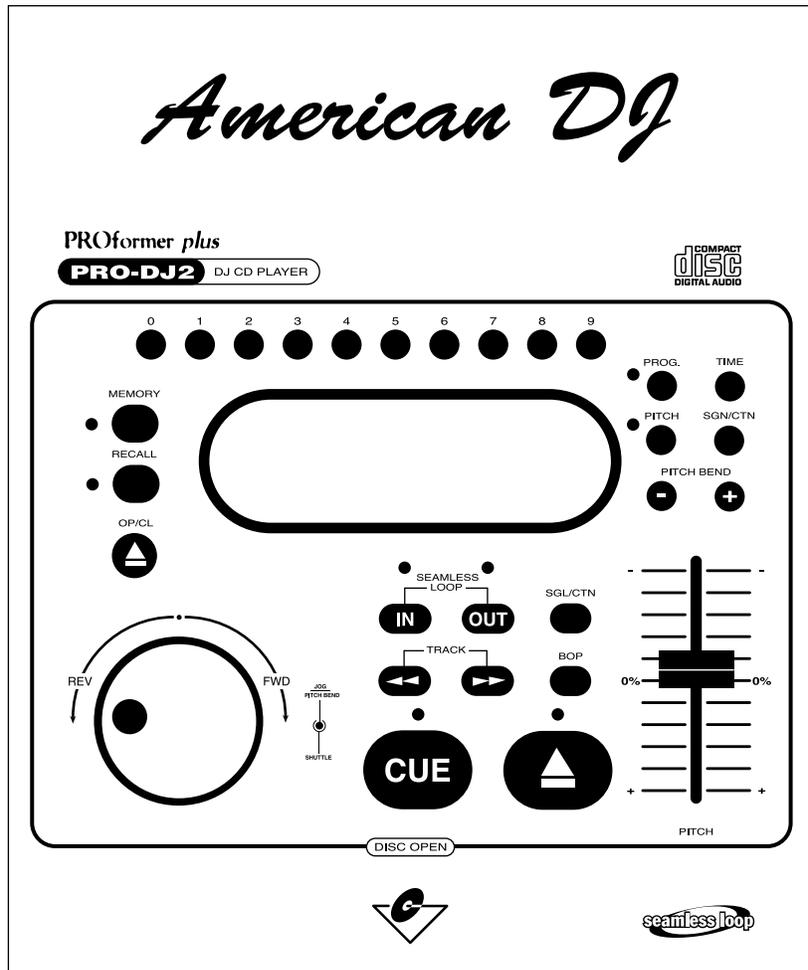


American DJ **AUDIO**

PRO-DJ2

front load professional single CD player

featuring:
Seamless Loop, Fader "Q" Start, BOP Effect,
Flip Flop and Digital Output



PROformer plus

© American DJ® AUDIO Los Angeles, CA 90058 USA

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:

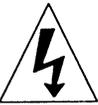
1. Handle the power supply cord carefully. Do not damage or deform; it may cause electric shock or malfunction when used. Hold plug attachment when removing from wall outlet. Do not pull on the cord.
2. To avoid electric shock, do not open the top cover when the unit is plugged in. If problems occur 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. for future reference

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.

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

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.

CAUTION:

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

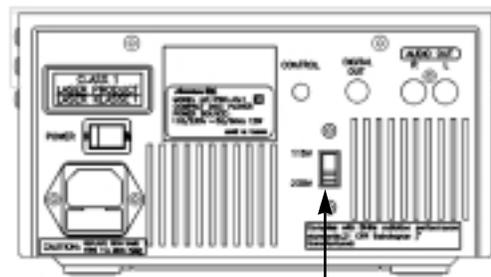
THE COMPACT DISC PLAYER SHOULD NOT BE ADJUSTED OR REPAIRED BY ANYONE EXCEPT PROPERLY QUALIFIED SERVICE PERSONNEL.

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 flat head screw driver).
- Do not force the VOLTAGE SELECTOR switch as this may cause damage.
- If the VOLTAGE SELECTOR switch does not move smoothly, please contact a qualified service technician.



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.

PRO DJ 2
Control Layout

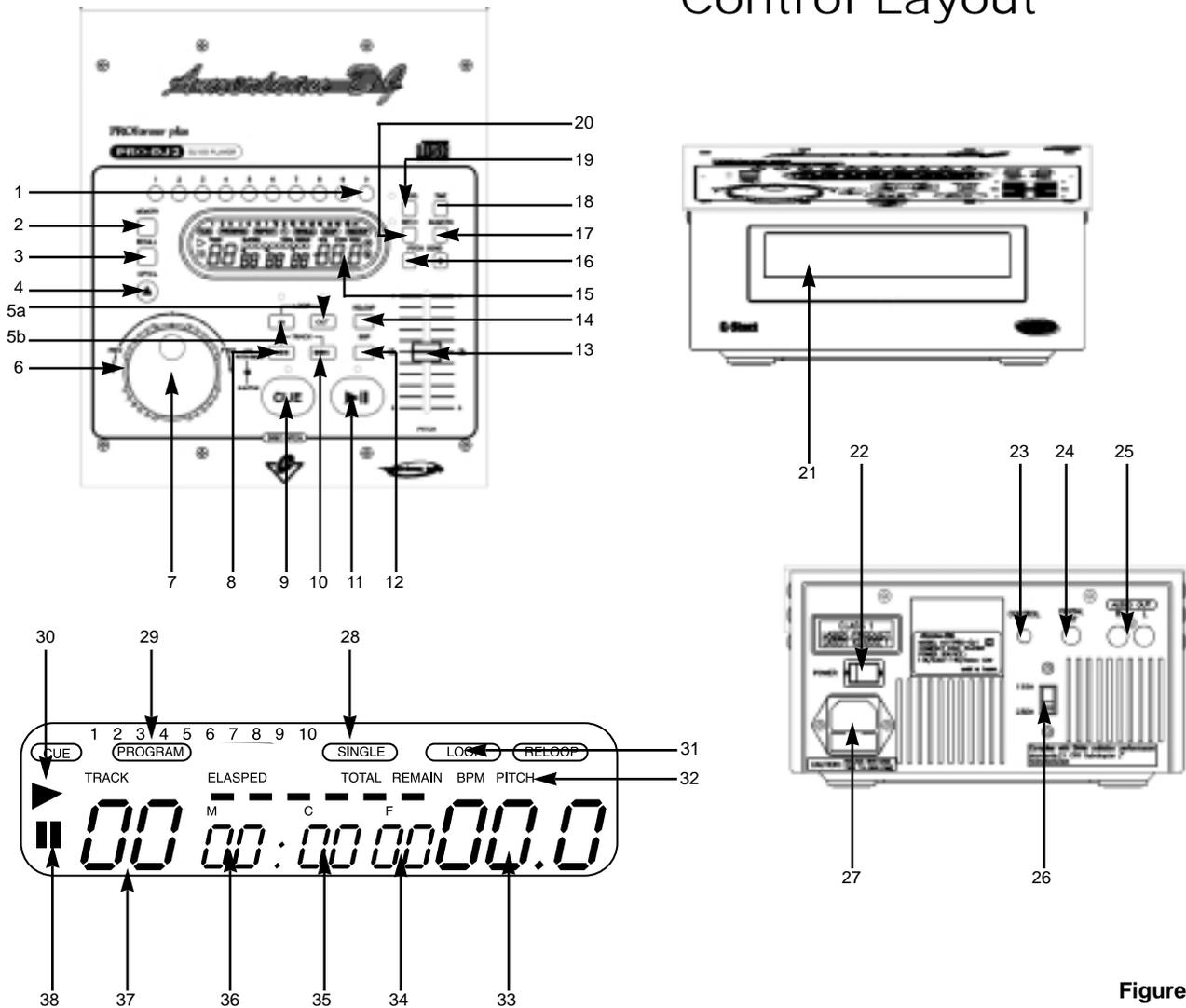


Figure 1

1. **Direct Track Access Buttons (1-10)** - These buttons are used to select a starting track. They are also used in **Memory (2)** and **Recall (3)** modes for cue points.
2. **Memory** - This button is used to program up to 10 cue points per a CD in to the **Direct Track Access Buttons (1-10)**. Press the **Memory (2)** button during play or pause, the memory LED lights up. Use the frame search to reach the desired cue point, then press a **Direct Track Access Buttons (1-10)** to memorize that starting point. Repeat the preceding steps to memorize all 10 starting points, if desired.
3. **RECALL** - This button allow you to cue up any of the 10 memory points that have been memorized. Press **RECALL** button then any of the 10 number buttons. the player will cue up the selected point if in Pause Mode. The player will continue to play music if it is the Play Mode.
4. **OPEN/CLOSE** - (Disc Tray Open/Close)- Press to load or eject the disc. Each press will open or close the disc tray on the transport. NOTE: Tray will not open unless the disc has been paused.
- 5a. **IN BUTTON** - (**CUE "ON THE FLY"**) This allows you to set a CUE POINT without stopping the play back. This button also sets the beginning of a seamless loop.
- 5b. **OUT BUTTON** - Used to set the ending point when looping. When the **OUT BUTTON** is pressed, the player will play the loop continuously. To exit the loop, press the **OUT BUTTON** again.
6. **SHUTTLE WHEEL** - (**OUTER RING**) This wheel has 6 forward and 6 reverse speed positions for searching through songs. The more you turn the wheel in either direction the faster you search through the music.

FUNCTIONS AND CONTROLS CONT.

7. **JOG WHEEL - (INNER RING)** This jog wheel serves two functions depending on the 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 wheel then press **PLAY (11)** when you have determined the proper position. Press **CUE (9)** 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.
8. **◀◀ TRACK BUTTON** - This button is used to select a BACK SKIP track to be played.
9. **CUE** - Pressing the **CUE BUTTON** during play provides a return to the position at which play was started. If PAUSE is used before CUE or a CUE POINT was set, that will become the cue point. Alternately pressing the PLAY button and the **CUE BUTTON** allows the CD to be played from the same position any number of times. The CUE LED will light up from the time the Cue button is pressed until the CD has reset to the position at which play was started. Steady lighting of this LED indicates the ready condition. The CUE button can be held down to play a CD. When you release the **CUE BUTTON** it instantly returns to the CUE POINT. You can also tap the **CUE BUTTON** to create a BOP EFFECT (See page 7 sec. g).
10. **▶▶ TRACK BUTTON** - This button is used to select a Forward Skip track to be played.
11. **PLAY/PAUSE BUTTON** - Each press of the **PLAY/PAUSE BUTTON** causes the operation to change from play to pause or from pause to play.
12. **BOP BUTTON** - Pressing the **BOP BUTTON** will play from the CUE point instantly, when in the play mode.
13. **PITCH SLIDER** - The pitch can be changed from (+/- 8%), (+/- 12%) or (+/- 16%). Press the **PITCH BUTTON (20)** until the PITCH LED is lit, then move the **PITCH SLIDER**. The pitch will not be changed if the PITCH LED is off. Pitch percentage (%) can be changed by holding the **PITCH BUTTON (20)** and pushing the plus **(+) BUTTON (16)** to change the percentage (%) selection.
14. **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 (31)**. To exit loop, press the **OUT BUTTON(5b)**.
15. **LCD DISPLAY** - Indicates all the functions, as they are occurring, with the CD. These functions are explained on page 6. **The LCD will flash when in sleep mode - This is not a malfunction.**
16. **(+) & (-) PITCH BEND Button** - When each of the two CD players is playing a CD, the pitch bend function allows the positioning of the bass beats to be matched after the pitch of each disc is matched. Either player can "catch up" or "fall back" to match the other player. The pitch will automatically rise while the **(+) BUTTON (16)** is pressed (allowing "catch up") and return to the original pitch when the button is released. The pitch will automatically drop while the **(-) BUTTON (16)** is pressed (allowing "fall back") and return to the original pitch when the button is released. By changing the pitch of one disc with respect to the other in this way the beats can be matched.
17. **SGL/CTN** - You can choose between a single track to play or all tracks in order by pressing once or twice.
18. **TIME BUTTON** - The **TIME BUTTON** switches between ELAPSED TIME, REMAINING TIME and TOTAL REMAINING TIME, the current function will be displayed in **LCD DISPLAY (15)**.
19. **PROGRAM** - Depress this button to stop the CD and enter the program mode. Note the word "PROGRAM" is indicated on the display. Select each track to be programmed with the forward and back **SKIP BUTTONS (5A & 5B)**, and press the **PROGRAM BUTTON** between selections. You can program up to 30 tracks. Press **PLAY (11)** to start the program. To exit and erase program hold the program button down for more than 2 seconds while the unit is stopped, open the disc tray, or turn off the power.
20. **PITCH - (+/- 8%), (+/-12%), (+/-16%)** This button activates the **PITCH SLIDER (13)**. Select percentage of pitch by holding the **PITCH BUTTON**. When pitch LED is lit, press down the **PITCH BUTTON** and tap the **(+) BUTTON (16)** until desired pitch percentage (%) is reached. Move the pitch slider to the top or the bottom position to view the current setting.
21. **DISC TRAY** - Press the **OPEN/CLOSE BUTTON(4)** to open and close the disc tray. Place CDs in the tray.
22. **POWER SWITCH (Main power On/Off)** - I don't really have to describe this one, do I?
23. **CONTROL JACK** - Use this jack to connect a mini plug from the Pro DJ2 player to a compatible American DJ "Q Deck" mixer to activate the "Fader Q Start" function. (See "Q" Start Control on page 7 sec. g)
24. **DIGITAL OUTPUT JACK** - Use this jack to connect the digital output signal of Pro DJ2 played to a Mixer, DAT, or any piece of equipment that accepts a digital in signal.
25. **AUDIO OUT** - Left and Right audio output. Connect RCA cables from **AUDIO OUT** to a mixer input.
26. **VOLTAGE SELECTOR** - Select which voltage desired: 115V or 230V. Always disconnect the power plug before changing the voltage.
27. **POWER CONNECTOR/FUSE** - IEC Power Connector with built-in fuse holder. Always replace with the same type fuse.

FUNCTIONS AND CONTROLS CONT.

28. **SINGLE INDICATOR** - This indicates that the player is in single play mode. Playback will stop and cue at the beginning of the next track.
29. **PROGRAM INDICATOR** - This lights when in program is selected or program play is selected.
30. **PLAY INDICATOR (▶)** - The PLAY indicators light during playback.
31. **LOOP, RELOOP INDICATORS** - Displays when LOOP is engaged. LOOP flashes in LCD DISPLAY (8) when playing loop.
32. **PITCH INDICATOR**- Lights when **PITCH (20)** is engaged.
33. **PITCH DISPLAY** - Displays the percentage of pitch adjustment, according to the **PITCH FADER (13)**.
- 34-36. **MINUTE, SECOND, & FRAME INDICATORS** - Displays the running time of the current track (Elapsed, Total, Remaining).
37. **TRACK INDICATOR** - Displays which TRACK is being played.
38. **PAUSE INDICATOR (||)** - The PAUSE indicators will light during pause or cue mode.

PREPARATIONS

1. Checking the Contents

Check that the carton contains the following items:

- 1) Main unit.
- 2) Operating instructions (this booklet).
- 3) A pair of RCA cables.

2. Installing the Units

Mount the units onto your console or place on a flat surface

3. Connections

- 1) Turn off the POWER switch.
- 2) Connect the RCA cables from your PRO DJ2 to the inputs on your mixer.
- 3) Connect a cable via the mini jack connector on the PRO-DJ2 to a mini jack connection (A or B) on a compatible *American DJ* "Fader Q Start" mixer. (This will enable the Fader "Q" Start function - See "Q" start control pg.7)

CAUTION:

- Be sure to use the supplied control cables. Using other types of cable may result in unit damage.
- Be sure the power is off when connecting the control cables, otherwise the units may not work properly.

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 2a)



Fig. 2a

CAUTION:

- The LCD is designed to be clearly visible within the angles shown in **Figure 2b**. Mount the control unit so that the visual angle is within this range.

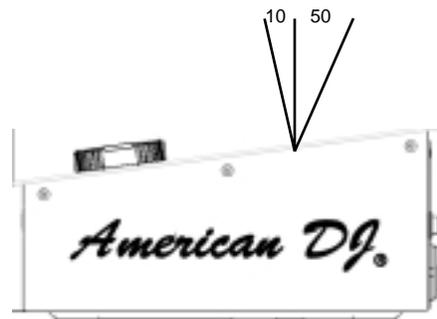


Fig. 2b

GENERAL NOTES ON USE

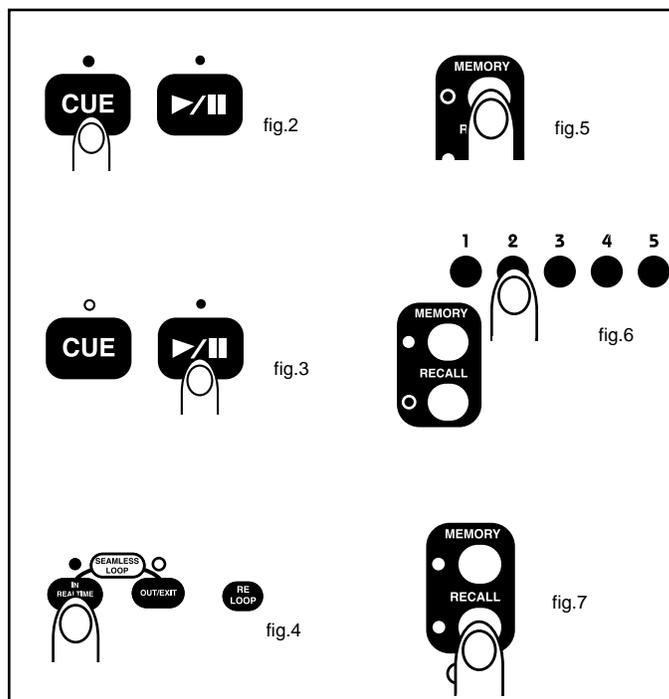
- Avoid operating in high temperatures.
- Allow for sufficient heat dispersion when installed on a rack or case.
- Handle the power cord carefully.
- Hold the plug from the ends when unplugging the cord. **Never pull the plug out from the cable.**
- Keep the set free from moisture, water, and dust.
- Unplug main power 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 enter into the unit.
- Do not let insecticides, benzene, and thinner come in contact with the unit.
- Never disassemble or modify the unit in any way.

MAIN FEATURES

- | | | | |
|------|---|------|---|
| (1) | 8 times over sampling 1 bit D/A converter | (13) | wide angles. |
| (2) | Auto cue | (14) | 60 seconds transport protection (b) |
| (3) | 1/75th second frame search | (15) | Seamless Loop |
| (4) | Realtime cue ("Cue on the Fly") | (16) | CD Recordable (CDR) compatible |
| (5) | 6 different speed scan | (17) | Flip-Flop, Relay Playback when used in pairs (c) |
| (6) | Pitch display | (18) | +/- 8%, 12%, 16% selectable on Pitch Slider |
| (7) | 10 number buttons for direct track access | (19) | Sleep Mode after 15 min. (d) |
| (8) | 30 programmable tracks | (20) | Bop Effect (e) |
| (9) | 10 cue points can be memorized | (21) | Jog Wheel Pitch Bend +/- 16% |
| (10) | Digital output RCA coaxial | (22) | Memory Backup, Default to last setting (f) |
| (11) | Fader "Q" Start Function, controls play and stop function via a compatible ADJ "Q Deck" mixer. (a) | (23) | Instant Start |
| (12) | Large bright LCD Screen can be viewed from | (24) | "Q" Start Control (g) |
| | | | Light weight and compact design. |

- (a) SLEEP MODE PROTECTION:** After 15 minutes in **PAUSE** or **CUE** Mode the CD drive mechanism will automatically go in to sleep mode. This function shuts down the laser pick-up diode extending the life of the unit. During sleep mode the LCD screen will flash repeatedly indicating sleep mode is activated - This is not a malfunction, to restart the drive simply press the Cue or Play/Pause Buttons
- (b) 60 SECOND TRANSPORT PROTECTION:** Will automatically close transport if left open for more than 60 seconds to prevent someone from walking by and breaking the transport.
- (c) FLIP-FLOP:** On the rear of the PRO DJ2 there is a control input jack, use a standard stereo mini plug to plug in one PRO DJ2 to another, via the control jacks. Set both of the CD players to single play mode. Play Disc 1, Disc 2 will immediately begin to play when the track ends on disk 1. Disc 1 will return to cue mode and will begin to play at the end of disc 2 track. This function will continue until the jacks are disconnected but may be overridden at any time through manual operation.
- (e) BOP EFFECT:** A Bop Effect is a stutter, creating a sound similar to a CD skipping. The Bop Effect can be created in 3 ways.

- (1) By Rapidly Pressing the **CUE BUTTON (9)**
 - a. While in play mode, rapidly press the **CUE BUTTON (9)** in sync with the music (*figure 2*).
- (2) By Tapping the **DIRECT TRACK ACCESS BUTTONS (1)**
 - a. While in play mode, press the **IN CUE BUTTON (5a)** (*see figure 4*).
 - b. Press the **MEMORY BUTTON (2)** (*figure 6*) to set a CUE POINT in memory. MEMORY LED will light (*figure 7*).
 - c. Press desired **DIRECT TRACK ACCESS BUTTONS (1)** (*see figure 5*).
 - d. Press **RECALL BUTTON (3)** (*see figure 7*).
 - e. Once RECALL LED lights, rapidly press the **DIRECT TRACK ACCESS BUTTON (1)** previously selected in step c. (*figure 5*).
- (3) By Tapping the **BOP BUTTON (12)**.
 - a. Press the **IN BUTTON (5a)** to set a cue point.
 - b. Turn the **RECALL FUNCTION ON (3)**.
 - c. Press the **BOP BUTTON (12)**, while in play mode to return to the cue point instantly without music interruption.
 - d. Rapidly press the **BOP BUTTON (12)** in sync with the music to create different effects.



NOTE: The second and third ways of creating a BOP EFFECT are superior methods because there will be no interruption of music.

- (f) Memory Backup:** This will automatically save your last setting (repeat, SGL, CTN) even if you unplug AC- current. It will also hold your cue points in memory if you accidentally open transport or shut off power. Memory cues are erased automatically when a new CD is inserted in to the drive, or by holding down the **MEMORY BUTTON (2)** down for 3 - 4 seconds.
- (g) "Q" Start Control:** This feature is used with American DJ "Q-Series" mixers featuring Fader Start. Connect the standard mini plugs supplied, from CD1 output on CD player to the "A" player control input on the rear of mixer. Then connect the other mini plug from CD 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 Disc1 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 cross-fader 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. After storing cue points on each side of the CD player, different songs or samples can quickly be recalled by moving the mixer cross-fader back and forth. New cue points can be easily selected on the CD player (1,19,20). "Q" Start control is easy to use and mastering this feature will help you create amazing effects with your music.

BASIC OPERATIONS

1. OPENING AND CLOSING THE DISC TRAY AND LOADING DISCS

- This operation only works when the power is on.
- Press the **OPEN/CLOSE BUTTON (4)** to open or close the disc tray, or, Press **PLAY BUTTON (11)** to close the tray automatically when it is open.
- If the tray is not closed after 60 seconds it will close automatically and go into pause mode.
- The disc trays cannot be opened during playback to prevent playback from being interrupted if the **OPEN/CLOSE BUTTON (4)** is pressed accidentally. Stop playback, then press the **OPEN/CLOSE BUTTON (4)**

2. LOADING DISCS

- Hold the disc by the edges and place it in the disc tray. Do not touch the signal surface (the glossy side).
- When using 5 inch/12 cm discs, place the disc in the outer tray guides and when using 3 inch/8 cm discs, place them securely in the inner guides.

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

- Select desired track using **NUMBER BUTTON (1)** or
- Press the **TRACK BUTTONS (5A/5B)** once to move to one higher or lower track or
- Hold the **TRACK BUTTONS (5A/5B)** 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.

4. STARTING PLAYBACK

- Press the **PLAY/PAUSE BUTTON (11)** during the pause or cue to start playback.
- The **PLAY INDICATOR (30)** lights when playback starts.
- 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 (9)** is pressed.

5. STOPPING PLAYBACK

- There are two ways to stop playback.
 - 1) Press the **PLAY/PAUSE BUTTON (11)** during playback to pause at that point.
 - 2) Press the **CUE BUTTON (9)** during playback to return to the position at which playback started.

6. PAUSING

- Press the **PLAY/PAUSE BUTTON (11)** to switch between play and pause.
- The **PAUSE INDICATOR (38)** lights when the pause mode is set.

7. CUEING

- “Cueing” is the action of preparing for playback. When the **CUE BUTTON (9)** is pressed, playback returns to the cue point and enters pause mode. When the **PLAY/PAUSE BUTTON (11)** is pressed during the cue mode, playback starts.
- **CUE POINT SETTING:**
 - A Playback starts from pause or skip to a new track during play or pause. The beginning play point will be set to the cue point.
 - B Or, Press the **IN BUTTON (5a)** button during playback to set the new cue point.
 - C Or, Save up to 10 CUE points by pressing MEMORY, then set desired Cue, then press any of **DIRECT TRACK ACCESS BUTTONS (1)**. You can also set any of the 10 Cue points by pressing MEMORY then any of the **DIRECT TRACK ACCESS BUTTONS (1)** above the LED screen.
- To return to a CUE POINT press **CUE BUTTON (9)**. 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 (11)** is pressed, playback starts.
- To Return to any of the 10 Cue points, press **RECALL (3)**, then the desired **DIRECT TRACK ACCESS BUTTONS (1)**. The player has completed the cue or pause operation and is waiting for the play start command. When the **PLAY/PAUSE BUTTON (11)** is pressed, playback starts.
- To recall cues, if the recall LED is lit you can press the last number button cue stored and create a BOP EFFECT. The last cue that was stored or recalled will flash in the LED screen to let you know it was last cued up.

NOTE: When play starts via pause or track skipping or scanning, the CUE POINT will change to the start point automatically.

BASIC OPERATIONS (CONT.)

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

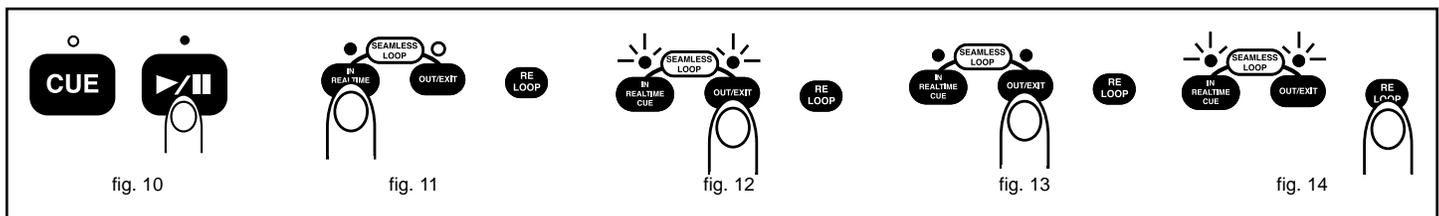
- This is done by first pausing then using the jog wheel to set the starting point. (When you use the jog wheel the monitor function allows you to hear what is playing. Once you have set starting point press PLAY then CUE to again mute output.)

10. SCANNING (FAST FORWARD / FAST REVERSE)

- To do this rotate Shuttle wheel forward or reverse. You can scan or reverse in 6 different speeds depending on how much you rotate the wheel.

11. SEAMLESS LOOP PLAY

- You can create a seamless loop between two points continuously.
 - (1) Press **PLAY/PAUSE BUTTON (11)** so a CD is playing. The **PLAY/PAUSE BUTTON (11)** LED lights (figure 10).
 - (2) Press **IN BUTTON (9)**. This sets the starting point of the SEAMLESS LOOP. The **IN BUTTON** LED will light (figure 11).
 - (3) Press **OUT BUTTON (5b)** to set desired ending point of the SEAMLESS LOOP. You will know you are in SEAMLESS LOOP mode because **IN BUTTON (5a)** and **OUT BUTTON (5b)** LEDs will light and flash. **LOOP INDICATOR (31)** in **LCD DISPLAY (15)** will also flash (see figure 14). Sound will continue with no interruption (SEAMLESS LOOP).
 - (4) To exit the SEAMLESS LOOP, press the **OUT BUTTON (5b)**. LEDs will stay on but not flash. Music will resume normal play (figure 13).
 - (5) To replay loop, press the **RELOOP BUTTON (23)**. **IN BUTTON (5a)** and **OUT BUTTON (5b)** LEDs and



LOOP INDICATOR (31) in **LCD DISPLAY (15)** will all begin flashing again (figure 14).

12. EDITING A LOOP: NOTE: YOU CAN ONLY EDIT THE ENDING PART OF THE LOOP.

- (1) *You must be in SEAMLESS LOOP mode.* If a SEAMLESS LOOP has not been created, follow instructions in step 11 for creating a SEAMLESS LOOP. If a SEAMLESS LOOP has already been created and you wish to edit it, press **RELOOP BUTTON (14)** to reenter the SEAMLESS LOOP mode (figure 14).
- (2) Next, press **OUT BUTTON (5b)** to return to normal play (figure 13). This disengages the SEAMLESS LOOP mode.
- (3) Press **OUT BUTTON (5b)** again for new desired ending point of the loop (figure 13).
FOR SHORTER LOOP: press **OUT BUTTON (5b)** quickly.
FOR LONGER LOOP: Wait until the song plays several frames, then press **OUT BUTTON (5b)**.

13. TIME DISPLAY

- During normal play, each time you press the **TIME BUTTON (18)**, the display changes to give you the following information (see figure 1, LCD screen).
 - (1) ELAPSED playing time
 - (2) REMAINing time of a track. If the current track number is over 34, "....." is displayed.
 - (3) TOTAL remaining time of the disc.

14. PITCH BENDING

- The speed increases or decreases respectively when the **PITCH BEND (+) BUTTON (9)** or **PITCH BEND (-) BUTTON (9)** 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 (16)** is held in continuously, the speed increases continuously.
- The pitch can be changed from +/- 8%, +/- 12%, or +/- 16% range. See changing PITCH PERCENTAGE (15).
- The jog wheel will temporarily bend the pitch of the music if the song is already playing. Rotate the wheel clock-wise to speed up or counterclockwise to slow down. The speed that you rotate the inner JOG WHEEL determines the percentage (%) of the PITCH BEND.

BASIC OPERATIONS (CONT.)

16. PROGRAM PLAY

- (1) Press the **PROGRAM BUTTON (19)** to make the unit enter the program mode in stop position. The **PROGRAM INDICATOR (29)** LED above the **PROGRAM BUTTON (19)** will light as well as the **PROGRAM INDICATOR (29)** on the **LCD DISPLAY (15)**.
- (2) Select a Track by using the **DIRECT TRACK ACCESS BUTTONS (1)** , press **PROGRAM BUTTON (19)** again.
- (3) Repeat this up to 30 times (ie. up to 30 tracks can be programmed). If you keep pressing the **PROGRAM BUTTON (19)** the **LCD DISPLAY (15)** will display the tracks that have been programmed.
- (4) Press the **PLAY BUTTON (11)** to begin playing programmed tracks.
- (5) To cancel the program function press and hold **PROGRAM BUTTON (19)** for more than 2 seconds.

BEFORE SWITCHING OFF THE POWER

- When you have finished using the CD player, and before switching off the power, be sure that the disc holder has been closed with the **OPEN/CLOSE BUTTON (4)**.
- **TRAY PROTECTION:** If tray is not closed after 60 seconds, it will close automatically and pause.
- **Do Not** switch off the power when the disc holder is open.
- Switch off the power only after the disc tray has been closed with the **OPEN/CLOSE BUTTON (4)**.

CAUTION: DO NOT forcibly close the disc holder when the power is off!

COMPACT DISCS

1. PRECAUTIONS ON HANDLING COMPACT DISCS

- Keep fingerprints, oil and dust off 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 ends
 - 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 instrument 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.

2. 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.

CDS LEFT IN PLAYER

- If a CD is left in the player and the remote has been disconnected, plug power cable in, turn on power and take out CD.

SPECIFICATIONS

GENERAL:

Type:	Twin mechanism compact disc player with wired controller.
Disc type:	Standard compact discs (5 in / 12cm and 3in/8cm discs)
Dimensions:	Player unit: 19"(W) x 3 15/32" (H) x 9 55/64" (D)
Installation:	Table-top mount
Weight:	6 lbs. / 2.4 kgs
Power supply:	110~120v/220~240v AC, 50/60Hz
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 140°F)
Disc Loading:	Front loading
Display:	1 digital LCD display, 8 LED indicator

AUDIO SECTION:

Quantization:	16 bit linear per channel
Sampling rate:	44.1 kHz at normal pitch
Over sampling rate:	8 times 1 BIT D/A converter
D/A conversion	16 bit
Frequency response:	+/- 1 dB 20 Hz to 20,000 KHz
T.H.D.:*	0.02%
Signal to noise ratio:*	88 dB
Channel separation:*	80 dB
Output level:	2.0V +/- 1dB
Load impedance:	47k ohm or more

* with 20KHz low pass filter

TECHNICAL FEATURES:

Variable pitch; +/-8%, +/-12% or +/-16%; accurate within +/- 0.1%
Search accuracy; 1/75 sec. (1 subcode frame)
Seamless Loop (uninterrupted loop playback).
Digital output RCA coaxial
Auto protection (after 15 minutes with no operating in pause mode, the laser diode will be turned off).

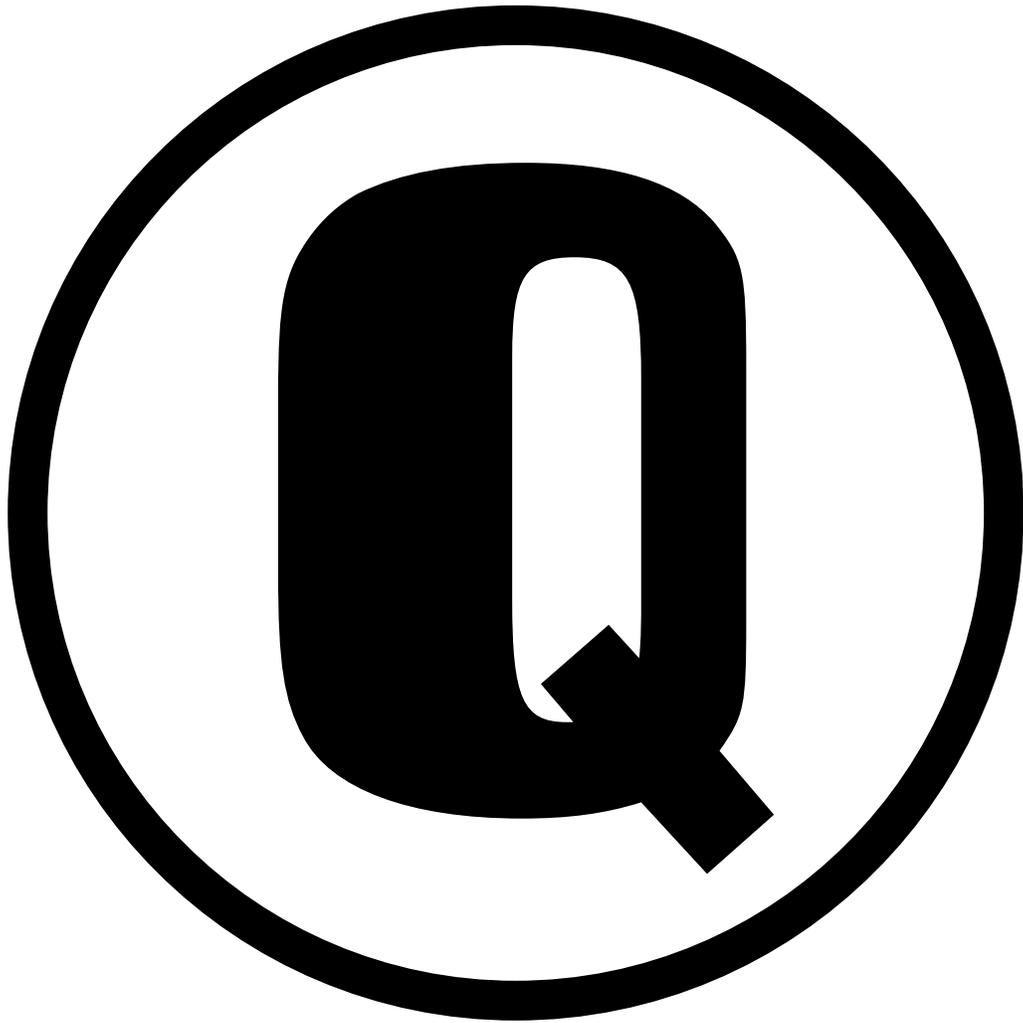
Specifications and design are subject to change without notice for purpose of improvement.

American DJ® AUDIO World Headquarters:
4295 Charter Street
Los Angeles, CA 90058 USA
Tel: 323-582-2650
Fax: 323-582-2610

Web: www.americandj.com
E-mail: info@americandj.com
revised 8/99



experience the



designed for the working dj.