



# DCD-PRO250

DUAL CD PLAYER



**seamless loop**

**COMPACT disc**  
DIGITAL AUDIO

**digital output**

**ANTI-SHOCK**

**PROformer Series**

## CONTENTS

SPECIFICATIONS.....	2
IMPORTANT SAFETY ITEMS.....	3
SAFETY INSTRUCTIONS.....	4
GENERAL NOTES ON USE.....	5
MAIN FEATURES.....	5-6
PREPARATIONS.....	7
NAMES AND FUNCTIONS.....	8-9
BASIC OPERATIONS.....	9-13
BEFORE SWITCHING OFF THE POWER.....	13
COMPACT DISCS.....	13

## SPECIFICATIONS

### GENERAL

Type:	Twin mechanism compact disc player with wired controller.	
Disc Type:	Standard compact discs (5 in / 12 cm and 3 in / 8 cm discs)	
Dimensions:	Player Unit:	18 29/32" (W) x 3 27/64" (H) x 9 28/32" (D) 480mm (W) x 88.8mm (H) x 251mm (D) (without feet)
	Control Unit:	18 29/32" (W) x 3 27/64" (H) x 2 12/32 (D) 480mm (W) x 88.8mm (H) x 40mm (D) (without feet)
Installation:	19-inch rack mountable - Player Unit: 2U / 2 rack spaces Control Unit: 2U / 2 rack spaces	
Weight:	Player Unit: 11 lbs. / 5 kg. - Control Unit: 4.5 lbs. / 2kg.	
Power Supply:	115/230V AC, 50/60 Hz	
Power Consumption:	25W	
Environmental Conditions:	Operational temperature:	5 to 35°C (41 to 95°F)
	Operational humidity:	25 to 85% (no condensation)
	Storage temperature:	-20 to 60°C (4 to 14°F)
Accessories:	Connecting cord (1 set for left each channel) - Control cord (1.8m/6 ft.)	

### AUDIO SECTION

Quantization:	16 bit linear per channel
Sampling rate:	44.1 kHz at normal pitch
Over sampling rate:	8 times
D/A conversion:	16 bit
Frequency response:	10 to .20000 Hz
Total harmonic distortion:	0.02%
Signal to noise ratio:	88dB
Channel separation:	80dB
Output level:	2.0V +/- 1dB
Load impedance:	47 kohm or more

### FUNCTIONS

Variable pitch:	+/- 10% or more
Search accuracy:	1/75 sec. (1 subcode frame)

Specifications and design are subject to change without notice for purpose of improvement.

**IMPORTANT SAFETY ITEMS FOR U.S.A. & CANADA MODEL ONLY**

**WARNING:**

TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS CD PLAYER TO WATER OR MOISTURE.

**CAUTION:**

1. Handle the power supply cord carefully. Do not damage or deform; it may cause electric shock or malfunction when used. Hold plug attachment when removing from wall outlet. Do not pull on the cord.
2. To avoid electric shock, do not open the top cover when the unit is plugged in. If problems occur with the unit, call your local American DJ AUDIO dealer.
3. Do not place metal objects or spill liquid inside the CD player. Electric shock or malfunction may occur.

Please record and retain the model name and serial number from your rating label.

Model No. \_\_\_\_\_  
Serial No. \_\_\_\_\_



**CAUTION**

**Do not open - risk of electric shock**



CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE THE COVER RACK. THERE ARE NO USER SERVICEABLE PARTS INSIDE. REFER SERVICE TO YOUR AUTHORIZED AMERICAN DJ AUDIO DEALER.



The lightning flash with an arrow triangular symbol is intended to alert the user to the presence of uninsulated "dangerous voltage" within the products enclosure, and may be of sufficient magnitude to constitute a risk of electric shock.



The exclamation point triangular symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the user manual accompanying the CD player.

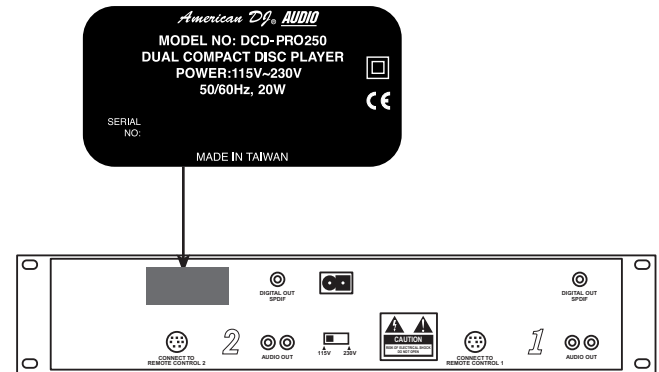
**CAUTION**

TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE CAREFULLY INSERTED TO PREVENT BLADE EXPOSURE.

**NOTE:**

This CD player uses a semiconductor laser. It is recommended for use in a room at the following temperature: 41°F - 95°F / 5°C - 35°C

**LABELS (for U.S.A. model only)**



**CAUTION:**

USE OF CONTROLS OR ADJUSTMENTS OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE.

THE COMPACT DISC PLAYER SHOULD NOT BE ADJUSTED OR REPAIRED BY ANYONE EXCEPT PROPERLY QUALIFIED SERVICE PERSONNEL.


**NOTE:**

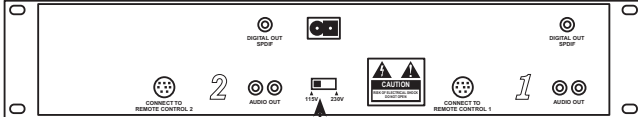
This unit may cause interference to radio and television reception.

**Line Voltage Selection**  
(for multiple voltage model only)

- The desired voltage may be set with the **VOLTAGE SELECTOR** switch on the rear panel (using a screwdriver).
- Do not twist the **VOLTAGE SELECTOR** switch with excessive force as this may cause damage.
- If the **VOLTAGE SELECTOR** switch does not move smoothly, please contact a qualified service technician.

115V  
230V





VOLTAGE SELECTOR SWITCH

# SAFETY INSTRUCTIONS

1. Read Instructions - All the safety and operating instructions should be read before the appliance is operated.
2. Save Instructions - The safety and operating instructions should be saved for future reference.
3. Heed Warnings - All warnings on the appliance and in the operating instructions should be adhered to.
4. Follow Instructions - All operating and user instructions should be followed.
5. Water and Moisture - The appliance should not be used near water - for example, near a bath tub, washbowl, kitchen sink, laundry tub, in a wet basement or near a swimming pool, etc.
6. Ventilation - The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
7. Heat - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
8. Power Sources - The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
9. Grounding or Polarization - Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.
10. Power-Cord Protection - Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
11. Cleaning - The appliance should be cleaned only as recommended by the manufacturer.
12. Non-use Periods - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
13. Object and Liquid Entry - Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
14. Damage Requiring Service - The appliance should be serviced by qualified service personnel when:
  - A. The power-supply cord or the plug has been damaged.
  - B. Objects have fallen, or liquid has been spilled into the appliance.
  - C. The appliance has been exposed to rain or water.
  - D. The appliance does not appear to operate normally or exhibits a marked change in performance.
  - E. The appliance has been dropped, or the enclosure damaged.
15. Servicing - The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

## GENERAL NOTES ON USE

- Allow for sufficient heat dispersion when installed on a rack.
- Handle the power cord carefully.
- Hold the plug when unplugging the cord.
- Keep the unit free from moisture, water, and dust.
- Unplug the power cord when not using the unit for long periods of time.
- Do not obstruct the ventilation holes. (For units with ventilation holes.)
- Do not let foreign objects in the unit.
- Do not let insecticides, benzene, and thinner come in contact with the unit.
- Never disassemble or modify the unit in any way.

## PREPARATIONS

1. Check that the carton contains the following items:

- 1) Main unit
- 3) Operating instructions ( this booklet)
- 5) Two Control cords (6 feet / 1.8 meters)

2) Control unit

4) Two sets of RCA cables.

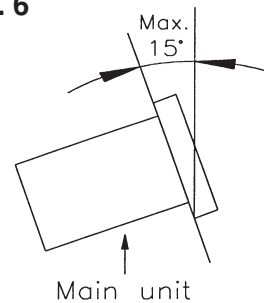
2. Installing the Units

Mount the units onto your console or rack with 19" EIA rack rails.

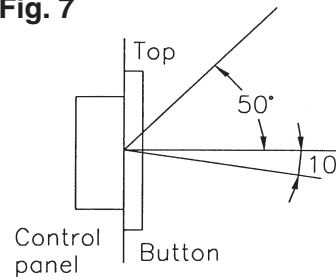
### CAUTION:

- The player will work normally when the main unit is mounted with the front panel within 15 degrees of the vertical plane. If the unit is tilted excessively, discs may not be loaded or unloaded properly. **(Figure 6)**
- The control panel's LCDs are designed to be clearly visible within the angles shown in **Figure 7**. Mount the control unit so that the visual angle is within this range.

**Fig. 6**



**Fig. 7**



3. Connections

- 1) Turn off the POWER switch.
- 2) Connect the RCA pin cables to the inputs on your mixer.
- 3) Connect the control cables to the REMOTE connector on the main unit.

### CAUTION:

Be sure to use the supplied control cables. Using another type of cable may result in damage. Be sure the power is off when connecting the control cables. Otherwise the units may not work properly.

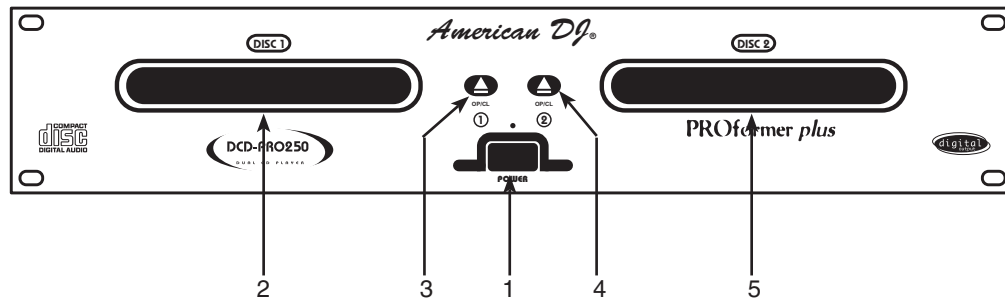
## MAIN FEATURES

- 8 times over sampling 1 bit D/A converter.
- 3 in. / 8 cm CD singles compatible.
- Dual Voltage Settings
- 1/75th second frame search
- Auto cue function (-48dB)
- 20 tracks program play.
- 20 seconds of anti-shock memory per deck
- Seamless loop (uninterrupted loop playback)
- Fader “Q” Start , Fader Stop , (back cue) Relay playback (using the control jack) **(a)**
- Adjustable Pitch Percentage +/- 8%, +/-12% or +/-16%
- Instant Start within 10 m.sec. (sound is produced immediately when the PLAY button is pressed)
- Digital Output (S/PDIF, RCA coaxial)
- Plays CD Recordables
- Real-time cue (“Cue on the Fly”)
- Loop Playback Mode
- 4 different speed scan
- Pitch display.
- Flip-Flop (Relay Playback) **(b)**
- Fader “Q” Start Control **(a)**
- 60 second Transport Protection **(c)**
- Sleep Mode **(d)**
- Jog Wheel Pitch Bend +/- 16%
- Memory Backup, Default to last setting **(e)**
- Large bright LCD Screen can be viewed from wide angles

- (a) FADER “Q” START CONTROL:** This feature is used with American DJ mixers also featuring Fader “Q” Start. Connect the supplied mini plugs from Disc 1 output on CD player to the “A” player control input on the rear of mixer. Then connect the other supplied mini plug from Disc 2 output on CD player to the “B” player control input on the rear of mixer. By moving the mixer fader from left to right you can start and pause Disc 1 and Disc 2 respectively. In other words, when the cross-fader of the mixer is to the left, and you move it 20% to the right, Disc 2 will begin to play. When the crossfader is to the right, and you move it 20% to the left, Disc 1 will begin to play. You can create great effects similar to scratching with this feature.
- (b) FLIP-FLOP:** Once CD Player A’s track or entire CD is finished, CD Player B will instantly cue and play its own track or entire CD. “Flip Flop” single tracks: First, set the mixer’s crossfader in the center position. Second, set both CD player A and CD Player B to SINGLE MODE on the LCD DISPLAY. Next, press PLAY on CD player A and CUE on CD player B. After Player A’s single track is finished Player B will automatically cue and play After Player B’s track is finished, the DCD-PRO250 will “Flip Flop” back to Player A etc. “Flip Flop” entire CDs: Follow all directions for single track flip flopping except, but make sure SINGLE MODE (1) is NOT LIT on both players LCD DISPLAY (27). Hooking up your DCD-PRO250 to “Flip Flop” with a Fader “Q” Start mixer: Follow connecting steps in (a) FADER “Q” START CONTROL. Hooking up your DCD-PRO250 to “Flip Flop” without a Fader “Q” Start mixer: On the back of the control unit there are 2 inputs that say “control”; Plug supplied mini plug (stereo) in from Side 1 to Side 2.
- (c) 60 SECOND TRANSPORT PROTECTION:** CD tray will automatically close if left open for more than 60 seconds.
- (d) SLEEP MODE:** The CD player’s laser will shut down after 15 minutes of inactivity (when in pause or cue mode).
- (e) MEMORY BACKUP:** This will automatically keep your last setting (repeat, SGL, CTN) even if you unplug AC current.

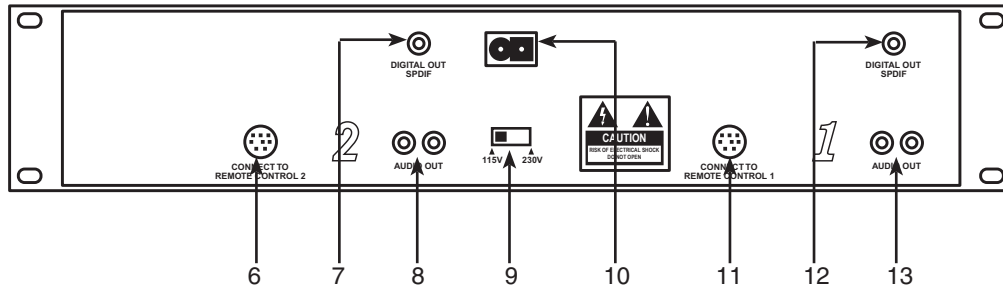
# FUNCTIONS & CONTROLS

## DRIVE TRANSPORT UNIT FRONT PANEL *FIGURE 1*



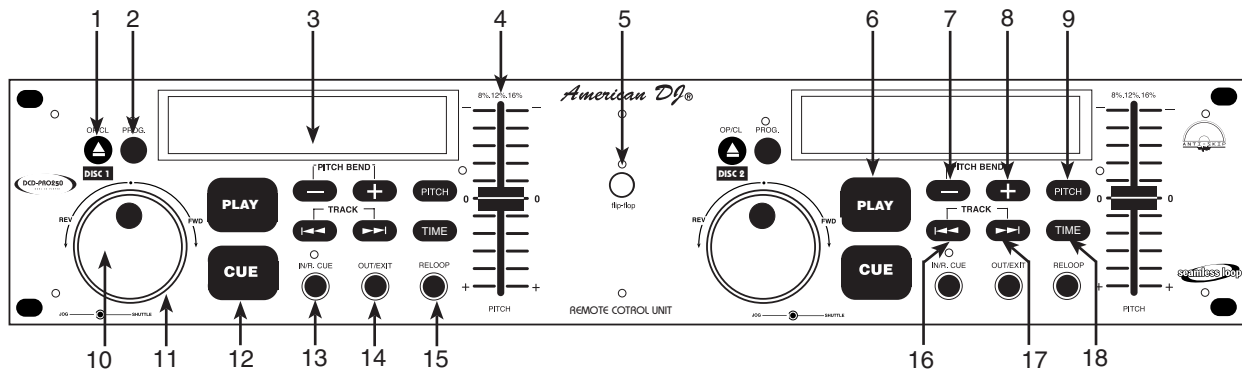
- |                                |                               |
|--------------------------------|-------------------------------|
| 1. POWER (Power ON/OFF Button) | 4. Player 2 Open/Close Button |
| 2. Player 1 Transport Tray.    | 5. Player 2 Transport Tray    |
| 3. Player 1 Open/Close Button  |                               |

## DRIVE TRANSPORT UNIT REAR PANEL *FIGURE 2*



- |                              |                               |
|------------------------------|-------------------------------|
| 6. Player 2 Remote Connector | 10. AC Power Connection       |
| 7. Player 2 Digital Output   | 11. Player 1 Remote Connector |
| 8. Player 2 RCA Audio Output | 12. Player 1 Digital Output   |
| 9. Voltage Selector Switch   | 13. Player 1 RCA Audio Output |

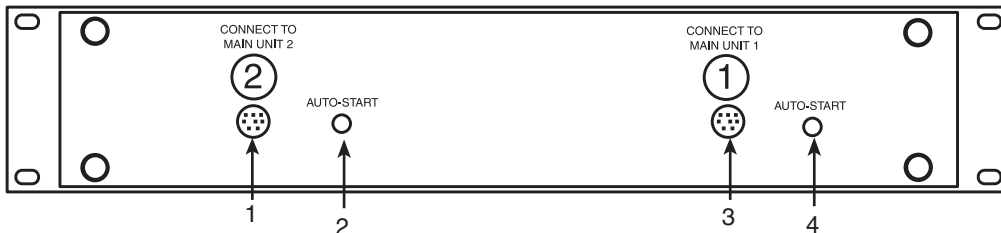
## REMOTE UNIT FRONT PANEL *FIGURE 3*



- |  |                               |
|--|-------------------------------|
| 1. TRAY OPEN/CLOSE (OPEN/CLOSE BUTTON) | 10. JOG SHUTTLE (INNER WHEEL) |
| 2. PROGRAM (PROGRAM BUTTON)            | 11. JOG SHUTTLE (OUTER WHEEL) |
| 3. LCD (LIQUID CRYSTAL DISPLAY)        | 12. CUE (CUE BUTTON)          |
| 4. PITCH SLIDER                        | 13. IN/LOOP. CUE BUTTON       |
| 5. FLIP FLOP BUTTON                    | 14. OUT/LOOP BUTTON           |
| 6. PLAY (PLAY/PAUSE BUTTON)            | 15. RELOOP BUTTON             |
| 7. (-) PITCH BEND                      | 16. BACK SKIP BUTTON          |
| 8. (+) PITCH BEND                      | 17. FORWARD SKIP BUTTON       |
| 9. PITCH (PITCH BUTTON)                | 18. TIME BUTTON               |

# FUNCTIONS & CONTROLS CONT.

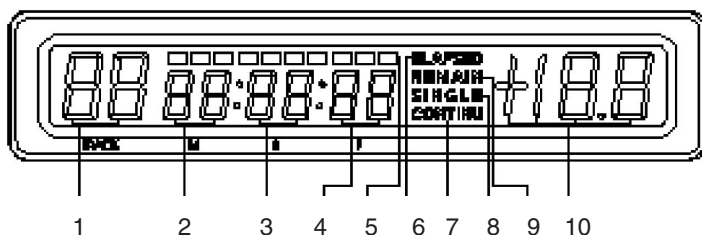
## REMOTE UNIT REAR PANEL *FIGURE 4*



1. PLAYER 2 REMOTE CONNECTION
2. PLAYER 2 CONTROL

3. PLAYER 1 REMOTE CONNECTION
4. PLAYER 1 CONTROL

## LCD DISPLAY *FIGURE 5*



1. TRACK (Current track indicator)
2. MINUTES INDICATORS (Displays current minutes)
3. SECONDS INDICATORS (Displays current seconds)
4. FRAME INDICATORS (Displays current frame)
5. BAR (Bar Indicator)
6. ELAPSED (Elapsed time Indicator)
7. CONTINUE INDICATOR
8. SINGLE INDICATOR
9. REMAIN INDICATOR
10. PITCH PERCENTAGE

## A. DRIVE TRANSPORT (Figures 1 & 2)

- 1) **POWER** (Power On/Off Button) - When the POWER Button is pressed, the power turns on, press again to turn power off.
- 2) **PLAYER 1 TRANSPORT TRAY**- Place the a compact discs in this tray.
- 3) **PLAYER 1 OPEN/CLOSE BUTTON** - Press it to open and close the player one's transport tray. The disc holders cannot be opened during playback, so stop playback before pressing these buttons.
- 4) **PLAYER 2 OPEN/CLOSE BUTTON** - Press it to open and close the player one's transport tray. The disc holders cannot be opened during playback, so stop playback before pressing these buttons.
- 5) **PLAYER 2 TRANSPORT TRAY**- Place the a compact discs in this tray.
- 6) **PLAYER 2 REMOTE CONTROL CONNECTOR** - Connect this connector to the remote unit using the included control cord.
- 7) **PLAYER 2 DIGITAL OUTPUT (RCA TYPE)** - Connect to a DAT or CDR to make almost perfect copies of your CDs.
- 8) **PLAYER 2 RCA LINE OUT** - Player 2 audio signal output.
- 9) **VOLTAGE INPUT SELECTOR** - This select between an incoming voltage 115v or 220v. Be sure the switch is in the proper position for your area.
- 10) **POWER CONNECTION** - Plug in to a standard wall outlet, to feed power to your unit.
- 11) **PLAYER 1 REMOTE CONTROL CONNECTOR** - Connect this connector to the remote unit using the included control cord.
- 12) **PLAYER 1 DIGITAL OUTPUT (RCA TYPE)** - Connect to a DAT or CDR to make almost perfect copies of your CDs.
- 13) **PLAYER 1 RCA LINE OUT** - Player 2 audio signal output.

## FUNCTIONS & CONTROLS CONT.

### B. Control Unit - Front (Figure 3)

- 1) **TRAY OPEN/CLOSE BUTTON** - Press it to open and close the disc trays. The control unit also includes OPEN/CLOSE buttons. The disc holders cannot be opened during playback, so stop playback before pressing these buttons.
- 2) **PROGRAM BUTTON** - Press the PROGRAM button, the player will enter the program mode and stop the CD playback.
- 3) **LCD DISPLAY** - This high quality LCD display indicates all the functions, as they are occurring. This display is viewable at several comfortable angles. The display ICONS will be explained in the next section.
- 4) **PITCH SLIDER** - Use the slider to adjust the BPM. Slide up to decrease the BPM, down to increase the BPM
- 5) **FLIP-FLOP BUTTON** - This button activates Flip-Flop mode. This mode allows you to activate drive two when drive one has completed its play cycle and vice versa. For example if disc one is playing and ends, disc two will immediately begin to play when disc one has ended.
- 6) **PLAY BUTTON** - Use this button to start playback. Press once to start playback, once again to set the pause mode, and once more to resume playback.
- 7) **(-) PITCH BEND** - The (-) pitch bend function allows a momentary "Slow Down" in the CD's BPM's (Beats per minute) while it is playing. This will allow you to match the beats between two playing CD's or other playing music source. Remember, that this is a momentary function when you remove your finger from the pitch button the BPM's will automatically return to **SLIDERS (5)** selected pitch.
- 8) **(+) PITCH BEND Button** - The (+) pitch bend function allows a momentary "BUMP" in the CD's BPM's (Beats per minute) while it is playing. This will allow you to match the beats between two playing CD's or any other playing music source. Remember, that this is a momentary function when you remove your finger from the pitch button the BPM's will automatically return to **SLIDERS (5)** selected pitch. Use this function to catch up to your other playing music source.
- 9) **PITCH BUTTON** - Use these buttons to enable or disable BPM adjustment with the pitch sliders. BPM adjustment with the pitch sliders is enabled when the PITCH LED lights.
- 10) **JOG SHUTTLE (INNER WHEEL)** - This jog wheel serves two functions depending on the operating mode you are working in.
  - A. The jog wheel will act as a slow frame search control when the CD is not playing but either paused or set to a cue point. To set a new frame cue point, spin the jog wheel then press PLAY when you have determined the proper position. Press CUE to return to the "CUE POINT".
  - B. It also works as a pitch bend, when you turn clockwise the pitch will rise to 16%, and when you turn counterclockwise it will fall to -16%. The pitch bend is determined on how fast you turn the wheel.
- 11) **SHUTTLE WHEEL - (OUTER RING)** This wheel has 3 forward and 3 reverse speed positions for speed searching through tracks. The more you turn the wheel in either direction the faster you search
- 12) **CUE BUTTON** - Press the CUE button during playback to return to the position at which playback started.
- 13) **IN/LOOP (In Real-time Cue) - CUE "ON THE FLY"** This allows you to set a CUE POINT without interruption of music ("on the fly"). This button also sets the beginning of a seamless loop (see SEAMLESS LOOP).
- 14) **OUT/LOOP** - Used to set the ending point when looping. When the OUT/LOOP button is pressed, the player will play the loop continuously. To exit the loop, press the OUT/LOOP button again.
- 15) **RELOOP BUTTON** - If a SEAMLESS LOOP has been made, but the CD Player is not actively in SEAMLESS LOOP mode, press the RELOOP BUTTON to reactivate the SEAMLESS LOOP mode. RELOOP will appear in the LCD DISPLAY (3). To exit loop, press the OUT/LOOP button (14).
- 16) **BACK SKIP BUTTON** - Use this button to go back to the beginning of the current track or select a previous track for playing. This is fast BACK SKIP through the tracks on your CD
- 17) **FORWARD SKIP BUTTON** - Use this button to skip to the next track on the CD.
- 18) **TIME BUTTON** - Press this button to switch the time display between the elapsed time and remaining time, and total remain time. The selected mode is indicated by the ELAPSED, REMAIN and TOTAL REMAIN indicator on the LCD.

### D. Control Unit - Rear (Figure 4)

- 1) **PLAYER 2 REMOTE CONNECTOR** - Connect to player 2 connector on transport assembly.
- 2) **PLAYER 2 CONTROL** - Connect mini-plug from CONTROL out on rear of CONTROL UNIT to a mixer's CONTROL out. This feature is available on all mixers with Fader "Q" Start (see Q" Start Control p.5).
- 3) **PLAYER 1 REMOTE CONNECTOR** - Connect to

## FUNCTIONS & CONTROLS CONT.

- player 1 connector on transport assembly.
- 4) **PLAYER 1 CONTROL** - Connect mini-plug from CONTROL out on rear of CONTROL UNIT to a mixer's CONTROL out. This feature is available on all mixers with Fader "Q" Start (see "Q" Start Control p.5).

### D. LCD (Figure 5)

- 1) **TRACK INDICATOR** - Indicates the current track that is playing, cued, or in pause mode.
- 2) **MINUTES INDICATOR** - Display current minutes of the track.
- 3) **SECONDS INDICATOR** - Displays the tracks current seconds.
- 4) **FRAME INDICATOR** - Displays current track frame.
- 5) **BAR INDICATOR** - These ten indicator provide a

visual display of the approximate position of the pickup within the current track.

- 6) **ELAPSED INDICATOR** - It indicates that the time shown on the display is the elapsed time.
- 7) **CONTINUE INDICATOR** - When this indicator is glowing, disc playback will continue through the remain tracks until the disc ends.
- 8) **SINGLE INDICATOR** - When this indicator is glowing, playback on the current track will stop at the beginning of the next track.
- 9) **REMAIN INDICATOR** - It indicates that the time shown on the display is the remaining time of the playing track.
- 10) **PITCH PERCENTAGE DISPLAY** - This displays the amount of pitch being applied to the current track. The pitch percentage is adjusted by the PITCH SLIDER.

## BASIC OPERATIONS

### 1. Opening and Closing the Disc Holder

- Turn the unit power on. Press the **OPEN/CLOSE** button to open or close the disc tray. **OPEN/CLOSE** buttons are provided on both the main unit and control unit.
- The disc holder cannot be opened during playback. This feature is to prevent playback from being interrupted if the **OPEN/CLOSE** button is pressed accidentally. Stop playback first, then press the **OPEN/CLOSE** button.

### 2. Loading discs

- Hold the disc by the edges and place it in the disc holder, then press the **OPEN/CLOSE** button again to close the disc holder. The unit will show the track number and the total playing time for about 2 seconds then enter the cue condition, the cue point will be set to the music starting point of the first track automatically.

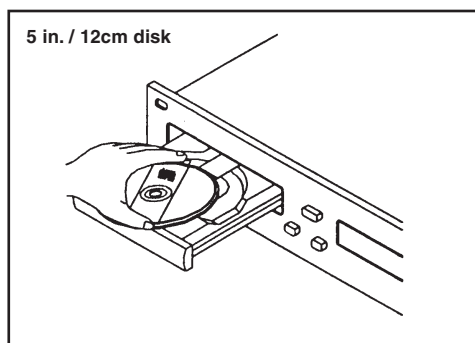


Fig. 8

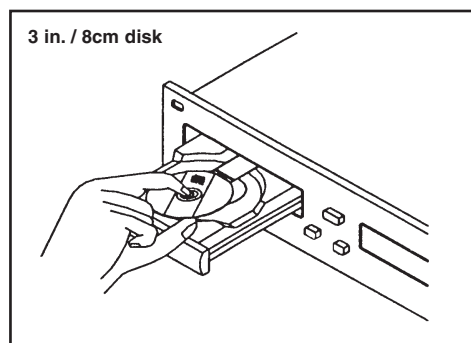


Fig. 9

## BASIC OPERATION (CONT.)

### CAUTION:

- Do not place any foreign objects in the disc tray, and do not place more than one disc in the disc tray at a time. Doing so may result in malfunction.
- Do not push the disc tray in manually when the power is off, as this may result in malfunction and damage the player.

### 3. Selecting Tracks

- Press the SKIP Buttons once to move to one higher or lower track.
- Hold the SKIP buttons in to change tracks continuously at a higher speed.
- When a new track is selected during playback, playback begins as soon as the search operation is completed.
- If the **FORWARD SKIP (17)** button is pressed while on the last track, the first track is selected. In the same fashion, if the **BACKWARD SKIP (16)** button is pressed while at the first track, the last track is selected.

### 4. Starting Playback

- Press the **PLAY** button during the pause or cue to start playback.
- The point at which playback starts is automatically stored in the memory as the cue point. The pickup then returns to the cue point (the point at which playback started) when the **CUE** button is pressed (Figure 10).

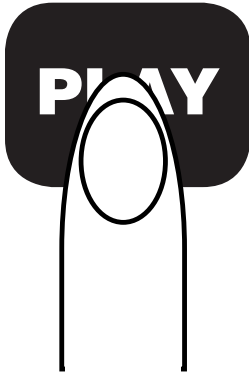


Fig. 10

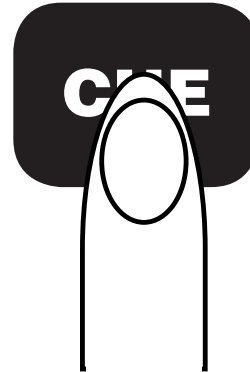


Fig. 11

### 5. Stopping Playback

- There are two ways to stop playback.
  - 1) Press the **PLAY** button during playback to pause at that point. (figure 10)
  - 2) Press the **CUE** button during playback to return to the position at which playback started (Figure 11).

### 6. Pausing

- Press the **PLAY** button to switch between play and pause.
- The PAUSE indicator lights when the pause mode is set.
- Figure 12 shows the relationship between the play and pause.

## BASIC OPERATION (CONT.)

- 1) The player has completed the cue or pause operation and is waiting for the play start command.
- 2) When the **PLAY/PAUSE** button is pressed, playback starts and the cue point is stored in the memory.
- 3) Playing
- 4) The pause mode is set when the **PLAY/PAUSE** button is pressed again.
- 5) Pausing
- 6) Playback resumes when the **PLAY/PAUSE** button is pressed again. The new cue point is stored in the memory.
- 7) Playing

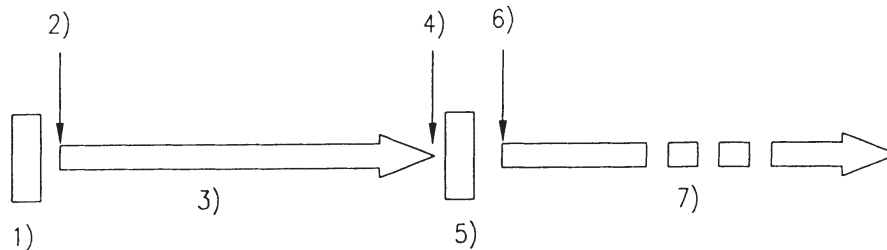


Figure 12

### 7. Auto Cuing

- "Cueing" is the action of preparing for playback
- Press **CUE** button, the player will enter cue mode. The playback returns to the cue point and enter pause condition, the cue and pause indicator light up. When **PLAY/PAUSE** button is pressed, play starts from the cue point.
- When the track search operation is completed after pressing either the **FORWARD SEARCH** or **BACKWARD SEARCH**, the player automatically finds the position at which the sound starts and cues there (Auto Cue).
- If the **CUE** button is pressed after the search operation or the scanning operation, the playback returns to the cue point and enters pause condition.
- Figure 13 shows the relationship between the play and back cue operations.

### 8. SETTING A CUE POINT:

- A cue point is a starting point for a song. You may set a cue point anywhere in a CD or song.
- There are two (2) ways to set a CUE point:
  - 1) You may press the **IN/LOOP BUTTON** on the fly (when the CD is playing). This will set a CUE Point without interruption of music. Pressing the **CUE BUTTON** will now return you to the point in the song at which you pressed the **IN/LOOP BUTTON**.
  - 2) You may also use the **JOG SHUTTLE** to set a cue point. While the CD is in PAUSE mode, use the **JOG WHEEL** forward or reverse to find your desired starting point. Once you have found your desired position hit the **PLAY BUTTON** to set your cue point.
- Figure 13 shows the relationship between the cue, pause, and play.

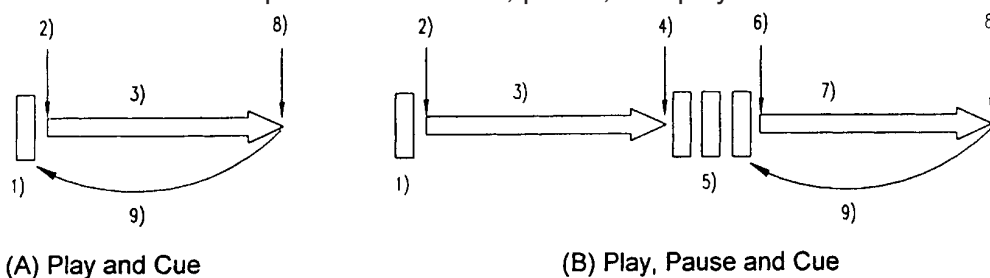


Figure 13

## BASIC OPERATION (CONT.)

- 1) The player has completed the cue or pause operation and is waiting for the play start command.
- 2) When the **PLAY/PAUSE** button is pressed, playback starts and the cue point is stored in the memory.
- 3) Playing
- 4) The pause mode is set when the **PLAY/PAUSE** button is pressed again.
- 5) Pausing
- 6) When the **PLAY/PAUSE** button is pressed again, playback resumes and the new cue point is stored in the memory.
- 7) Playing
- 8) Press the **CUE** button.
- 9) The pickup returns to the cue point. (Back Cue)

**NOTE:** During cue mode, if the **CUE** button is pressed and held, playback will start from the cue point. When the button is released, the player will return to the cue mode automatically. This feature allows you to check the cue point.

### 9. Frame Search

- Frame search is a function for monitoring the sound at a certain section of the disc and manually changing the position. Searching is used to set play start points with precision.
- Press the **FORWARD SEARCH** or **BACKWARD SEARCH** while in pause or cue mode to begin searching. The sound for one revolution of the disc is output repeatedly. The point at which the sound starts is indicated on the **LCD**.
- If the time display and the **CUE** point are the same, the **CUE** indicator lights.

### 10. FRAME SEARCH

- This feature allows you to scroll through a track to set a starting cue, sample, or loop point. To use the scroll function you must first be in Pause Mode. While in Pause Mode use the **INNER JOG WHEEL (FIG. 12)** to find your desired starting point by turning the wheel in either a clockwise or counter-clockwise direction. While using the jog wheel the monitor function allows you to hear what you are scanning through. Once you have found your desired starting point, pressing the **PLAY BUTTON (FIG. 13)** locks your cue point into memory. Pressing the **CUE BUTTON (FIGURE 14)** will return you to your set cue point until the disk is removed or a new cue point is set.

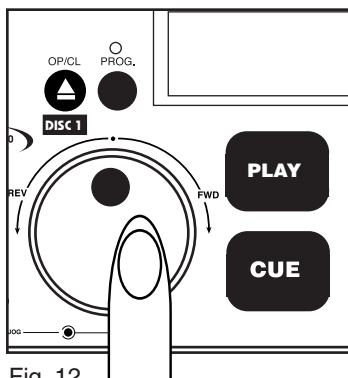


Fig. 12

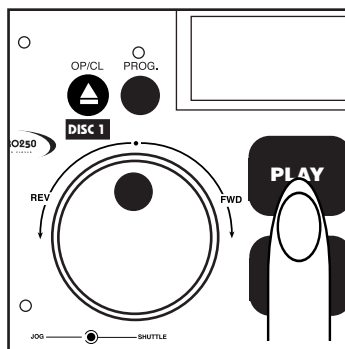


Fig. 13

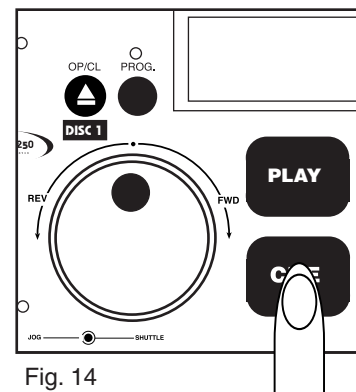


Fig. 14

## BASIC OPERATIONS (CONT.)

### 11. Scanning (fast forward / Fast reverse)

- This function allows a fast search through a disk or track. Turning the Outer Shuttle wheel in clockwise direction will fast forward your search. Turning the Outer Shuttle wheel in a counter-clockwise will fast reverse your search. You can scan in 6 different speeds (3 forward/3 reverse) depending on the degree you turn the shutter wheel.

### 12. Seamless Loop Play

- A seamless loop is a sound loop that plays continuously without sound interruption.
- You create a seamless loop between any two continuous points in a CD.
  - (1) Press the **PLAY BUTTON** to start a CD playing.
  - (2) Press **IN/LOOP BUTTON**. This sets the loops' starting point. The **IN/LOOP LED** will begin to glow (Fig. 15).
  - (3) Press **OUT/LOOP BUTTON** to set your desired loop ending point. The **IN/LOOP** and **OUT/LOOP** LEDs will flash indicating SEAMLESS LOOP mode has been activated.
- **LOOP INDICATOR**
  - (1) The loop indicator will display in the LCD display indication that a loop is running.
- **Exiting A LOOP**
  - (1) To Exit a SEAMLESS LOOP, Press the **OUT/LOOP BUTTON**. The **IN/LOOP** and **OUT/LOOP** LEDs will remain on, but will stop flashing. Music will resume normal play (Fig. 16)
- **REPLAY LOOP**
  - (1) To replay the loop, press the **RELOOP BUTTON**. The **IN/LOOP** and **OUT/LOOP** LEDs will again begin to flash indicating SEAMLESS LOOP MODE has been activated (Fig. 17).

### 13. Editing A Loop:

- Note: You can only edit the ending point of the loop.
- Before you can edit a seamless loop you obviously, must first be in SEAMLESS LOOP mode.
- If a SEAMLESS LOOP has not yet been created, follow instructions above (SEAMLESS LOOP PLAY) to create a SEAMLESS LOOP. If a SEAMLESS LOOP has already been created, press the **RELOOP BUTTON** to reenter the SEAMLESS LOOP mode (Fig. 17).
  - 1) Press the **OUT/LOOP BUTTON** to return to normal play from the loops cue point. (Fig. 16). This disengages the SEAMLESS LOOP mode and allows you to edit the loops ending point.
  - 2) Press **OUT/LOOP BUTTON** again for a new loop ending point (Fig. 16).
  - 3) **FOR A SHORTER LOOP:** Press the **OUT/LOOP BUTTON** at sooner point in the track.
  - 4) **FOR LONGER LOOP:** Press the **OUT/LOOP BUTTON** at later point in the track.

### 14. Program play

- Press the PROGRAM button, the player will enter the program mode and the CD will stop rotating.
- Select the desired track by pressing the SKIP button, then press the PROGRAM button again. The selected track will be added to the program sequence.
- Repeat step 2 operation. A maximum of 30 tracks can be programmed at one time.
- Press the PLAY button to start the program play from the first selection.
- Press the program button again during program play to stop play.
- Press and hold the program button more than 2 seconds to cancel the program mode and erase all the current program contents.

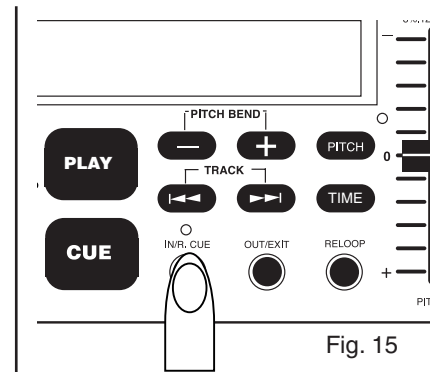


Fig. 15

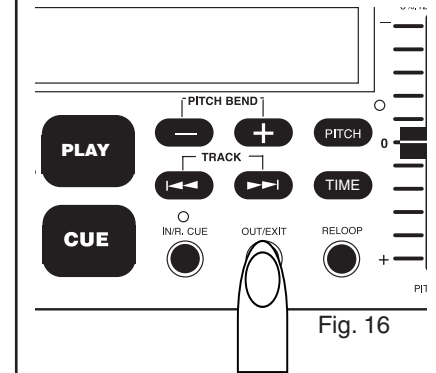


Fig. 16

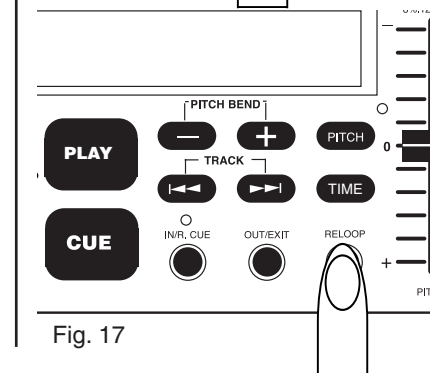


Fig. 17

## BASIC OPERATION (CONT.)

### 15. PITCH BENDING

- This function momentarily increases or decreases the playback speed of a CD respectively when the + **PITCH BEND** or - **PITCH BEND** button is pressed. The extent to which the speed changes is proportionate to the amount of time the button is pressed. For example, if the + **PITCH BEND BUTTON** is held down continuously, the CD's speed increases and will continue to increase until reaches a maximum of 16% gain in speed. When you release the + **PITCH BEND BUTTON** the speed of the CD will automatically return to its previous speed.
- The pitch can be changed from +/- 8%, +/- 12% or +/- 16% range. See changing PITCH PERCENTAGE.
- The jog wheel will temporarily bend the pitch if a track is in play mode. Rotating the wheel clockwise will speed up your track and rotating the wheel counter-clockwise will slow the track down. The speed that you rotate the **JOG WHEEL** determines the percentage (%) of the PITCH BEND.

### 16. TRACK PROGRAM PLAY

- This function allows you to program up to 20 tracks and have them replayed in any order.
- To program a track in to memory:
  - 1) Be sure the drive is in **PAUSE** or **CUE MODE**.
  - 2) Press the **PROG. BUTTON** to activate the units program mode. The program indicator LED above the **PROG BUTTON** will light and the **PROGRAM INDICATOR** in the **LCD DISPLAY** will turn on indicating that PROGRAM MODE has been activated.
  - 3) Select a Track by using the **FORWARD AND REVERSE TRACK BUTTONS**, and again press **PROG. BUTTON** this will enter the track into memory.
  - 4) Repeat this up to 19 times (i.e. up to 20 tracks can be programmed). If you keep pressing the **PROG. BUTTON** the **LCD DISPLAY** will indicate which tracks have been programmed.
- (4) Press the **PLAY BUTTON** to begin playing programmed tracks.
- (5) To cancel the program press and hold down the **PROG. BUTTON** for more than two (2) seconds.

### 17. Time Display (see figure 14)

- Pressing the **TIME** button repeatedly will change the select time display mode:
  - A = Elapsed playing time.
  - B = Remaining time in a selection.
  - C = Total remaining time of the disc.

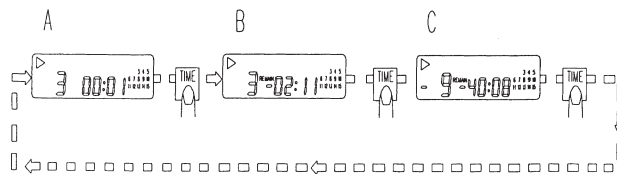


Fig. 14

# MATCHING THE BEATS PER MINUTE (BPM)

## Matching the Beats Per Minute (BPM)

This function allows you to match the beat of two separate music sources.

- With the unit, there are two ways to adjust the playing speed and match the BPMs of the two CDs:
  - Use the pitch slider to adjust the BPM statically.
  - Use the PITCH BEND buttons to change the BPM temporarily.
- 1) Pitch Slider - To adjust the BPM by sliding the pitch slider up or down, press the PITCH button to turn on the PITCH adjustment function before use. The BPM decreases when the pitch slider is moved upward and increases when the pitch slider is moved downward. The adjustment range is +/- 10%.
  - 2) Pitch Bending - The BPM increases or decreases respectively while the PITCH BEND+ or PITCH BEND- button is pressed. The BPM increase depends on how long you hold the button. If you hold the button for about 1/2 second, the BPM will go either to +16% for PITCH BEND+ or -16% for PITCH BEND-. If you tap the button, the BPM will only change a little so you can change the beat slightly without audible changes in the music. The CD will return to the tempo indicated by the Pitch slide when you let go of the PITCH BEND + or -. Figure 15 shows an example of how to use the pitch bend

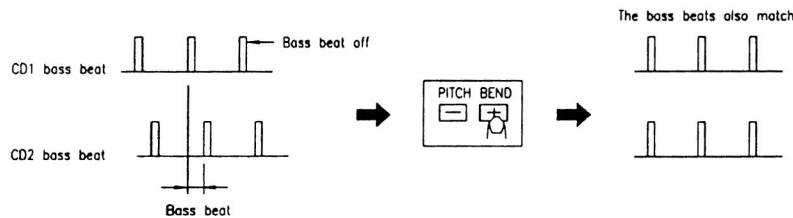
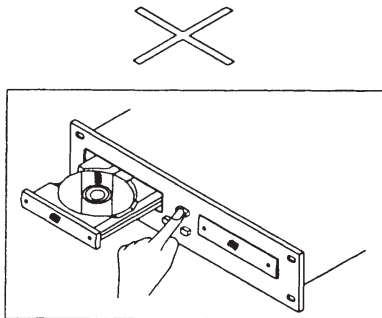


Fig. 15

## BEFORE SWITCHING OFF THE POWER

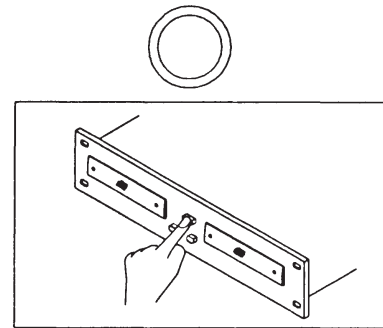
When you have finished using the CD player, before switching off the power be sure that the disc holder has been closed with the OPEN/CLOSE button (Figure 15).

CAUTION: Do not forcibly close the disc holder when the power is off.



Do not switch off the power when the disc holder is open.

Fig. 15



Switch off the power after the disc holder has been closed with the OPEN/CLOSE button.

## COMPACT DISCS

### *Precautions on handling compact discs*

- Do not allow fingerprints, oil or dust to get on the surface of the disc. If the disc is dirty, wipe it off with a soft dry cloth.
- Do not use benzene, thinner, water, record spray, electrostatic-proof chemicals, or silicone-treated cloths to clean discs.
- Always handle discs carefully to prevent damaging the surface; in particular when removing a disc from its case or returning it.
- Do not bend the disc.
- Do not apply heat.
- Do not enlarge the hole in the center of the disc.
- Do not write on the label (printed side) with a hard-tipped implement such as a pencil or ball point pen.
- Condensation will form if a disc is brought into a warm area from a colder one, such as outdoors in winter. Do not attempt to dry the disc with a hair dryer, etc.

### *Precaution on storage*

- After playing a disc, always unload it from player.
- Always store the compact disc in the jewel case, protecting from dirt or damage.
- Do not place discs in the following areas:
  - a) Areas exposed to direct sunlight for a considerable time.
  - b) Areas subject to accumulation of dust or high humidity.
  - c) Areas affected by heat from indoor heaters, etc.

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