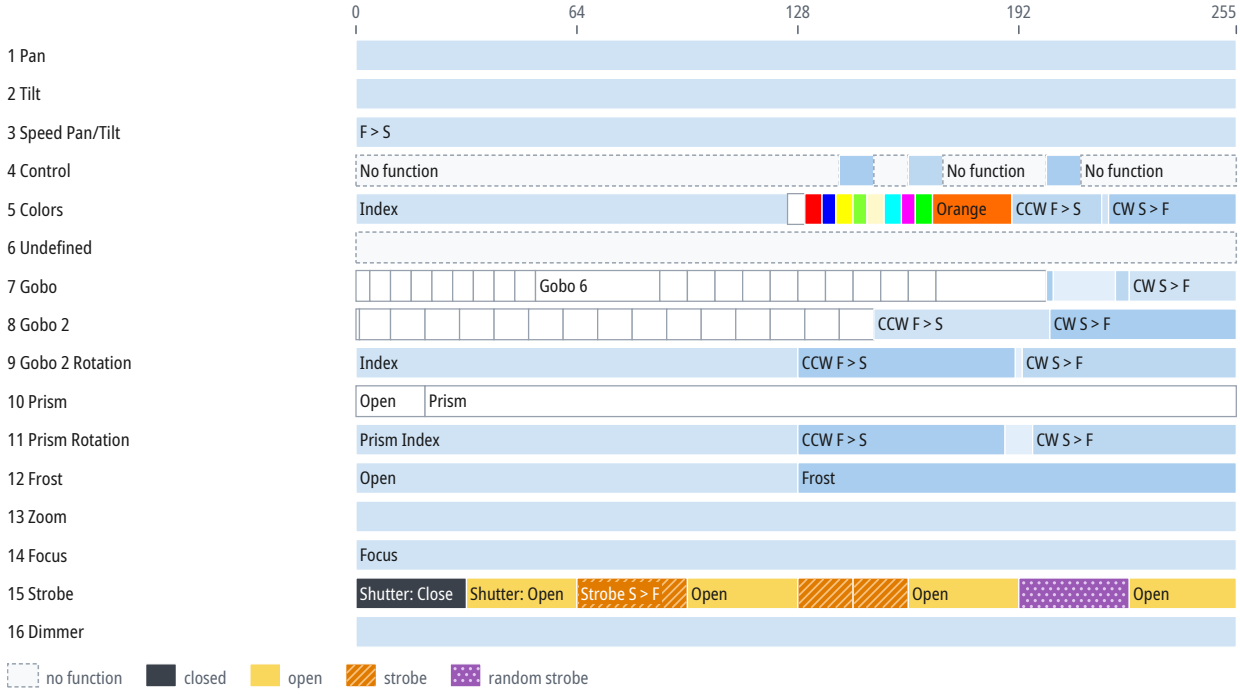
Start addresses of 20 units in the mode “24 CHANNELS”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	121	11	241	16	361
2	25	7	145	12	265	17	385
3	49	8	169	13	289	18	409
4	73	9	193	14	313	19	433
5	97	10	217	15	337	20	457

Mode 16 CHANNELS

If the device receives DMX in this mode but gives no light, check these channels: CH 15 Strobe at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 16 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 5 Colors 125, CH 15 Strobe 60, CH 16 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Pan	0–255	
2	Tilt	0–255	
3	Speed Pan/Tilt		P/T Speed
		0–255	F > S
4	Control	0–139	No function
		140–149	Reset XY
		150–159	No function
		160–169	Reset Motors
		170–199	No function
		200–209	Reset All
		210–255	No function
5	Colors	0–124	Index
		125–129	White
		130–134	Red
		135–138	Blue
		139–143	Yellow
		144–147	Lime
		148–152	CTO
		153–157	Cyan

CH	Function	DMX	Description
5	Colors (continued)	158–161	Magenta
		162–166	Green
		167–189	Orange
		190–215	CCW F > S
		216–217	Color Wheel Spin: Stop
		218–255	CW S > F
6	Undefined	0–255	
7	Gobo	0–3	Gobo: Open
		4–9	Reducer 1
		10–15	Reducer 2
		16–21	Reducer 3
		22–27	Gobo 1
		28–33	Gobo 2
		34–39	Gobo 3
		40–45	Gobo 4
		46–51	Gobo 5
		52–87	Gobo 6
		88–95	Open Shake S > F
		96–103	Reducer 1 Shake S > F
		104–111	Reducer 2 Shake S > F
		112–119	Reducer 3 Shake S > F
		120–127	Gobo 1 Shake S > F
		128–135	Gobo 2 Shake S > F
		136–143	Gobo 3 Shake S > F
		144–151	Gobo 4 Shake S > F
		152–159	Gobo 5 Shake S > F
		160–167	Gobo 6 Shake S > F
		168–199	Goob Effect S > F
		200–201	Gobo Wheel Spin: Open
		202–219	CCW F > S
		220–223	Gobo Wheel Spin: Stop
		224–255	CW S > F
8	Gobo 2	0	Gobo Rot: Open
		1–9	Spot
		10–19	Gobo 1
		20–29	Gobo 2
		30–39	Gobo 3
		40–49	Gobo 4
		50–59	Gobo 5
		60–69	Gobo 6
		70–79	Gobo 7
		80–89	Gobo 1 Shake S > F

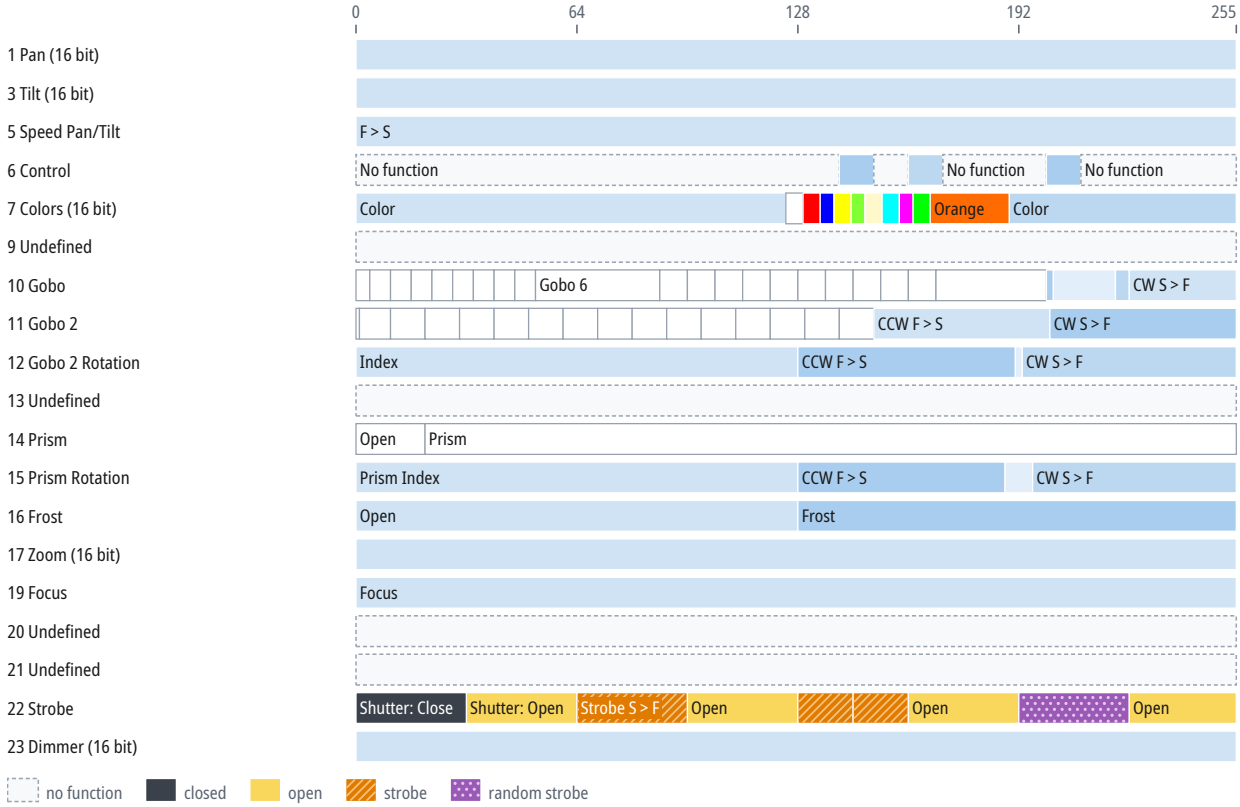
CH	Function	DMX	Description
8	Gobo 2 (continued)	90–99	Gobo 2 Shake S > F
		100–109	Gobo 3 Shake S > F
		110–119	Gobo 4 Shake S > F
		120–129	Gobo 5 Shake S > F
		130–139	Gobo 6 Shake S > F
		140–149	Gobo 7 Shake S > F
		150–200	CCW F > S
		201–255	CW S > F
9	Gobo 2 Rotation	0–127	Index
		128–190	CCW F > S
		191–192	Stop Rotation
		193–255	CW S > F
10	Prism	0–19	Open
		20–255	Prism
11	Prism Rotation	0–127	Prism Index
		128–187	CCW F > S
		188–195	Stop Rotation
		196–255	CW S > F
12	Frost	0–127	Open
		128–255	Frost
13	Zoom	0–255	
14	Focus	0–255	Focus
15	Strobe	0–31	Shutter: Close
		32–63	Shutter: Open
		64–95	Strobe S > F
		96–127	Open
		128–143	Strobe Fade In S > F
		144–159	Strobe Fade Out S > F
		160–191	Open
		192–223	Strobe Random S > F
		224–255	Open
16	Dimmer	0–255	

Mode 24 CHANNELS

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 22 Strobe at 32–63, 96–127, 160–191 or 224–255 “Open”; CH 23 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 7 Colors 125, CH 22 Strobe 60, CH 23 Dimmer 255.

Channel functions at a glance



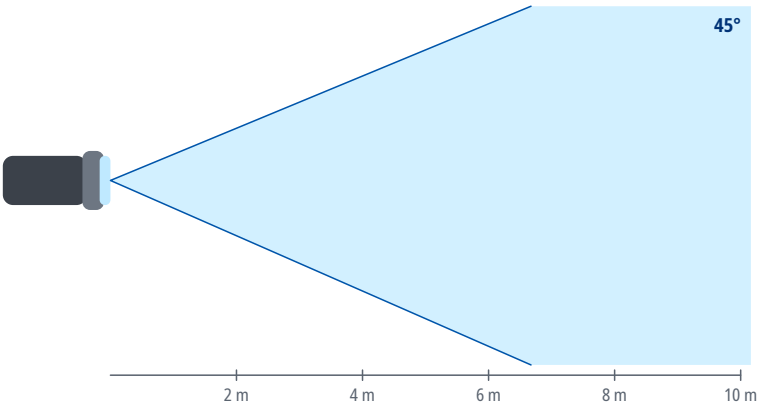
CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		Same as CH 3 in the mode “16 CHANNELS” (p. 10)
6	Control		Same as CH 4 in the mode “16 CHANNELS” (p. 10)
7	Colors	0–124	Color
		125–129	White
		130–134	Red
		135–138	Blue
		139–143	Yellow
		144–147	Lime
		148–152	CTO
		153–157	Cyan
		158–161	Magenta

CH	Function	DMX	Description
7	Colors (continued)	162–166	Green
		167–189	Orange
		190–255	Color
8	Colors Fine	0–255	Fine adjustment of CH 7
9	Undefined	0–255	
10	Gobo		Same as CH 7 in the mode “16 CHANNELS” (p. 11)
11	Gobo 2		Same as CH 8 in the mode “16 CHANNELS” (p. 11)
12	Gobo 2 Rotation		Same as CH 9 in the mode “16 CHANNELS” (p. 12)
13	Undefined	0–255	
14	Prism		Same as CH 10 in the mode “16 CHANNELS” (p. 12)
15	Prism Rotation		Same as CH 11 in the mode “16 CHANNELS” (p. 12)
16	Frost		Same as CH 12 in the mode “16 CHANNELS” (p. 12)
17	Zoom	0–255	
18	Zoom Fine	0–255	Fine adjustment of CH 17
19	Focus	0–255	Focus
20	Undefined	0–255	
21	Undefined	0–255	
22	Strobe		Same as CH 15 in the mode “16 CHANNELS” (p. 12)
23	Dimmer	0–255	
24	Dimmer Fine	0–255	Fine adjustment of CH 23

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	310 W
Luminous flux	12,000 lm
Color temperature	6,700 K
Color rendering index (CRI)	90
Optics	
Beam angle	45°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	440 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	13.5 kg
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 45°
2 m	1.7 m
4 m	3.3 m
6 m	5 m
8 m	6.6 m
10 m	8.3 m
15 m	12.4 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or

pressure washers, and make sure no liquid gets into the device.

- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.