DMX REFERENCE

MOVILED 555 4

MARK MOVILED 555 4

MARK

Manufacturer	MARK
GDTF file	MARK_MOVILED_555_4_132082.gdtf
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1 About this manual

This document describes the MARK MOVILED 555 4 by MARK. It was compiled from the GDTF file MARK_MOVILED_555_4_132082.gdtf from the GDTF-Share library.

File revision: “Version_2”.

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

DMX modes

Mode	Channels	Units in one universe	First start addresses
14CH	14	36	1, 15, 29, 43, ...
25CH	25	20	1, 26, 51, 76, ...
30CH	30	17	1, 31, 61, 91, ...

No light? Check these channels

- 14CH: CH 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer above 0
- 25CH: CH 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer 1 above 0; CH 23 Dimmer 2 above 0; CH 24 Dimmer 3 above 0
- 30CH: CH 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer above 0



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



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

- 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

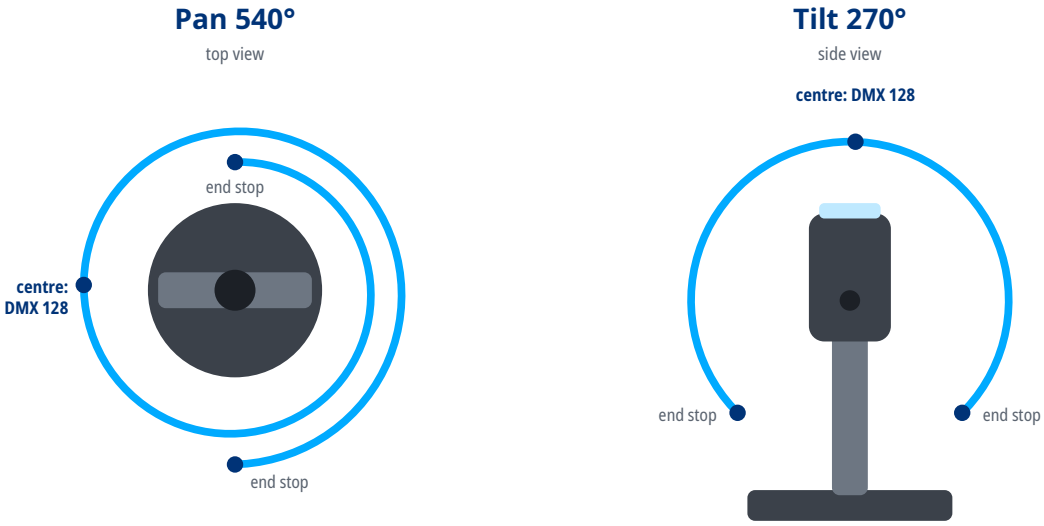
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them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



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.
- 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.

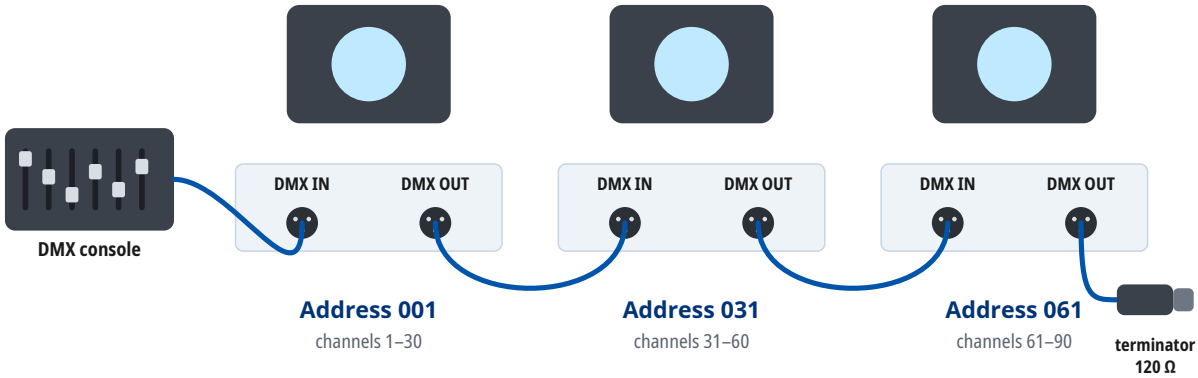
6 Connections

- 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 30CH: every unit occupies 30 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

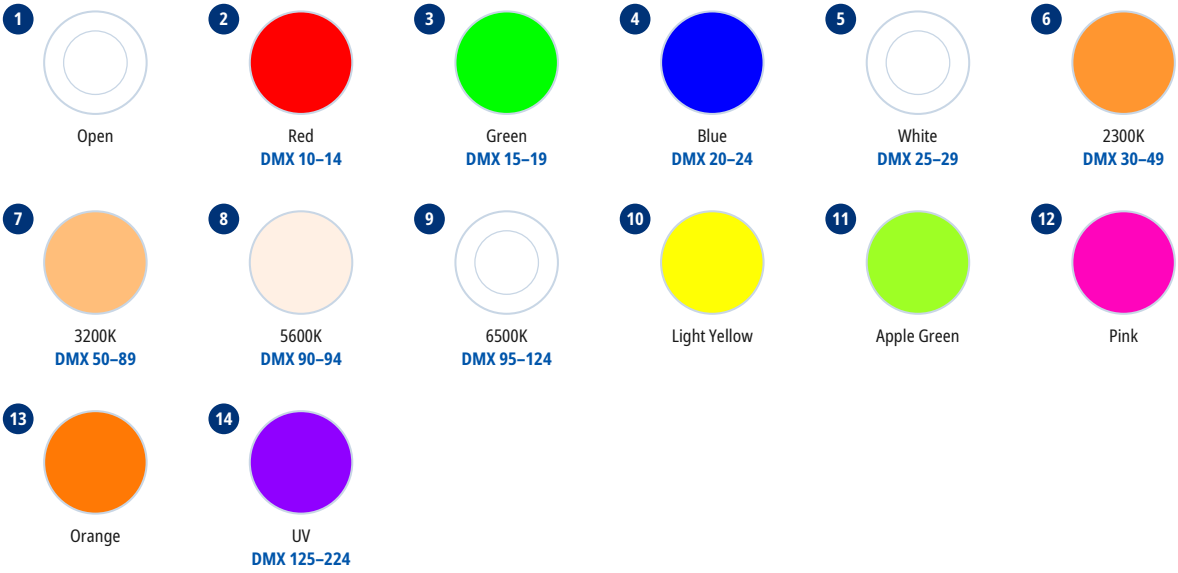
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “30CH”: 30.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “30CH”, you can use, for example, the start addresses 1, 31, 61, 91.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

8 Functions at a glance

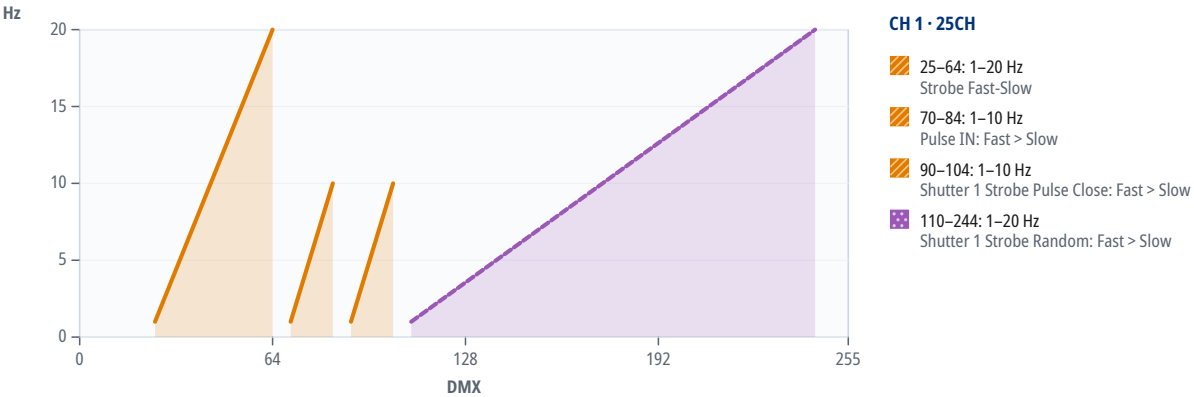
Functions in each DMX mode

	14CH 14 channels	25CH 25 channels	30CH 30 channels
Pan / Tilt	4, 6	4, 6	4, 6
Dimmer	2	2, 23, 24	2
Shutter / strobe	1	1	1
Color mixing	10–13	10–13, 19–22	10–13, 15–30
Zoom	3	3	3
Animation wheel		15	
Effects / macros	9	9, 16–18	9

Color wheel

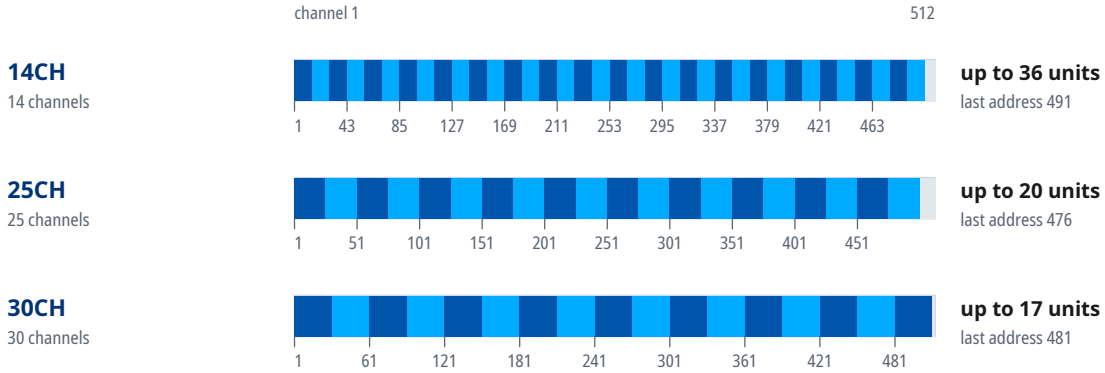


Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “30CH”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	151	11	301	16	451
2	31	7	181	12	331	17	481
3	61	8	211	13	361	18	U2 · 1
4	91	9	241	14	391	19	U2 · 31
5	121	10	271	15	421	20	U2 · 61

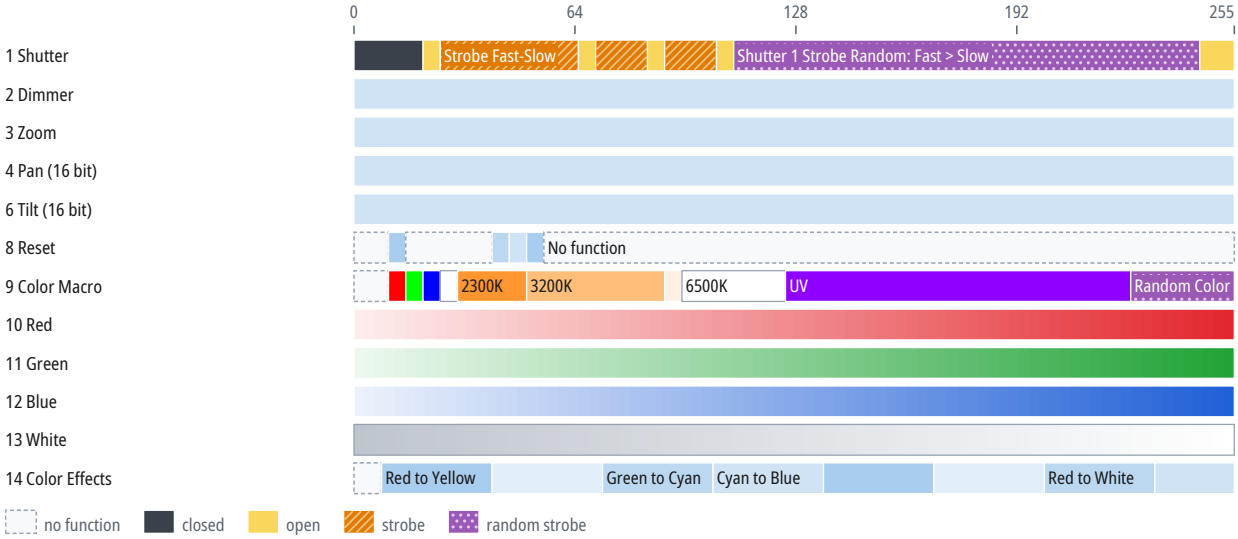
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode 14CH

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 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 255, CH 2 Dimmer 255, CH 10 Red 255, CH 11 Green 255, CH 12 Blue 255, CH 13 White 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter	0–19	Close - Open: Close
		20–24	Close - Open: Open
		25–64	Strobe Fast-Slow (1–20 Hz)
		65–69	Open
		70–84	Pulse IN: Fast > Slow (1–10 Hz)
		85–89	Open
		90–104	Shutter 1 Strobe Pulse Close: Fast > Slow (1–10 Hz)
		105–109	Open
		110–244	Shutter 1 Strobe Random: Fast > Slow (1–20 Hz)
		245–255	Open
2	Dimmer	0–255	
3	Zoom	0–255	7.9–38°
4	Pan	0–255	540°
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt	0–255	270°
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Reset	0–9	No function
		10–14	Reset
		15–39	No function
		40–44	Normal
		45–49	P/T Speed Mode: Fast

CH	Function	DMX	Description
8	Reset (continued)	50–54	P/T Speed Mode: SLow
		55–255	No function
9	Color Macro	0–9	No Function
		10–14	Red
		15–19	Green
		20–24	Blue
		25–29	White
		30–49	2300K
		50–89	3200K
		90–94	5600K
		95–124	6500K
		125–224	UV
		225–255	Random Color
10	Red	0–255	
11	Green	0–255	
12	Blue	0–255	
13	White	0–255	
14	Color Effects		Color Slow Changel
		0–7	No Function
		8–39	Red to Yellow
		40–71	Yellow to Green
		72–103	Green to Cyan
		104–135	Cyan to Blue
		136–167	Blue to Magenta
		168–199	Magenta to Red
		200–231	Red to White
		232–255	Col Change Slow > Fast

Mode 25CH

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 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer 1 above 0; CH 23 Dimmer 2 above 0; CH 24 Dimmer 3 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 255, CH 2 Dimmer 1 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “14CH” (p. 9)
2	Dimmer 1	0	Closed
		1–254	Closed ... Open
		255	Open
3	Zoom	0–255	7.9–38°
4	Pan	0–255	540°
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt	0–255	270°
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Reset		Same as CH 8 in the mode “14CH” (p. 9)
9	Color Macro		Same as CH 9 in the mode “14CH” (p. 10)

CH	Function	DMX	Description
10	Red 1	0	Min
		1–254	Min ... Max
		255	Max
11	Green 1	0	Min
		1–254	Min ... Max
		255	Max
12	Blue 1	0	Min
		1–254	Min ... Max
		255	Max
13	White 1	0	Min
		1–254	Min ... Max
		255	Max
14	Color Effects 1		Color Slow Changel
		0–7	No Function
		8–39	Red to Yellow
		40–71	Yellow to Green
		72–103	Green to Cyan
		104–135	Cyan to Blue
		136–167	Blue to Magenta
		168–199	Magenta to Red
		200–231	Red to White
		232–255	Col Change Slow > Fast
15	Color Effects 2		Gobo Effect
		0–4	Open
		5–9	Gobo 1
		10–14	Gobo 2
		15–19	Gobo 3
		20–24	Gobo 4
		25–29	Gobo 5
		30–34	Gobo 6
		35–39	Gobo 7
		40–44	Gobo 8
		45–49	Gobo 9
		50–54	Gobo 10
		55–59	Gobo 11
		60–64	Gobo 12
		65–69	Gobo 13
		70–74	Gobo 14
		75–79	Gobo 15
		80–84	Gobo 16
		85–89	Gobo 17
		90–94	Gobo 18

CH	Function	DMX	Description
15	Color Effects 2 (continued)	95–99	Gobo 19
		100–104	Gobo 20
		105–109	Gobo 21
		110–114	Gobo 22
		115–119	Gobo 23
		120–124	Gobo 24
		125–129	Gobo 25
		130–134	Gobo 26
		135–139	Gobo 27
		140–144	Gobo 28
		145–149	Gobo 29
		150–154	Gobo 30
		155–159	Gobo 31
		160–164	Gobo 32
		165–169	Gobo 33
		170–174	Gobo 34
		175–179	Gobo 35
		180–184	Gobo 36
		185–189	Gobo 37
		190–194	Gobo 38
		195–199	Gobo 39
		200–204	Gobo 40
		205–224	Gobo change slow down
		225–234	Stop
		235–255	Gobo change speed up
16	Effects		Built In FX
		0–4	No Function
		5–34	BuiltIn 1
		35–64	BuiltIn 2
		65–94	BuiltIn 3
		95–124	BuiltIn 4
		125–154	BuiltIn 5
		155–184	BuiltIn 6
		185–255	Auto change (Wait 1min)
17	Effects Speed		Speed Built In FX
		0–255	Slow > Fast
18	Effects Fade		Fade Built IN FX
		0–255	Min > Max
19	Red 2	0	Min
		1–254	Min ... Max
		255	Max
20	Green 2	0	Min

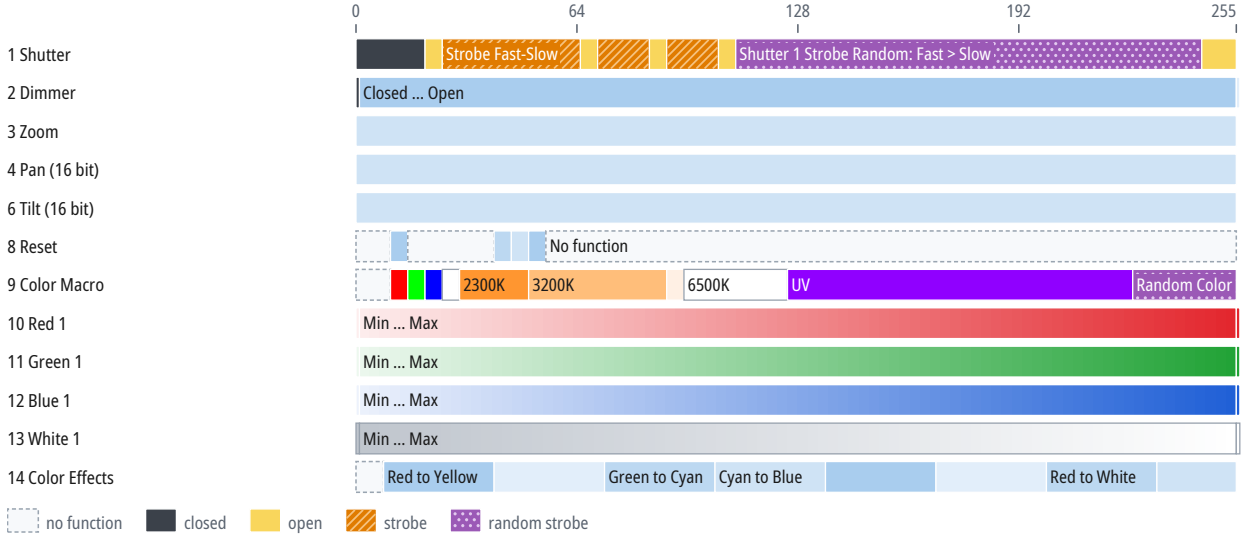
CH	Function	DMX	Description
20	Green 2 (continued)	1–254	Min … Max
		255	Max
21	Blue 2	0	Min
		1–254	Min … Max
		255	Max
22	White 2	0	Min
		1–254	Min … Max
		255	Max
23	Dimmer 2	0	Closed
		1–254	Closed … Open
		255	Open
24	Dimmer 3	0	Closed
		1–254	Closed … Open
		255	Open
25	Undefined	0–255	

Mode 30CH

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 1 Shutter at 20–24, 65–69, 85–89, 105–109 or 245–255 “Open”; CH 2 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Shutter 255, CH 2 Dimmer 255, CH 10 Red 1 255, CH 11 Green 1 255, CH 12 Blue 1 255, CH 13 White 1 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Shutter		Same as CH 1 in the mode “14CH” (p. 9)
2	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open
3	Zoom	0–255	7.9–38°

CH	Function	DMX	Description
4	Pan	0–255	540°
5	Pan Fine	0–255	Fine adjustment of CH 4
6	Tilt	0–255	270°
7	Tilt Fine	0–255	Fine adjustment of CH 6
8	Reset		Same as CH 8 in the mode “14CH” (p. 9)
9	Color Macro		Same as CH 9 in the mode “14CH” (p. 10)
10	Red 1		Same as CH 10 in the mode “25CH” (p. 12)
11	Green 1		Same as CH 11 in the mode “25CH” (p. 12)
12	Blue 1		Same as CH 12 in the mode “25CH” (p. 12)
13	White 1		Same as CH 13 in the mode “25CH” (p. 12)
14	Color Effects		Same as CH 14 in the mode “14CH” (p. 10)
15	Red 2	0–255	
16	Green 2	0–255	
17	Blue 2	0–255	
18	White 2	0–255	
19	Red 3	0–255	
20	Green 3	0–255	
21	Blue 3	0–255	
22	White 3	0–255	
23	Red 4	0–255	
24	Green 4	0–255	
25	Blue 4	0–255	
26	White 4	0–255	
27	Red 5	0–255	
28	Green 5	0–255	
29	Blue 5	0–255	
30	White 5	0–255	

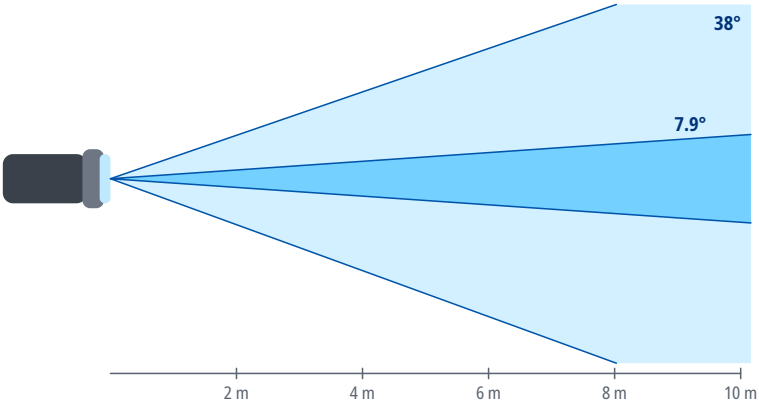
10 Technical specifications

Parameter	Value
Light source	discharge lamp
Zoom	7.9–38°
Pan	540°
Tilt	270°
Operating temperature	0 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–20 Hz

Spot diameter



Distance	Ø 7.9°	Ø 38°
2 m	0.28 m	1.4 m
4 m	0.55 m	2.8 m
6 m	0.83 m	4.1 m
8 m	1.1 m	5.5 m
10 m	1.4 m	6.9 m
15 m	2.1 m	10.3 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.