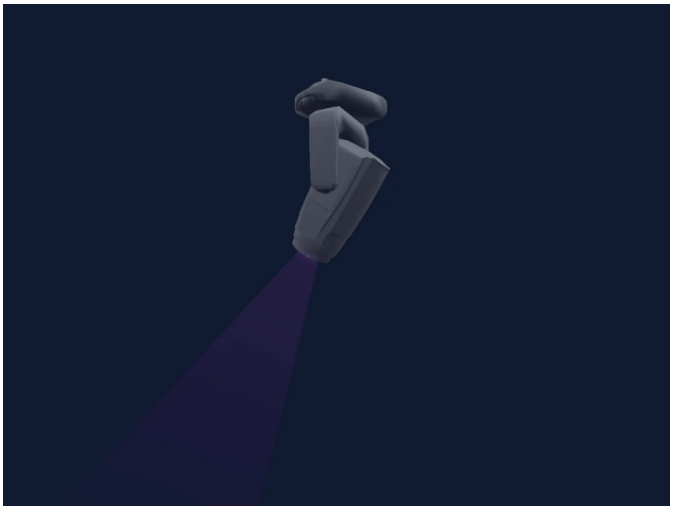
MARK

MP 500 L



Manufacturer	**MARK**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**44, 45 channels**
Beam angle	**9-53°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**278 × 539 × 264 mm**
GDTF fixture type	**6C1FA7EF-F7F9-4A31-BB7D-B6…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset · Strobe

DMX modes

44 CH	44 ch
45 CH	45 ch

44 CH

44 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	
6	Control1	0	0–99 NoFeature 100–104 Inverse exponential 105–109 S-shaped 110–114 Exponential 115–119 Linear 120–124 Smooth 125–129 Quick 130–139 NoFeature 1 140–149 P/T Reset 150–159 NoFeature 2 160–169 Small motor reset 170–199 NoFeature 3 200–209 FixtureGlobalReset 210–239 NoFeature 4 240–240 Off 241–255 On
7	L EDFrequency	0	0–4 NoFeature 5–9 4K 10–14 10K 15–19 20K 20–23 40K 24–255 NoFeature 1
8	L EDFrequency Fine	0	Fine byte of L EDFrequency
9	H SBBrightness	0	
10	Color Wheel	128	0–127 Min > Max 128–129 Open (wheel slot 1) 130–136 Red (wheel slot 2) 137–142 Green (wheel slot 3) 143–149 Orange (wheel slot 4) 150–155 Yellow (wheel slot 5) 156–162 Blue (wheel slot 6) 163–189 CTO (wheel slot 7) 190–215 CW (F>S) 216–217 STOP 218–243 CCW (F>S) 244–249 Color1WheelAudio 250–255 Color1WheelRandom (F>S)
11	Color Wheel Fine	128	Fine byte of Color Wheel
12	Cyan	0	
13	Magenta	0	
14	Yellow	0	
15	C TO	0	
16	Tint	0	
17	Color Effects1	0	
18	Color Mix MSpeed	0	
19	Gobo Wheel1MSpeed	0	

44 CH (continued)

Ch	Function	Default	DMX values
20	Gobo	0	0–8 Open (wheel slot 1) 9–17 Dots (wheel slot 2) 18–26 Circle (wheel slot 3) 27–35 Horizontal line (wheel slot 4) 36–44 Vertical line (wheel slot 5) 45–53 Square (wheel slot 6) 54–62 Grid (wheel slot 7) 63–71 Multi square (wheel slot 8) 72–80 Wall bricks (wheel slot 9) 81–91 Zebra (wheel slot 10) 92–103 Dots (wheel slot 2) 104–115 Circle (wheel slot 3) 116–127 Horizontal line (wheel slot 4) 128–139 Vertical line (wheel slot 5) 140–151 Square (wheel slot 6) 152–163 Grid (wheel slot 7) 164–175 Multi square (wheel slot 8) 176–187 Wall bricks (wheel slot 9) 188–199 Zebra (wheel slot 10) 200–201 Open (wheel slot 1) 202–222 CW (F>S) 223–243 CCW (S>F) 244–249 Gobo1WheelAudio 250–255 Gobo1WheelRandom (F>S)
21	Gobo 2	0	0–9 Open (wheel slot 1) 10–13 Circle lines (wheel slot 2) 14–17 4 square (wheel slot 3) 18–21 S curve (wheel slot 4) 22–25 6 hexagon (wheel slot 5) 26–29 Dot circles (wheel slot 6) 30–33 Raybrush (wheel slot 7) 34–37 Fire (wheel slot 8) 38–41 Snake skin (wheel slot 9) 42–45 Circle lines (wheel slot 2) 46–49 4 square (wheel slot 3) 50–53 S curve (wheel slot 4) 54–57 6 hexagon (wheel slot 5) 58–61 Dot circles (wheel slot 6) 62–65 Raybrush (wheel slot 7) 66–69 Fire (wheel slot 8) 70–73 Snake skin (wheel slot 9) 74–81 Circle lines (wheel slot 2) 82–89 4 square (wheel slot 3) 90–97 S curve (wheel slot 4) 98–105 6 hexagon (wheel slot 5) 106–113 Dot circles (wheel slot 6) 114–121 Raybrush (wheel slot 7) 122–129 Fire (wheel slot 8) 130–137 Snake skin (wheel slot 9) 138–145 Circle lines (wheel slot 2) 146–153 4 square (wheel slot 3) 154–161 S curve (wheel slot 4) 162–169 6 hexagon (wheel slot 5) 170–177 Dot circles (wheel slot 6) 178–185 Raybrush (wheel slot 7) 186–192 Fire (wheel slot 8) 193–199 Snake skin (wheel slot 9) 200–201 Open 202–222 CW (S>F) 223–243 CCW (S>F) 244–249 Sound mode 250–255 Gobo2WheelRandom (F>S)

44 CH (continued)

Ch	Function	Default	DMX values
22	Gobo Rotation	128	0–0 Index 1–127 CCW (F>S) 128–128 Stop 129–255 CW (S>F)
23	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
24	Prism	0	0–19 Open 20–73 Index Mode 74–127 Rotation mode 128–135 Macro 1 136–143 Macro 2 144–151 Macro 3 152–159 Macro 4 160–167 Macro 5 168–175 Macro 6 176–183 Macro 7 184–191 Macro 8 192–199 Macro 9 200–207 Macro 10 208–215 Macro 11 216–223 Macro 12 224–231 Macro 13 232–239 Macro 14 240–247 Macro 15 248–255 Macro 16
25	Prism Rotation	128	0–0 Index 1–127 CCW (F>S) 128–128 Stop 129–255 CW (S>F)
26	Frost1	0	0–0 Open 1–179 Min > Max 180–255 Frost On
27	Iris	0	0–0 Open 1–179 Open > Close 180–191 Close 192–219 IrisPulseOpen (S>F) 220–247 IrisPulseClose (Fast > Slow) 248–251 IrisRandomPulseOpen (F>S) 252–255 IrisRandomPulseClose (F>S)
28	Iris Fine	0	Fine byte of Iris
29	Zoom	128	
30	Zoom Fine	0	Fine byte of Zoom
31	Focus	128	
32	Focus Fine	0	Fine byte of Focus
33	Shaper Rot	128	
34	Blade1A	0	
35	Blade1B	0	
36	Blade2A	0	
37	Blade2B	0	
38	Blade3A	0	
39	Blade3B	0	
40	Blade4A	0	
41	Blade4B	0	

44 CH (continued)

Ch	Function	Default	DMX values
42	Shutter / Strobe	224	0–31 Close 32–63 Open 64–95 Shutter1Strobe (S>F) 96–127 Open 128–143 Shutter1StrobePulseOpen (F>S) 144–159 StrobeModePulseClose (S>F) 160–191 Open 192–223 Shutter1StrobeRandom (S>F) 224–255 Open
43	Dimmer	0	0–254 Closed 255–255 Open
44	Dimmer Fine	0	Fine byte of Dimmer

45 CH

45 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	
6	Control1	0	0–99 NoFeature 100–104 Inverse exponential 105–109 S-shaped 110–114 Exponential 115–119 Linear 120–124 Smooth 125–129 Quick 130–139 NoFeature 1 140–149 P/T Reset 150–159 NoFeature 2 160–169 Small motor reset 170–199 NoFeature 3 200–209 FixtureGlobalReset 210–239 NoFeature 4 240–240 Off 241–255 On
7	L EDFrequency	0	0–4 NoFeature 5–9 4K 10–14 10K 15–19 20K 20–23 40K 24–255 NoFeature 1
8	L EDFrequency Fine	0	Fine byte of L EDFrequency
9	H SBBrightness	0	

45 CH (continued)

Ch	Function	Default	DMX values
10	Color Wheel	128	0–127 Min > Max 128–129 Open (wheel slot 1) 130–136 Red (wheel slot 2) 137–142 Green (wheel slot 3) 143–149 Orange (wheel slot 4) 150–155 Yellow (wheel slot 5) 156–162 Blue (wheel slot 6) 163–189 CTO (wheel slot 7) 190–215 CW (F>S) 216–217 STOP 218–243 CCW (F>S) 244–249 Color1WheelAudio 250–255 Color1WheelRandom (F>S)
11	Color Wheel Fine	128	Fine byte of Color Wheel
12	Cyan	0	
13	Magenta	0	
14	Yellow	0	
15	C TO	0	
16	Tint	0	
17	Color Effects1	0	
18	Color Mix MSpeed	0	
19	Gobo Wheel1MSpeed	0	
20	Gobo	0	0–8 Open (wheel slot 1) 9–17 Dots (wheel slot 2) 18–26 Circle (wheel slot 3) 27–35 Horizontal line (wheel slot 4) 36–44 Vertical line (wheel slot 5) 45–53 Square (wheel slot 6) 54–62 Grid (wheel slot 7) 63–71 Multi square (wheel slot 8) 72–80 Wall bricks (wheel slot 9) 81–91 Zebra (wheel slot 10) 92–103 Dots (wheel slot 2) 104–115 Circle (wheel slot 3) 116–127 Horizontal line (wheel slot 4) 128–139 Vertical line (wheel slot 5) 140–151 Square (wheel slot 6) 152–163 Grid (wheel slot 7) 164–175 Multi square (wheel slot 8) 176–187 Wall bricks (wheel slot 9) 188–199 Zebra (wheel slot 10) 200–201 Open (wheel slot 1) 202–222 CW (F>S) 223–243 CCW (S>F) 244–249 Gobo1WheelAudio 250–255 Gobo1WheelRandom (F>S)

45 CH (continued)

Ch	Function	Default	DMX values
21	Gobo 2	0	0–9 Open (wheel slot 1) 10–13 Circle lines (wheel slot 2) 14–17 4 square (wheel slot 3) 18–21 S curve (wheel slot 4) 22–25 6 hexagon (wheel slot 5) 26–29 Dot circles (wheel slot 6) 30–33 Raybrush (wheel slot 7) 34–37 Fire (wheel slot 8) 38–41 Snake skin (wheel slot 9) 42–45 Circle lines (wheel slot 2) 46–49 4 square (wheel slot 3) 50–53 S curve (wheel slot 4) 54–57 6 hexagon (wheel slot 5) 58–61 Dot circles (wheel slot 6) 62–65 Raybrush (wheel slot 7) 66–69 Fire (wheel slot 8) 70–73 Snake skin (wheel slot 9) 74–81 Circle lines (wheel slot 2) 82–89 4 square (wheel slot 3) 90–97 S curve (wheel slot 4) 98–105 6 hexagon (wheel slot 5) 106–113 Dot circles (wheel slot 6) 114–121 Raybrush (wheel slot 7) 122–129 Fire (wheel slot 8) 130–137 Snake skin (wheel slot 9) 138–145 Circle lines (wheel slot 2) 146–153 4 square (wheel slot 3) 154–161 S curve (wheel slot 4) 162–169 6 hexagon (wheel slot 5) 170–177 Dot circles (wheel slot 6) 178–185 Raybrush (wheel slot 7) 186–192 Fire (wheel slot 8) 193–199 Snake skin (wheel slot 9) 200–201 Open 202–222 CW (S>F) 223–243 CCW (S>F) 244–249 Sound mode 250–255 Gobo2WheelRandom (F>S)
22	Gobo 2 Fine	0	Fine byte of Gobo 2
23	Gobo Rotation	128	0–0 Index 1–127 CCW (F>S) 128–128 Stop 129–255 CW (S>F)
24	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

45 CH (continued)

Ch	Function	Default	DMX values
25	Prism	0	0–19 Open 20–73 Index Mode 74–127 Rotation mode 128–135 Macro 1 136–143 Macro 2 144–151 Macro 3 152–159 Macro 4 160–167 Macro 5 168–175 Macro 6 176–183 Macro 7 184–191 Macro 8 192–199 Macro 9 200–207 Macro 10 208–215 Macro 11 216–223 Macro 12 224–231 Macro 13 232–239 Macro 14 240–247 Macro 15 248–255 Macro 16
26	Prism Rotation	128	0–0 Index 1–127 CCW (F>S) 128–128 Stop 129–255 CW (S>F)
27	Frost1	0	0–0 Open 1–179 Min > Max 180–255 Frost On
28	Iris	0	0–0 Open 1–179 Open > Close 180–191 Close 192–219 IrisPulseOpen (S>F) 220–247 IrisPulseClose (Fast > Slow) 248–251 IrisRandomPulseOpen (F>S) 252–255 IrisRandomPulseClose (F>S)
29	Iris Fine	0	Fine byte of Iris
30	Zoom	128	
31	Zoom Fine	0	Fine byte of Zoom
32	Focus	128	
33	Focus Fine	0	Fine byte of Focus
34	Shaper Rot	128	
35	Blade1A	0	
36	Blade1B	0	
37	Blade2A	0	
38	Blade2B	0	
39	Blade3A	0	
40	Blade3B	0	
41	Blade4A	0	
42	Blade4B	0	
43	Shutter / Strobe	224	0–31 Close 32–63 Open 64–95 Shutter1Strobe (S>F) 96–127 Open 128–143 Shutter1StrobePulseOpen (F>S) 144–159 StrobeModePulseClose (S>F) 160–191 Open 192–223 Shutter1StrobeRandom (S>F) 224–255 Open

45 CH (continued)

Ch	Function	Default	DMX values
44	Dimmer	0	0–254 Closed 255–255 Open
45	Dimmer Fine	0	Fine byte of Dimmer