MPCD-S6 ULTIMA

PROFESSIONAL CD/MP3 PLAYER

OWNER'S MANUAL

Citronic™

Important Safety Information

WARNING:
TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

CAUTION:
1. Handle the power supply cord carefully
Do not damage or deform the power supply cord. If it is damaged or deformed, it may cause electric shock or malfunction when used. When removing from wall outlet, be sure to remove by holding the plug attachment and not by pulling the cord.
2. In order to prevent electric shock, do not open the top cover. If a problem occurs, contact your dealer.
3. Do not place metal objects or spill liquid inside the CD player. Electric shock or malfunction may result.

NOTE:
This CD player uses the semiconductor laser. To allow
you to enjoy music at a stable operation, it is recommended to use this in a room of 5℃ 41℉ - 35℃ 95℉.

CAUTION:
USE OF CONTROLS OR ADJUSTMENTS OR REFORMANCE OF PROCEDURES 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.
DOUBLE INSULATED - WHEN SERVICING, USE ONLY
IDENTICAL REPLACEMENT PARTS.

NOTE:
This unit may cause interference to radio and television reception.

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE THE COVER (OR BACK). THERE ARE NO SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of un insulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

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Important Safety Instructions

1. Read Instructions – All the safety and operating instructions should be read before this product is operated.

2. Retain Instructions — The safety and operating instructions should be retained 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 use instructions should be followed.

5. Water and Moisture — The appliance should not be used near water - for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.

6. Carts and Stands — The appliance should be used only with a cart or stand that is recommended by the manufacturer. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

7. Wall or Ceiling Mounting — The product should be mounted to a wall or ceiling only as recommended by the manufacturer.

8. Heat — The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.

9. Power Sources – This product should be operated only from the type of power source indicated on the making label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company. For products intended to operate from battery power, or other sources, refer the operating instructions.

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 the cord in correspondence of 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. Clean by wiping with a cloth slightly damp with water. Avoid getting water inside the appliance.

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; or
- B. Objects have fallen, or liquid has been spilled into the appliance; or
- C. The appliance has been exposed to rain; or
- D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
- E. The appliance has been dropped, or the enclosure damaged.

15. Servicing—The user should not attempt any service to the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

16. Ventilation – Slots and openings in the cabinet are provided for ventilation and to ensure reliable operation of the product and to protect it from overheating, and these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should not be placed in a built-in installation such as a bookcase or rack unless proper ventilation is the manufacturer's instructions have been adhered to.

17. Attachments – do not use attachments not recommended by the product manufacturer as they may cause hazards.

18. Accessories – Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use a mounting accessory recommended by the manufacturer.

19. Lightning – For added protection for this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the antenna or cable system. This will prevent damage to the product due to lightning and power-line surges.

20. Replacement Parts – When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

21. Safety Check – Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

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Setting up the MPCD-S6 Ultima

1.Checking the Contents
Check that the carton contains the following items:
1. Main unit
2. Operating instructions
3. Auto-start cable
4. AC power cord

2. Installing the Unit
1. Place your unit on a flat surface.
2. Be sure the player is mounted in a well-ventilated area where it will not be exposed to direct sunlight, high temperatures, or high humidity.
3. Try to place the unit as far as possible from TVs and tuners, as the unit may cause undesirable interference.

CAUTION:
• The player will work normally when the unit is mounted with the front panel at within 15 degrees of the vertical plane. If the unit is tilted excessively, discs may not be loaded or unloaded properly.
• The unit panel's LCD's are designed to be clearly visible within the angles shown in Figure 1. Mount the unit panel so that the visual angle is within this range.
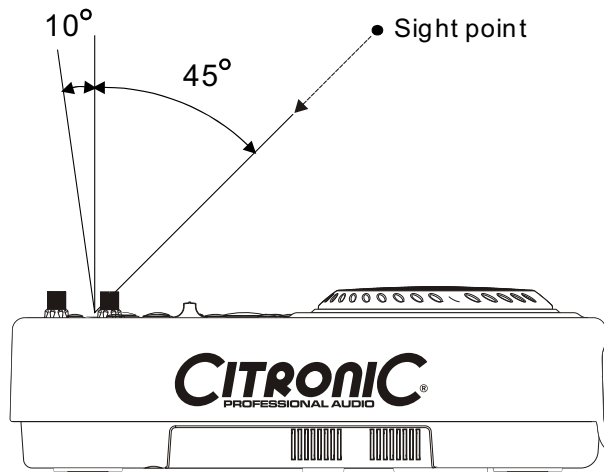

Figure 1

3.Connections
1   Turn off the POWER switch.
2   Connect the RCA pin cord to the input on your mixer.

CAUTION:
● **Be sure to use the supplied cables. Using other types of cable may result in unit damage.**
● **To avoid sever damage to the unit, be sure the power is off when connections to the unit.**

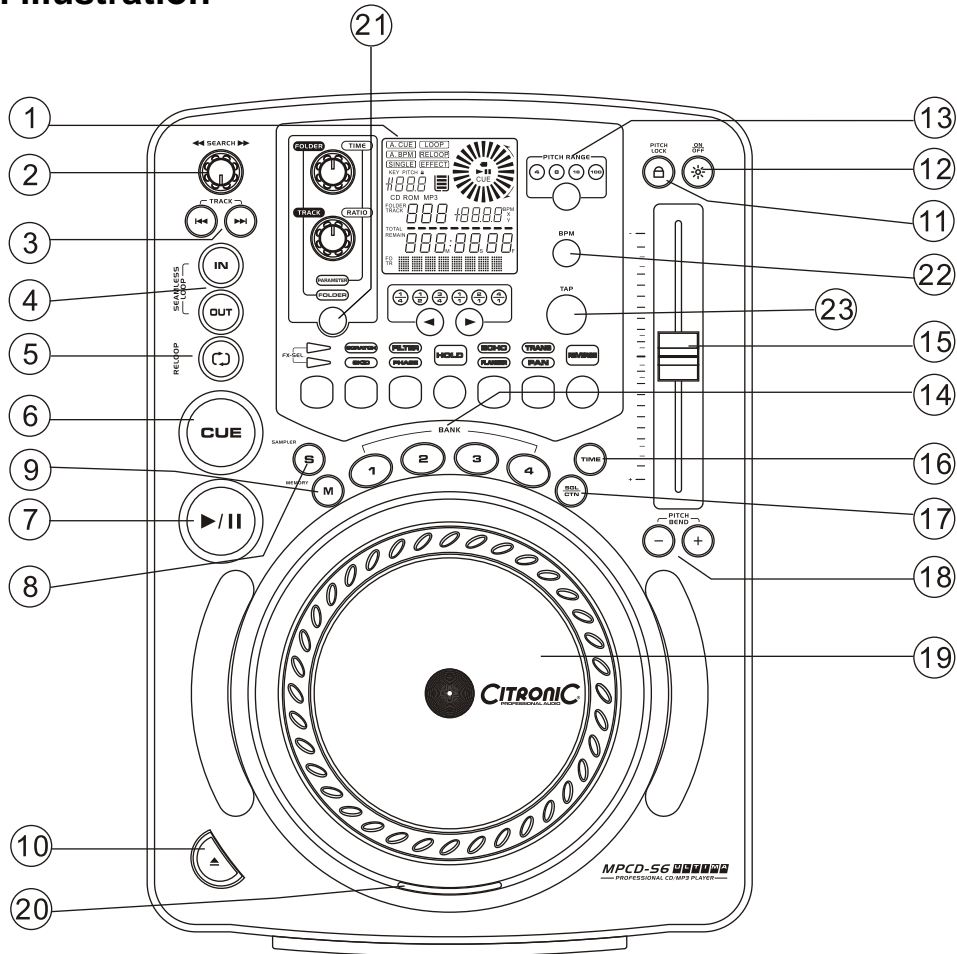**Compact Discs**
1. Precautions on handling compact discs
• Do not allow fingerprints, oil or dust to get on the surface of the disc.
• If the disc is dirty, wipe it off with a soft dry cloth.
• Do not use benzene, thinner, water, record spray, Electrostatic-proof chemicals, or silicone-treated cloths 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 ballpoint 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.

2. Precaution on storage
• After playing a disc, always unload it from the player.
• Always store the disc in the jewel case to protect from dirt or damage.
• Do not place discs in the following areas: Areas exposed to directs sunlight for a considerable time. Areas subject to accumulation of dust or high humidity. Areas are affected by heat from indoor heaters, etc..
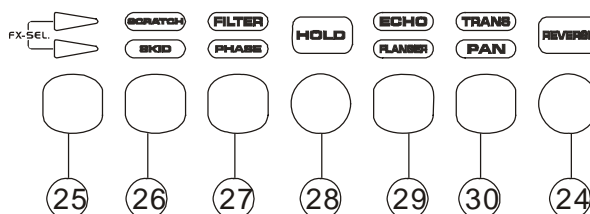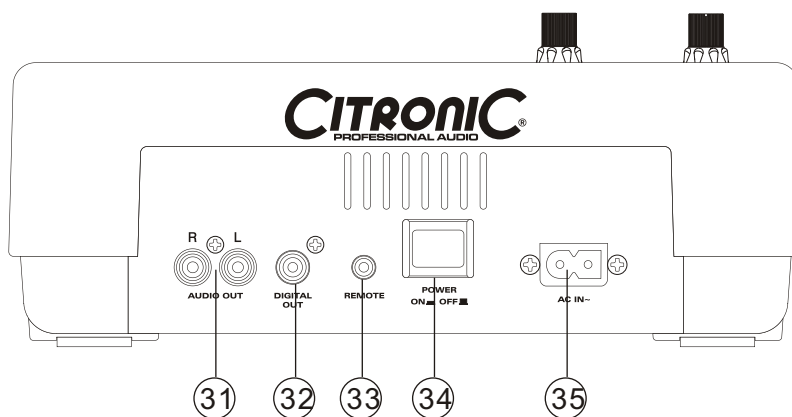
Front Panel illustration

Features & Functions top Panel

1. **DISPLAY PANEL** — LCD-display for displaying the different modes and functions.
2. **SEARCH WHEEL** — This wheel has 4 forward and 4 reverse speed positions allowing you to quickly scan through tracks. The more you turn the wheel in either direction the faster you search.
3. **TRACK BUTTON** — These buttons are used the select a track. Tapping the button will forward/back skip to the next track, holding down the button will rapidly forward/back skip through the tracks.
4. **IN BUTTON** — This function allows you to set a cue point without music interrupt. This button also sets the starting point of a seamless loop.
   OUT BUTTON — This button is used to set the ending point of a loop. A loop is started by pressing the IN button, pressing the OUT button set the loop ending point. The loop will continue to play until the OUT button is pressed once again.
5. **RELOOP BUTTON** — If a seamless loop has been made, but the CD player is not actively in seamless loop mode (a loop is not playing), pressing the RELOOP button will instantly reactivate the seamless loop mode. To exit loop, press the OUT button. LOOP and RELOOP will appear in the LCD display when the reloop function is available. During play mode, pressing the RELOOP button will instantly return play the last set point without interrupt of music.
6. **CUE BUTTON** — Pressing the CUE button during playback immediately pauses playback and returns the track to the last set cue point. In pause mode and the CD is at the cue point, press the CUE button to provide cue monitor. The red CUE LED will lit when the CD is at the cue point.
7. **PLAY/PAUSE BUTTON** — Each press of the button to change from play to pause or from pause to play. In skid mode, press this button to break or slow start.
8. **SAMPLER BUTTON** — Press this button, then press the desired BANK button to set the sampler mode. When sampler mode is set, then sampler will mix the CD music together. The sampler can play even no disc inside. The sampler will play only once or continuous depends on pressing sampler button once for continuous play and LED is lit; press button again to single play and LED is flash. And press again to cancel sampler function.
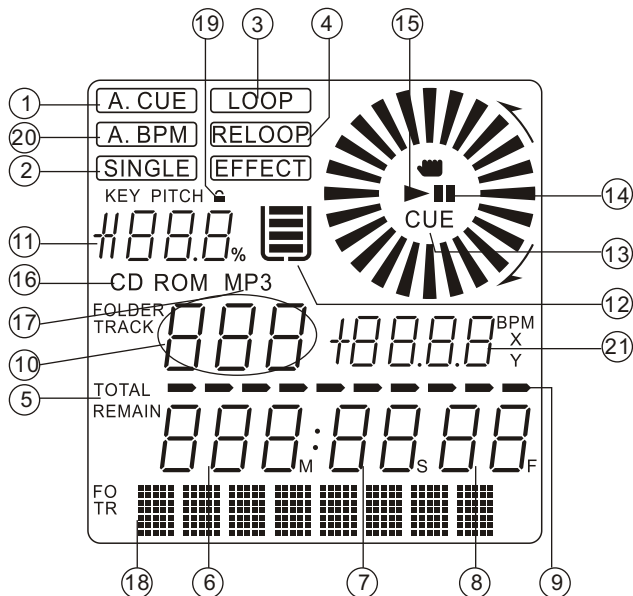
9. **MEMORY BUTTON** — Press this button to set the memory mode, then press the desired BANK button to memorized the music from the cue point. The music length to be memorized is determined by the length of BANK. When the memory mode is set, the MEMORY LED is lit. You can also memorize the BANKs and the last play mode (i.e. time, single/continuous, pitch select) by pressing the memory for 1 sec. To recall the BANKs, just make the memory mode set before put the disc on the tray.

10. **EJECT BUTTON** — Press this button to eject disc. The disc will not eject unless the player is in cue or pause, this prevent accidentally ejecting the disc when in play mode.

11. **TEMPO LOCK BUTTON** — This button is used to choose the tempo lock mode and the pitch control mode. Tempo lock mode allows key change while maintaining the original key. When the tempo lock mode is selected, the LED above the TEMOP LOCK button glows red.

12. **PITCH ON/OFF BUTTON** – This button is used to turn the PITCH SLIDER function on and off.

13. **4%,8%,16%,100% PITCH SELECT BUTTON** — Press the button in order to change pitch percentage of 4%,8%,16%,100%.

14. **4 HOT CUE BUTTONS** — Press the desired BANK button when the MEMORY LED is lit will set the memory mode. The music from the cue point will be memorized to the flash. Press the desired BANK button when the SAMPLER LED is lit will set the sampler mode. The sampler length is determined by the smaller one of out point and bank length. Press the desired BANK button will return to the start point instantly. The LED of the BANK button actived will be flashing.

15. **PITCH SLIDER** — This slider is used to adjust the playback pitch percentage. The slider is a set adjustment and will remain set until the pitch slider is move or the pitch function has been turned off.

16. **TIME BUTTON** — The TIME button will switch the time value described in the time meter between elapsed play time, track remaining time, and total remaining time.

17. **SGL/CTN BUTTON** — This function allows you to choose between single track play or continuous track play (all tracks in order).

18. **PITCH -/+ BUTTONS** — The desired pitch of CD decrease or increase when button is pressing and returns to the original pitch when the button is released.

19. **JOG WHEEL** — This wheel has three functions:
    1. The jog wheel will act as a frame search control when the CD in the pause or cue mode, allowing you to set a point.
    2. The wheel also works as a pitch bend during playback. Turning the wheel clockwise will increase the pitch percentage up to 100%, and turning the wheel in the counter-clockwise direction will decrease the pitch percentage down to –100%. The pitch bend will be determined on how long you turn the jog wheel continuously.
    3. The jog wheel also controls the bop function and a speed effect when the jog wheel effect function is activated.

20. **CD LED** — This will indicate that a CD is loaded in the drive.

21. **PARAMETER/ FOLDER BUTTON** — Each press of the button to switch parameter and folder.
    (1) In the parameter mode, turn the Time knob to adjust time and turn the Ratio knob to adjust ratio.
    (2) Press the button again to switch to the folder mode.
        a. **TRACK KNOB** — Pushing the track knob into "normal mode" and turn this knob to choose the desired track on the disc and show the track name is playing in the LCD
        b. **FOLDER KNOB** —Turning this knob enter "folder mode" to choose the desired folder then turn the track knob to choose the desired track within the folder; the folder and track name that is playing showed in the LCD. (Pushing the folder knob enter "folder mode" to see the folder name when in normal mode)
        c. Follow the File Name on the LCD to skip the MP3 track firstly, then the setting of File Name、Title or Artist will be showed when the MP3 track is read.

22. **BPM BUTTON** — To change the auto/manual BPM mode.

23. **TAP BUTTON** —
1.The TAP button is used for manual BPM.
2. Press and hold the TAP button then turn the FOLDER or Track knob will enable you to adjust BPM value.

24. **REVERSE BUTTON** — This button activates reverse play mode. This function will play your track or sampler in reverse.

25. **FX SEL. BUTTON** – This arrow is used to select the FX to activate and press the button to select the FX between SCRATCH/FILTER/ECHO/ TRANS and SKID/PHASE/FLANGER/PAN to activate. The LED above the FX SEL. Button will indicate which FX are selected.

26. **SCRATCH/SKID BUTTON** – This button is used to activate and deactivate the SCRATCH effect, when the FX SEL.LED is green. This button is used to activate and deactivate the SKID effect, when the FX SEL. LED is blue. When SCRATCH or SKID effect is activated, you can tune the TIME PARAMETER button to adjust the start time and tune the RATIO PARAMETER to adjust the stop time. If you want to fine adjust the time parameters, you can press TIME PARAMETER or RATIO PARAMETER button then rotate the JOG wheel. Hold the button to active scratch cue function and SCRATCH LED is red.

    SCRATCH CUE
    IN PLAYBACK MODE:
    While in play mode and when the touch sensitivity function is active, the JOG WHEEL can be used to return the unit to last cue point. Simply touch the JOG WHEEL and unit will immediately return to the last set cue point and playback without music interruption.
    IN CUE MODE:
    While in cue mode and when the touch sensitivity function is active, tapping on the JOG WHEEL can be used to start playback. The unit will continue to playback until the JOG WHEEL is released. One the JOG WHEEL is released the unit will return to the last point.

27. **FILTER/PHASE BUTTON** – This button is used to activate and deactivate the FILTER effect, when the FX SEL. LED is green. This button is used to activate and deactivate the PHASE effect, when the FX SEL. LED is blue. The TIME PARAMETER button is used to adjust the FILTER/PHASE effect's scan time in mini-second. The RATIO PARAMETER button is used adjust the FILTER/PHASE effect's frequency sweeping range.

28. **HOLD BUTTON** – This button allows you to set and lock any new parameters you set to the FX. This button will glow red when the hold function is activated. If the hold function is not selected any changes to the effect parameters will be momentary.

29. **ECHO/FLANGER BUTTON** – This button is used to activate and deactivate the ECHO effect, when the FX SEL. LED is green. This button is used to activate and deactivate the FLANGER effect, when the FX SEL. LED is blue. The TIME PARAMETER button is used to adjust the ECHO/FLANGER effect's scan time in mini-second. The RATIO PARAMETER button is used adjust the ECHO/FLANGER effect's frequency sweeping range.

30. **TRANS/PAN BUTTON** – This button is used to activate and deactivate the TRANS effect, when the FX SEL. LED is green. This button is used to activate and deactivate the PAN effect, when the FX SEL. LED is blue. The TIME PARAMETER button is used to adjust the TRANS/PAN effect's scan time in mini-second. The RATIO PARAMETER button is used adjust the TRANS/PAN effect's frequency sweeping range.

31. **AUDIO OUT-SOCKETS** – The music-signal of these sockets is analogue. Connect the output to the respective input of your mixer.

32. **DIGITAL OUT-SOCKET** – The music-signal of this socket is digital. Connect the output to the respective input of a digital amplifier for example.

33. **RELAY SOCKET** – Via the RELAY SOCKET, two CD players can relay play. If you connect with a mixer which supporting fader start, you can also relay play via mixer's cross-fader.

34. **POWER SWITCH** – Press this button to start operation.

35. **AC CONNECTION** – Plug the power supply cable in here.

LCD DISPLAY

1. AUTO CUE — This will indicate if the Auto Cue is on or off. Press and hold the SGL/CTN for 1 sec. to turn the Auto Cue function on and off.

2. SINGLE — Shows when the unit is set to play just one track at a time. When this is not lit the CD will play continuously through all tracks. The function is controlled by the **SGL/CTN** button.

3. LOOP — shows when the CD is repeating a particular area with the music on the CD.

4. RELOOP — shows when the CD has had a loop set previously and can go back to loop again.

5. ELAPSED, TOTAL REMAIN — These indicate that the time shown on the display is the ELAPSED, TOTAL REMAINING or single song remaining time.

6. ~ 8.MINUTE, SECOND, FRAME — These displays indicate information on the current track and time

9. TIME BAR — shows either time remaining or elapsed depending on the setting of the **TIME** button.

10. FOLDER / TRACK — Shows the folder / track that unit is playing with.

11. PITCH — Shows the pitch percentage of the song.

12. ANTI SHOCK AND BUFFER INDICATOR — The memory status is represented on the display by a bucket being filled or emptied. The bucket itself represents the instant start function works by buffer memory. If the bucket is flashing, the instant start is not available. Each bar within the bucket represents 2 seconds of anti shock protection. There is up to 10 seconds of anti shock available.

13. CUE — Lit when the unit is at a cue point.

14. PAUSE — The PAUSE indicators light during pause or cue mode.

15. PLAY — lit while the unit is playing a CD.

16. CD INDICATOR — This will indicate that a CD is loaded in the drive.

17. MP3 INDICATOR — This will indicate that a MP3 disc is loaded in the drive.

18. CHARACTER DISPLAY — This will display the name of the track and album when a MP3 disc is loaded.

19. KEY LOCK — This will indicate the key Lock function is active.

20. AUTO BPM — This will indicate that the AUTO BPM counter is active.

21. BPM INDICATOR — This meter will display either the BPM's of the current track.

Operation

1. Eject Function
Press this button to eject the disc. The disc will not eject unless the player is in cue or pause, this prevent accidentally ejecting the disc when in play mode.

2. CD Slot In
Insert your CD in the CD Slot In. Make sure that you only hold the CD with 2 fingers on the edge. Avoid touching the inside area of the CD.

3. Selecting Tracks
Select desired track by pressing the TRACK SEARCH Buttons once to move to one higher or lower track or hold the TRACK buttons down 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.

4. Starting Playback
Press the PLAY/PAUSE button during the pause or cue to start playback.

The PLAY indicator lights when playback starts.

5. Stopping Playback

There are two ways to stop playback.

1) Press the PLAY/PAUSE button during playback to pause at that point

2) Press the CUE button during playback to return to the position at which playback started (Back Cue).

6. Pausing
Press the PLAY/PAUSE button to switch between play and pause.

The PAUSE indicator lights when the pause mode is set.

7. Cueing
"Cueing" is the action of preparing for playback; when the Cue button is pressed, playback return to the cue point and enters pause mode. When the PLAY/PAUSE button is pressed during the cue mode, playback starts.

Cue point setting:
A. Playback starts from pause (using the jog wheel to set the start point) or skips to a new track during play or pause.
The beginning play point will be set to the cue point.
Or
B. Press the IN button during playback to set the new cue point ("CUE on the fly").
To return to Cue point press Cue Button. This will return to point A or B above.
The player has completed the cue or pause operation and is waiting for the play start command. When the PLAY/PAUSE button is pressed, playback starts.
C. To memory cues.

8. Auto Cue
When disk is loaded, the cue point is set to the first source of music.
If track is changed before pressing play, the cue point is changed to the new starting point.
If you pause during playback this also sets the new cue point.

9. Frame Search
This is done by first pausing then using the jog wheel to set the starting point. (When you use the jog wheel the monitor function allows you to hear what is playing.) Once you reach your desired starting point, you can set a cue (starting) point by pressing PLAY/PAUSE button.

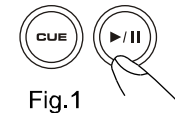### 10. Scanning (fast forward/fast reverse)
To turn the search wheel forward or reverse will give you a fast search through a disc or track. You will scan forward or reverse at 4 different speeds depending on how much you turn the wheel.
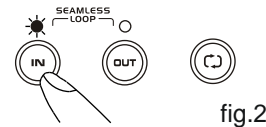
11. Loop Play
You can create a seamless loop between two points continuously.
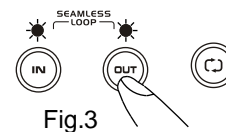
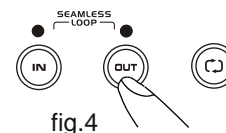**a-** Press PLAY/PAUSE button so a CD is playing. The PLAY/PAUSE button's LED lights (figure 1).

Fig.1

b- Press IN button . This sets the starting point of the SEAMLESS LOOP. The IN button LED will light (figure 2).

fig.2

c- Press OUT button to set desired ending point of the SEAMLESS LOOP. You will know you are in SEAMLESS LOOP mode because IN and OUT LED will light and flash. LOOP INDICATOR in LCD DISPLAY will also flash. Sound will continue with no interruption (SEAMLESS LOOP)(figure 3).

Fig.3

d- To exit SEAMLESS LOOP, press OUT button . LED will stay on but not flash. Music will resume normal play (figure 4).

fig.4

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e- To replay loop, press the RELOOP button. IN/
R.CUE and OUT LED and LOOP INDICATOR in
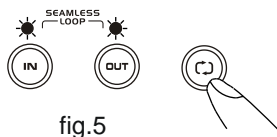LCD DISPLAY will all begin flashing again (figure
5).

fig.5

12. Seamless Loop Play (Cont.)
a- (Must be in SEAMLESS LOOP mode). If a
SEAMLESS LOOP has not been created, follow
instructions on this page for creating a
SEAMLESS LOOP. If a SEAMLESS LOOP has
already been created, press RELOOP BUTTON
to reenter the SEMALESS LOOP mode.
b- Next, press OUT BUTTON to return to normal play
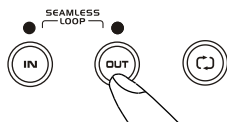(figure 6). This disengages the SEAMLESS LOOP
mode.

fig.6

c- Press OUT button again for new desired ending
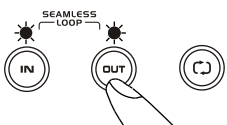point of the loop (figure 7).

fig.7

d- To press and hold the RELOOP button until the
end time of the loop is disp ayed to edit a loop
and the OUT button LED will light and flash, turn
the JOG WHEEL to edit loop shooter or longer.

13. Time Display
During normal play, each time you press TIME
button, the display changes as following
information of elapsed, remain and total remaining
time.

14. Pitch Bending
The speed increases or decreases respectively
while the PITCH BEND+ or PITCH BEND- button
is pressed. The extent to which the speed change
is proportionate to the amount of time the button is
pressed. For example, if the PITCH BEND+
button is held in continuously, the speed increases
continuously.
The pitch changes within the range of +/- pitch
select.
The jog wheel will temporarily bend the pitch of
the music if the song is already playing by rotating
the wheel clockwise to speed up or
counterclockwise to slowdown. The speed that
you rotate the JOG Wheel determines the percent
of pitch bend.

15. Memory Cueing (setting a cue point)
Press the MEMORY button to make the unit enter
cue memory mode (LED on), then press the
desired BANK button at the desired cue point to
memorize. A new cue point will be set. The
numeral on the display will flash twice then lit
steadily to indicate the cue memory has been set.

16. Recall Cue Point
Press the MEMORY button to make the unit enter
cue recall mode (LED off), then press the desired
BANK button to recall the desired cue memory
point, during playback or pause mode accessing a
stored cue point will cue to that point and instantly
start without any music interruption. The last cue
that was stored or recalled will flash in the LCD
screen to let you know it was last cued

17. Memory Backup
This will automatically keep your last setting (SGL,
CTN) even if you unplug AC current.

18. Fader Start Playback
Both player's CONTROL jack are connected to
Mixer's CROSS FADER signal output CH1 or
CH2; when the jack are connected, the operation
for both player as following:
Left player will return to standby mode at CUE
point automatically when move CROSS FADER
from left to right to start playback on right player.
Right player will return to standby mode at CUE
point automatically when move CROSS FADER
from right to left to start playback on left player.

19. Relay Play Using Two Players
How to set the Relay function:
When the both players' CONTROL jacks are
connected to each other, the relay-play FX can be
produced. The relay play is explained as below.
  ◆ Set both players to single play mode (the
     SINGLE indicators will lit in the displays).
  ◆ Begin playback on the first player.
  ◆ When the currently playing track ends,
     playback will begin automatically on the
     standby player.
  ◆ The first player will enter standby mode at
     the beginning of the next track on its disc.
  ◆ By repeating this operation, the two players
     can be used to perform continuous relay play.
  ◆ By loading new discs on the standby player,
     you can construct a continuous program of
     whatever tracks you wish.
  ◆ By setting a cue point on the standby player,
     you can perform relay to any desired cue
     point on the selected track.
NOTE: Relay play may not work properly if the audio
out jacks on the two players are not connected to the
same audio amplifier.

20. Stutter Effect

It can create a sound similar to a CD skipping. The STUTTER Effect can be created in 2 ways.

(1) By rapidly pressing the CUE button

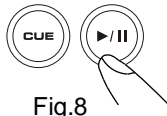a. Press PLAY/PAUSE button so that music is playing. PLAY/PAUSE LED will light (figure 8).

Fig.8

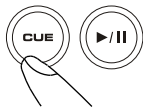b. Next, rapidly press the CUE button in sync with the music (figure 9).

Fig.9

(2) By rapidly pressing the BANK1 or BANK 2 or BANK 3 or BANK 4 buttons

21. Sensitivity Adjustment

Press and hold the pitch on/off button, then turn each parameter knob to adjust jog wheel sensitivity, range is -20 ~ +20. To view the setting value, press and hold the pitch on/off button, then press each parameter knob.

22. Sleep Mode

The CD player automatically shuts off the transport and laser after 15 minutes (when in pause or cue mode). This will lengthen the life of your motor drive and laser. To restart player, just press cue, PLAY/PAUSE buttons.

Technical Specifications

Features

Anti-shock Playback
Instant Start
Seamless Loop
Pitch Control
LCD Display
Auto Cue
500*4 sampler can by memoried
4 banks for Sampler and Cue memory, <5 sec. Each bank

Weight & Dimensions

Dimensions   : 348(W) x 106(H) x246(D)mm
Weight   : 3.7 kg

Power Requirements

Power Supply: AC 230/240V, 50Hz
Consumption: 17W

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

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