DMX REFERENCE

MOVILIGHT 480 ZOOM

MARK



Manufacturer	MARK
GDTF file	MARK_MoviLight_480_Zoom_117428.gdtf
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Contents

1 About this manual 2
2 Quick reference 3
3 Safety instructions 4
4 Product description 5
5 Installation 6
6 Connections 6
7 Operation 7
8 Functions at a glance 7
9 DMX channels 9
Mode HSI - 11 CHANNELS 9
Mode STD - 17 CHANNELS 11
Mode GUI - 18 CHANNELS 12
Mode EXT - 58 CHANNELS 14
10 Technical specifications 15
11 Maintenance and cleaning 15
12 Troubleshooting 16
13 Disposal 16

1 About this manual

This document describes the MOVILIGHT 480 ZOOM by MARK. It was compiled from the GDTF file MARK_MoviLight_480_Zoom_117428.gdtf from the GDTF-Share library.

File revision: “ALL OK 3”.

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
HSI - 11 CHANNELS	11	46	1, 12, 23, 34, ...
STD - 17 CHANNELS	17	30	1, 18, 35, 52, ...
GUI - 18 CHANNELS	18	28	1, 19, 37, 55, ...
EXT - 58 CHANNELS	58	8	1, 59, 117, 175, ...

No light? Check these channels

- HSI - 11 CHANNELS: CH 6 Strobe at 104–107, 208–212 or 252–255 “Open”; CH 9 Dimmer above 0
- STD - 17 CHANNELS: CH 6 Dimmer above 0; CH 8 Strobe at 104–107, 208–212 or 252–255 “Open”
- GUI - 18 CHANNELS: CH 6 Dimmer above 0; CH 7 Strobe at 104–107, 208–212 or 252–255 “Open”
- EXT - 58 CHANNELS: CH 6 Dimmer above 0; CH 8 Strobe at 104–107, 208–212 or 252–255 “Open”


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

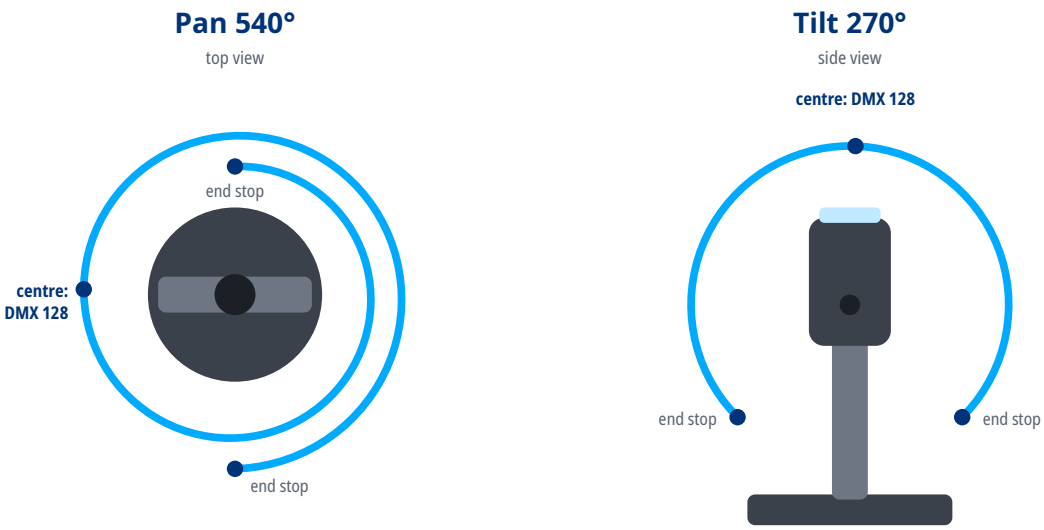
Description in the GDTF file

“MOVILIGHT 480 ZOOM es una cabeza móvil que incorpora la última tecnología de iluminación LED de 480W. Gracias a sus precisos motores, los movimientos en ambos ejes son realmente rápidos. Ofrece escenas de mezcla de colores y efectos.”

“El dispositivo incorpora un conector de alimentación PowerCON de entrada y salida y una conexión XLR de tipo 3 para la entrada y salida de señales DMX. MOVILIGHT 480 ZOOM puede ser controlado a través del protocolo DMX y funciona tanto por audio o como maestro/esclavo. Trabajando con DMX, es posible utilizar 11, 17, 18 y 58 canales, con efectos como dimmer lineal, estrobo, control de color y zoom.”

“MOVILIGHT 480 ZOOM está fabricado en plástico ABS, lo que reduce su peso y ofrece una carcasa dura contra los impactos.”

Range of movement



5 Installation

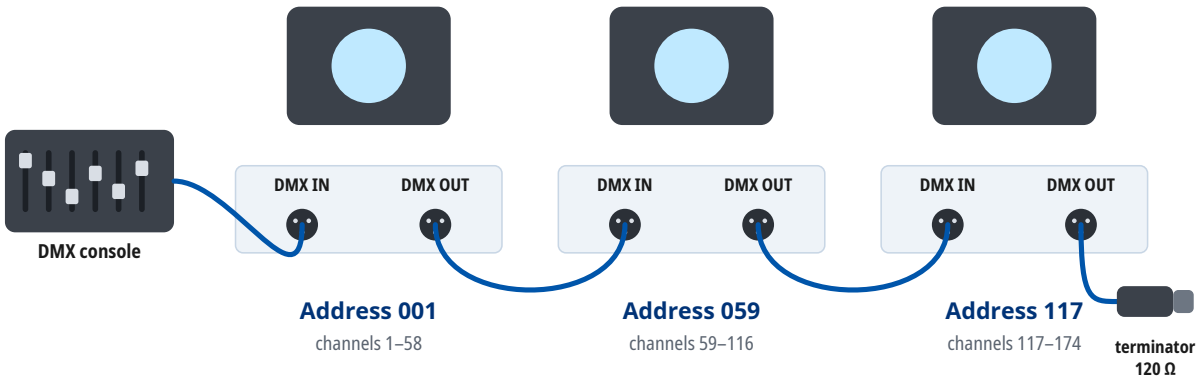
⚠ WARNING

- 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 EXT - 58 CHANNELS: every unit occupies 58 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

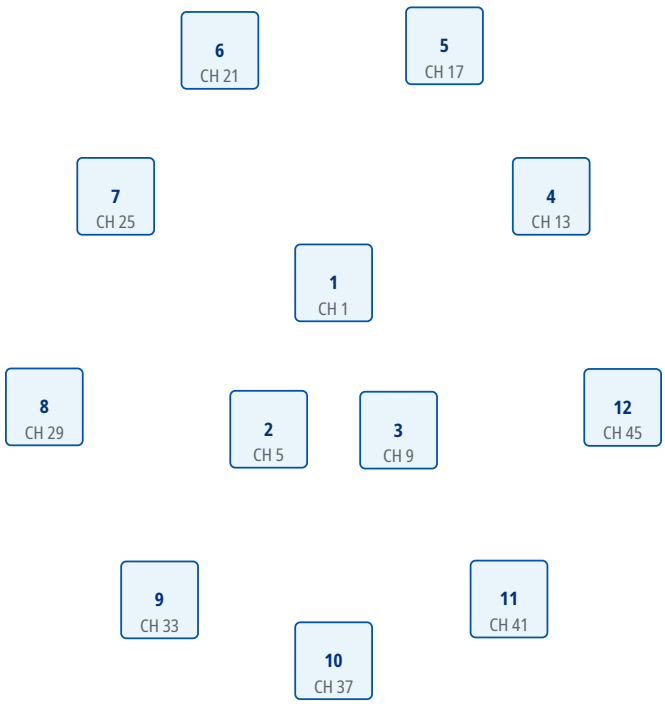
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “EXT - 58 CHANNELS”: 58.
- Choose start addresses so that the channels of individual devices do not overlap and the last 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 “EXT - 58 CHANNELS”, you can use, for example, the start addresses 1, 59, 117, 175.
- 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

	HSI - 11 CHANNELS 11 channels	STD - 17 CHANNELS 17 channels	GUI - 18 CHANNELS 18 channels	EXT - 58 CHANNELS 58 channels
Pan / Tilt	1, 3	1, 3	1, 3	1, 3
Dimmer	9	6	6	6
Dimmer resolution	8 bit	16 bit	8 bit	16 bit
Shutter / strobe	6	8	7	8
Color mixing		9–12	8–11	9–56
Color temperature		13		
Zoom	10	16	17	57
Effects / macros			13	

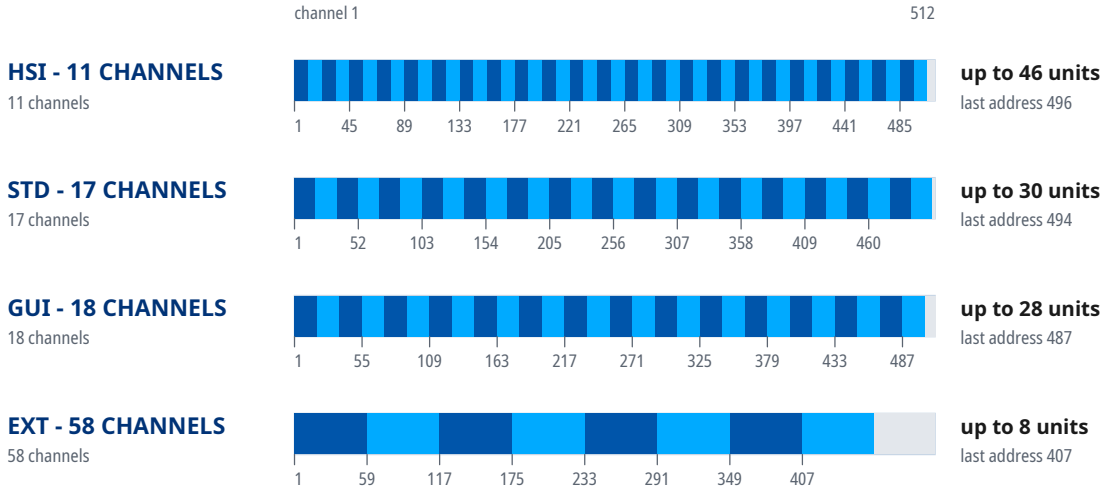
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “GUI - 18 CHANNELS”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “EXT - 58 CHANNELS”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	291	11	U2 · 117	16	U2 · 407
2	59	7	349	12	U2 · 175	17	U3 · 1
3	117	8	407	13	U2 · 233	18	U3 · 59
4	175	9	U2 · 1	14	U2 · 291	19	U3 · 117
5	233	10	U2 · 59	15	U2 · 349	20	U3 · 175

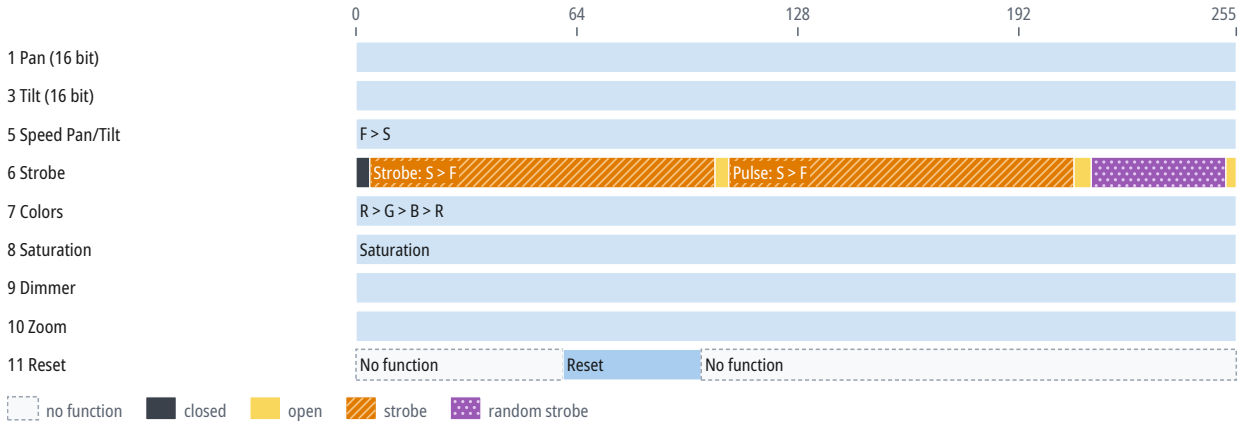
Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode HSI - 11 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 6 Strobe at 104–107, 208–212 or 252–255 “Open”; CH 9 Dimmer above 0.

Channel functions at a glance



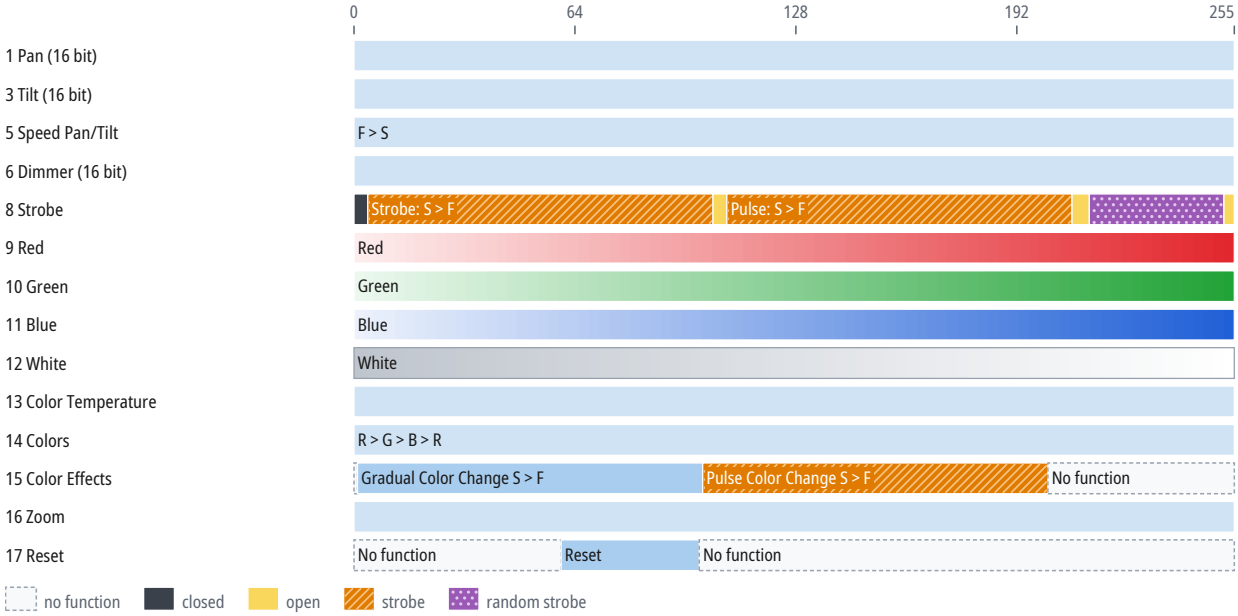
CH	Function	DMX	Description
1	Pan	0–255	540°
2	Pan Fine	0–255	Fine adjustment of CH 1
3	Tilt	0–255	270°
4	Tilt Fine	0–255	Fine adjustment of CH 3
5	Speed Pan/Tilt		P/T Speed
		0–255	F > S
6	Strobe	0–3	Close
		4–103	Strobe: S > F
		104–107	Strobe: Open
		108–207	Pulse: S > F
		208–212	Pulse: Open
		213–251	Random Strobe: S > F
		252–255	Random Strobe: Open
7	Colors		Color RGB
		0–255	R > G > B > R
8	Saturation	0–255	Saturation
9	Dimmer	0–255	
10	Zoom	0–255	2.8–55°
11	Reset	0–59	No function
		60–99	Reset
		100–255	No function

Mode STD - 17 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 6 Dimmer above 0; CH 8 Strobe at 104–107, 208–212 or 252–255 “Open”.

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 5 in the mode “HSI - 11 CHANNELS” (p. 10)
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Strobe		Same as CH 6 in the mode “HSI - 11 CHANNELS” (p. 10)
9	Red	0–255	Red
10	Green	0–255	Green
11	Blue	0–255	Blue
12	White	0–255	White
13	Color Temperature	0–255	
14	Colors		Same as CH 7 in the mode “HSI - 11 CHANNELS” (p. 10)

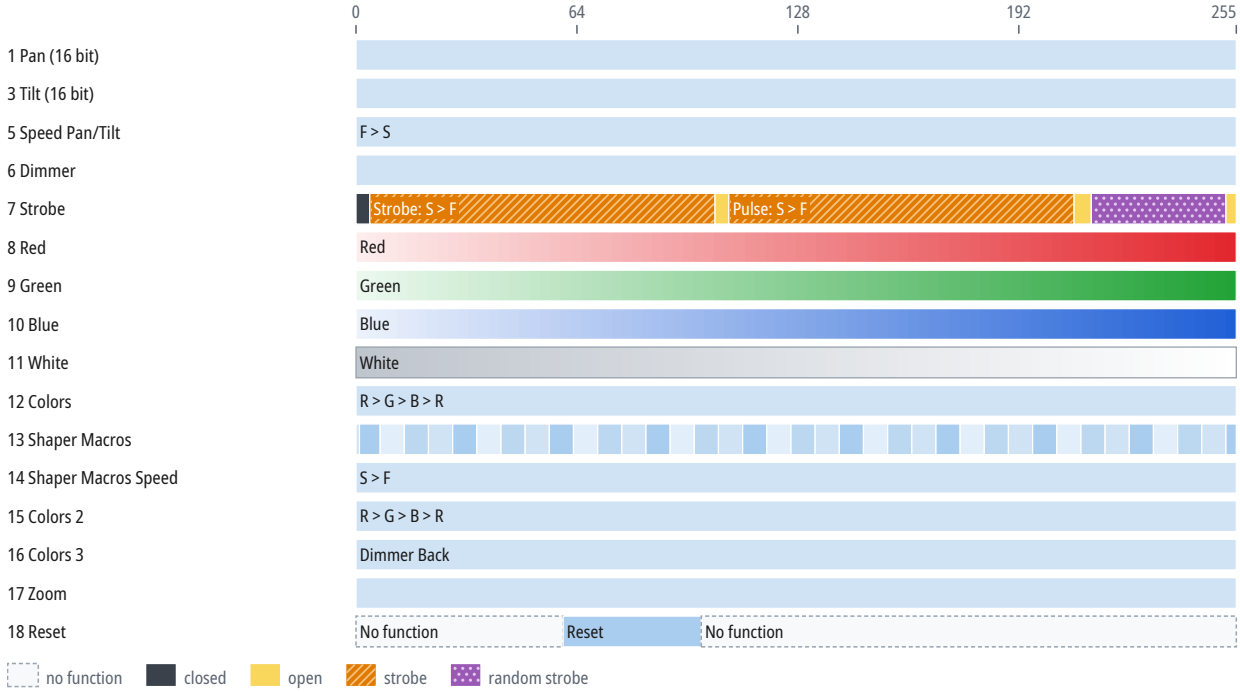
CH	Function	DMX	Description
15	Color Effects		Macro Color Change
		0	No function
		1–100	Gradual Color Change S > F
		101–200	Pulse Color Change S > F
		201–255	No function
16	Zoom	0–255	2.8–55°
17	Reset		Same as CH 11 in the mode “HSI - 11 CHANNELS” (p. 10)

Mode GUI - 18 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 6 Dimmer above 0; CH 7 Strobe at 104–107, 208–212 or 252–255 “Open”.

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 5 in the mode “HSI - 11 CHANNELS” (p. 10)
6	Dimmer	0–255	
7	Strobe		Same as CH 6 in the mode “HSI - 11 CHANNELS” (p. 10)
8	Red	0–255	Red
9	Green	0–255	Green

CH	Function	DMX	Description
10	Blue	0–255	Blue
11	White	0–255	White
12	Colors		Same as CH 7 in the mode “HSI - 11 CHANNELS” (p. 10)
13	Shaper Macros		Static LED
		0	Open
		1–6	LED 1
		7–13	LED 2
		14–20	LED 3
		21–27	LED 4
		28–34	LED 5
		35–41	LED 6
		42–48	LED 7
		49–55	LED 8
		56–62	LED 9
		63–69	LED 10
		70–76	LED 11
		77–83	LED 12
		84–90	Shape 1
		91–97	Shape 2
		98–104	Shape 3
		105–111	Shape 4
		112–118	Shape 5
		119–125	Shape 6
		126–132	Shape 7
		133–139	Shape 8
		140–146	Shape 9
		147–153	Shape 10
		154–160	Shape 11
		161–167	Shape 12
		168–174	Macro 1
		175–181	Macro 2
		182–188	Macro 3
		189–195	Macro 4
		196–202	Macro 5
		203–209	Macro 6
		210–216	Macro 7
		217–223	Macro 8
		224–230	Macro 9
		231–237	Macro Color 1
		238–244	Macro Color 2
		245–251	Macro Color 3

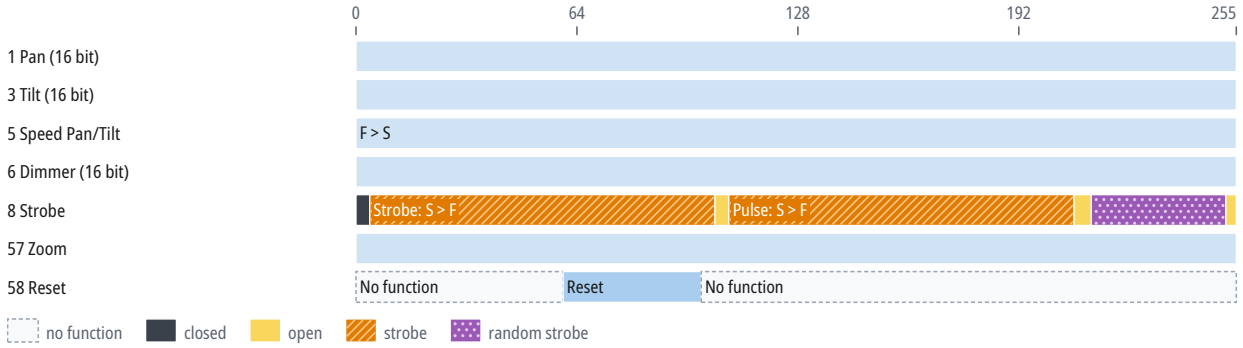
CH	Function	DMX	Description
13	Shaper Macros (continued)	252–255	Macro Color 4
14	Shaper Macros Speed		Macro Speed
		0–255	S > F
15	Colors 2		Color Background
		0–255	R > G > B > R
16	Colors 3		Dimmer Background
		0–255	Dimmer Back
17	Zoom	0–255	2.8–55°
18	Reset		Same as CH 11 in the mode “HSI - 11 CHANNELS” (p. 10)

Mode EXT - 58 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 6 Dimmer above 0; CH 8 Strobe at 104–107, 208–212 or 252–255 “Open”.

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 5 in the mode “HSI - 11 CHANNELS” (p. 10)
6	Dimmer	0–255	
7	Dimmer Fine	0–255	Fine adjustment of CH 6
8	Strobe		Same as CH 6 in the mode “HSI - 11 CHANNELS” (p. 10)
9	Red 1	0–255	
10	Green 1	0–255	
11	Blue 1	0–255	
12	White 1	0–255	
57	Zoom	0–255	2.8–55°
58	Reset		Same as CH 11 in the mode “HSI - 11 CHANNELS” (p. 10)

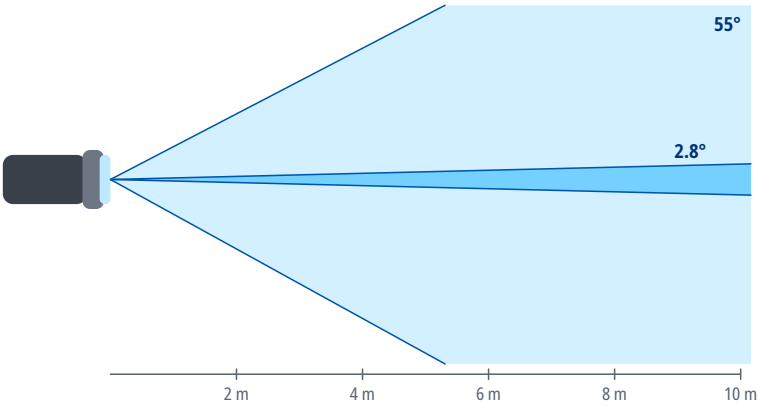
CH 9–56: 12 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 9–12); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	9	10	11	12	2	13	14	15	16
3	17	18	19	20	4	21	22	23	24
5	25	26	27	28	6	29	30	31	32
7	33	34	35	36	8	37	38	39	40
9	41	42	43	44	10	45	46	47	48
11	49	50	51	52	12	53	54	55	56

10 Technical specifications

Parameter	Value
Light source	LED
Zoom	2.8–55°
Pan	540°
Tilt	270°
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 2.8°	Ø 55°
2 m	0.1 m	2.1 m
4 m	0.2 m	4.2 m
6 m	0.29 m	6.2 m
8 m	0.39 m	8.3 m
10 m	0.49 m	10.4 m
15 m	0.73 m	15.6 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.