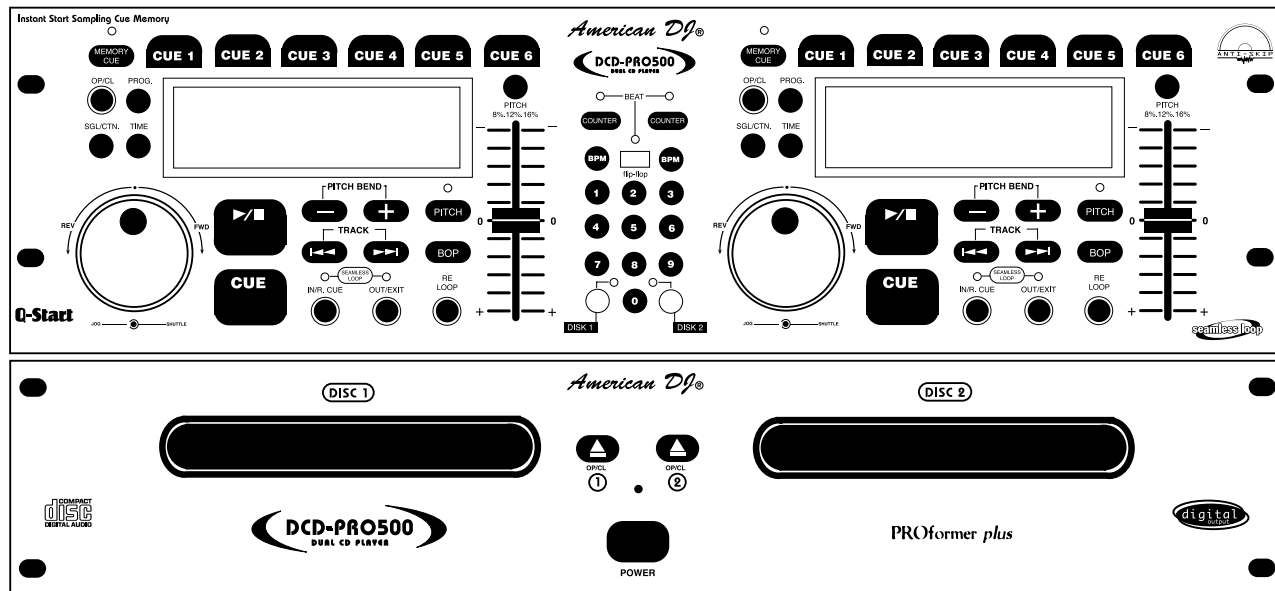


American DJ AUDIO

DCD-PRO500 DUAL CD PLAYER

Featuring:



PROformer plus

designed for the working dj.

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.



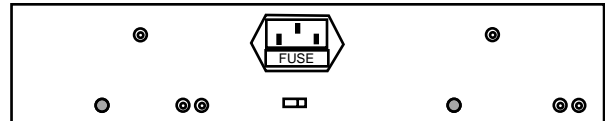
The exclamation point triangular symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the user manual accompanying the CD player.

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.

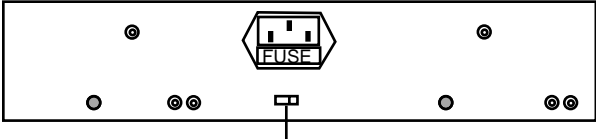
NOTE:
This unit may cause interference to radio and television reception.

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 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 CD Player is operated.
2. Save Instructions - The safety and operating instructions should be saved for future reference.
3. Heed Warnings - All warnings on the CD Player 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 player 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 CD Player should be situated so that its location or position does not interfere with its proper ventilation. For example, the CD player 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 CD player 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 CD player should be connected to a power supply only of the type described in the operating instructions or as marked on the CD Player.
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 CD Player.
11. Cleaning - The CD Player should be cleaned only as recommended by the manufacturer.
12. Non-use Periods - The power cord of the CD Player 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 Player 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 CD Player.
 - C. The CD Player has been exposed to rain or water.
 - D. The CD Player does not appear to operate normally or exhibits a marked change in performance.
 - E. The CD Player has been dropped, or the enclosure damaged.
15. Servicing - The user should not attempt to service the CD Player beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

PREPARATIONS

1. Checking the Contents

Check that the carton contains the following items:

- 1) Main unit
- 2) Control unit
- 3) Operating instructions (this booklet)
- 4) Two sets of RCA cables.
- 5) Two Control cords (6 feet / 1.8 meters)

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 1)**

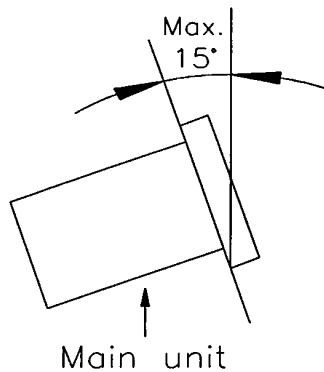


Fig. 1

- The control panel's LCDs are designed to be clearly visible within the angles shown in **Figure 2**. Mount the control unit so that the visual angle is within this range.

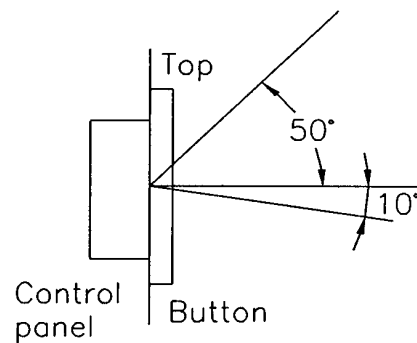


Fig. 2

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.

GENERAL NOTES ON USE

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

MAIN FEATURES

- 8 times over sampling 1 bit D/A converter
- Beat counter
- Auto cue
- 1/75th second frame search
- Realtime cue ("Cue on the Fly")
- 4 different speed scan
- Pitch display
- number buttons for direct track access
- 20 programmable tracks
- 40 cue points per side can be memorized
- Digital output RCA coaxial
- Fader "Q" Start , Fader Stop , (back cue) Relay playback (using the control jack) **(a)**
- Large bright LCD Screen can be viewed from wide angles.
- Fader "Q" Start Control **(a)**
- Seamless Loop(uninterrupted loop play back)
- Sampler (Forward & Reverse Sampling)
- Bop Effect **(b)**
- Flip-Flop (Relay Playback) **(c)**
- 60 second Transport Protection **(d)**
- Sleep Mode **(e)**
- Adjustable Pitch Percentage +/- 8%, +/-12% or +/-16%
- Jog Wheel Pitch Bend +/- 16%
- Memory Backup, Default to last setting **(f)**
- Instant Start within 10 msec (sound is produced immediately when the PLAY button is pressed)
- 6 Cue (Flash Start Buttons) on each side.

(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. After storing cue points on each side of the CD player, different songs or samples may quickly be recalled by moving the mixer crossfader back and forth. New cue points can be easily selected on the CD player (4). "Q" Start control is easy to use and mastering this feature will help you create amazing effects with your music.

(b) BOP EFFECT: The Bop Effect button serves as two features, First, it is a stutter effect, creating a sound similar to a Sampler. Second, it will return to the last Cue point in memory instantly. This will allow you to create great effects. The Bop Effect is created in an easy way. (Step 1) Press the PLAY/PAUSE BUTTON (25) so music is playing. The PLAY/PAUSE LED will light (figure 3). (Step 2) Press the IN/R. CUE Button (In real time cue/figure 4) at the point you want your BOP to take place. (Step 3) Now press the BOP Button. It will produce a stutter effect as quickly as you hit the BOP button continuously return to the Cue point.

(c) 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 (1) on the LCD DISPLAY (27). Next, press PLAY (25) on CD player A and CUE (15) 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-PRO500 will "Flip Flop" back to Player A etc. etc.

"Flip Flop" entire CDs: Follow all directions for single track flip flopping, but make sure SINGLE MODE (1) is NOT LIT on both players LCD DISPLAYS (27).

Hooking up your DCD-PRO500 to "Flip Flop"with a Fader "Q" Start mixer:

Follow connecting steps in (a) FADER "Q" START CONTROL.

Hooking up your DCD-PRO500 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.

(d) 60 SECOND TRANSPORT PROTECTION: CD tray will automatically close if left open for more than 60 seconds.

(e) SLEEP MODE: The CD player's laser will shut down after 15 minutes of inactivity (when in pause or cue mode). This will lengthen the life of your motor drive and laser. To restart player, just press cue or play buttons.

(f) MEMORY BACKUP: This will automatically keep 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 played, or by holding memory button down for 3 to 4 seconds.

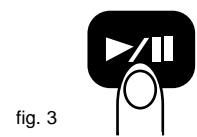


fig. 3

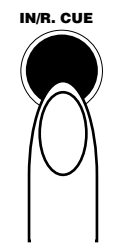


fig. 4

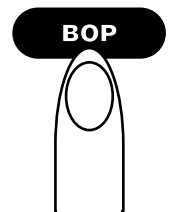


fig. 5

GENERAL FUNCTIONS AND CONTROLS

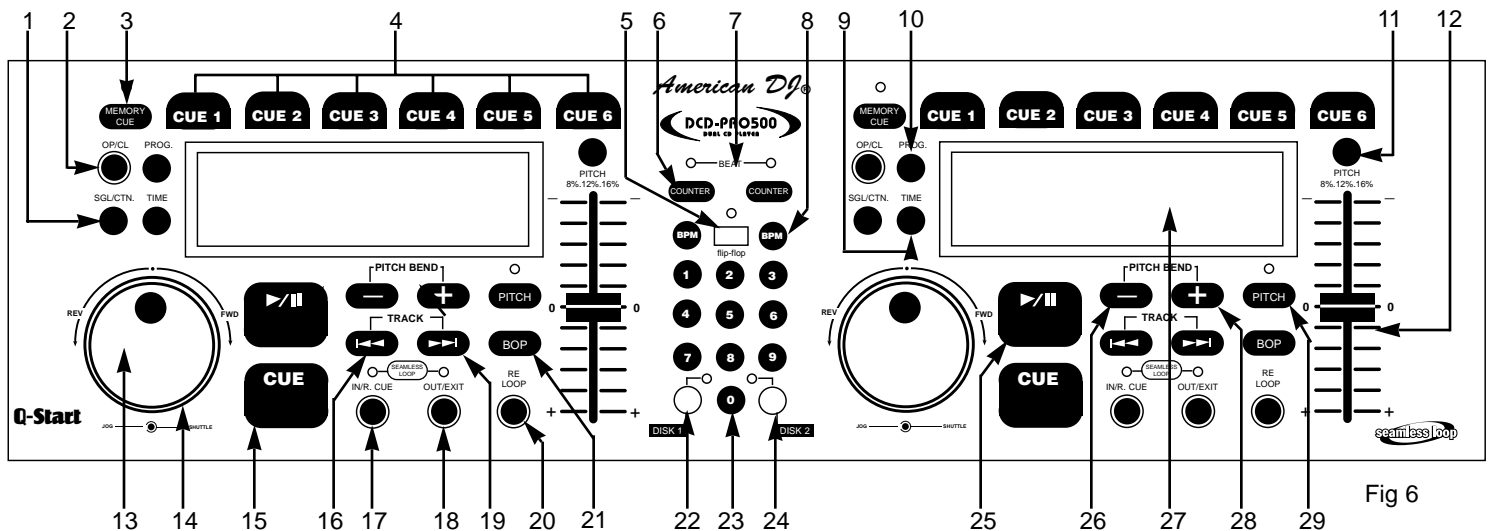


Fig 6

A. REMOTE UNIT FRONT (FIGURE 6)

1. SGL/CTN - You can choose between a single track to play or all tracks in order by pressing this button once or twice.

2. 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.

3. MEMORY CUE - Press the MEMORY CUE button after loading the new disc and closing the tray, before the tracks are read, the player will restore the Cue memory of the disc; maximum of 40 Cue memory per side can be stored. The LED will indicate "STORE" and sampled loops or Cue points will be recalled if any memorize were stored.

4. CUE BUTTONS 1-6 - There are 7 independent cue points that can be stored into memory, six (6) on cue buttons 1-6 and one (1) on main **CUE BUTTON (15)**.

4-1. Storing Cues: By either pressing the IN/R. CUE or using the Jog wheel when in pause mode select the frame by turning the Jog Wheel clockwise or counter clockwise, hit the Play button to set Cue point when hitting desired frame.

Push the Memory Cue button then press the 1-6 Cue buttons to store Cue Point.

4-2. The MEMORY CUE button and CUE indicator will light to wait for selecting desired cue point. Then the MEMORY CUE button will light automatically after the cue is set.

4-3. The previous cue memory will be recovered when the cue is reset.

Note: Memorizing CUE1-CUE6 is invalid when the memory indicator (memory bucket) is full.

5. FLIP-FLOP - Turning this function on will allow instant start of the next CD when one track has finished and CD player is set in SGL mode.

6. COUNTER BUTTON - When in BPM mode, tap this button with the beat of the music to determine the approximate current Beats Per Minute (BPM). BPM will appear in the LCD DISPLAY (8, 33).

7. BLUE BEAT LED - These LED's will flash to the beat of the music being played through the corresponding CD unit.

8. BPM BUTTON - This button will switch the display mode (LCD Fig 37) between BPM (Beats Per a Minute) and the Pitch percentage (%). The active function (BPM or Pitch percentage) will be displayed in the LCD display (See LCD Figs. 37 and 38). Use COUNTER BUTTON (6) to change modes. BPM or PITCH mode will appear in LCD DISPLAY (37, 38,40).

9. TIME BUTTON (GO TO TIME) - The TIME button switches between ELAPSED PLAYING TIME, REMAINING TIME in a selection and TOTAL REMAINING TIME of the disc. This button will also take you to a specific minute on your CD by holding down this button for 2 seconds then you would use the direct access button to select the minute.

Example: if you are on disc 1 of the CD player hold the time button fig. 9 on side 1 for 2 seconds then the LCD screen will read 00 00 00, then use the direct access buttons to select time. It will automatically go to time selected.

10. 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 f. skip and b.skip buttons (16 & 19). and press the PROGRAM button after selection of track. You can program up to 20 tracks. Press PLAY 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.

11. PITCH LED (Pitch Button)- This button activates the Pitch Slider (fig.29).

12. PITCH % - The pitch can be changed from +/- 8%, +/- 12% or +/- 16%. Press the PITCH BUTTON (11) I make sure the PITCH LED is lit. The pitch % will not be changed if the PITCH LED is off. Pitch percentage (%) can be changed by pushing the PITCH BUTTON (11) until desired percentage is selected. The LCD screen will show the current pitch percentage momentarily each time this button is pushed.

13. JOG WHEEL - (INNER WHEEL) This jog wheel serves two functions depending on the operating mode you are working in.

GENERAL FUNCTIONS AND CONTROLS (Cont.)

- 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.
- 14 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
- 15. 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 (for definition of BOP EFFECT, see page 5).
- 16. ◀◀ TRACK BUTTON -** This buttons is used to select your desired track. This is fast BACK SKIP through the tracks on your CD.
- 17. IN REALTIME BUTTON - (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).
- 18. OUT / EXIT -** Used to set the ending point when looping. When the OUT/EXIT button is pressed, the player will play the loop continuously. To exit the loop, press the OUT/EXIT button again.
- 19. ▶▶ TRACK BUTTON -** This buttons is used to select your desired track. This is fast FORWARD SKIP through the tracks on your CD.
- 20. RELOOP BUTTON -** If a SEAMLESS LOOP has been made, but the CD Player is not actively in SEAMLESS LOOP mode, press the RELOOP BUTTON (20) to reactivate the SEAMLESS LOOP mode. RELOOP will appear in the LCD DISPLAY (6). To exit loop, press the OUT/EXIT button (18).
- 21. BOP -** This function instantly plays last cue in a stutter effect.
- 22. DISK 1 SELECT KEY(22) -** This button will allow functionality of the **NUMBER KEYS (23)** on CD Drive 1.
- 23. NUMBER KEYS (0-9) -** These keys are used for direct track access or jump to a specific time in the selected CD (see Go to time #9).
- 24. DISK 2 SELECT KEY (24) -** This button will allow functionality of the **NUMBER KEYS (23)** on CD Drive 2.
- 25. PLAY/PAUSE BUTTON -** Each press of the PLAY/ PAUSE BUTTON causes the operation to change from play to pause or

from pause to play. While in play mode the Green Backlit LED will glow, while in pause mode the the Green Backlit LED will flash.

26. (-) PITCH BEND Button - 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 (12)** selected pitch. Use this function to catch up to the your other playing music source and use the **PITCH SLIDER (12)** to match the BPM's with the other playing music source. When each of the two CD players are playing, 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. By changing the pitch of one disc with respect to the other in this way the beats can be matched.

27. 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.

28. (+) 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 (12)** selected pitch. Use this function to catch up to the your other playing music source and use the pitch slider (12) match the BPM's with the other playing music source.

29. Pitch Button - This button will change the pitch percentage the Pitch Slider (12) will react too. The pitch percentage can be changed between 8%, 12%, and 16%. 8% will allow the least amount of pitch manipulation and 16% will allow the most amount of pitch manipulation. The LED above the **Pitch Button** will indicate the function pitch percentage by flashing red for 8% glowing green for 12% and glowing red for 16%.

B. LCD DISPLAY (FIGURE 7)

30. PLAY INDICATOR - This indicator will glow indicating that the the CD Drive is in play mode

31. PAUSE INDICATOR - This indicator will glow indicating that the CD Drive is in PAUSE mode.

32. CUE INDICATOR - Light when press cue button or flash when press loop in key.

33. PROGRAM INDICATOR - This lights when program mode is set or played.

34. SINGLE INDICATOR - This indicates that the CD drive is in single play mode, the track will play once and return to CUE mode. If the single indicator is not on the drive is in con-

GENERAL FUNCTIONS AND CONTROLS (Cont.)

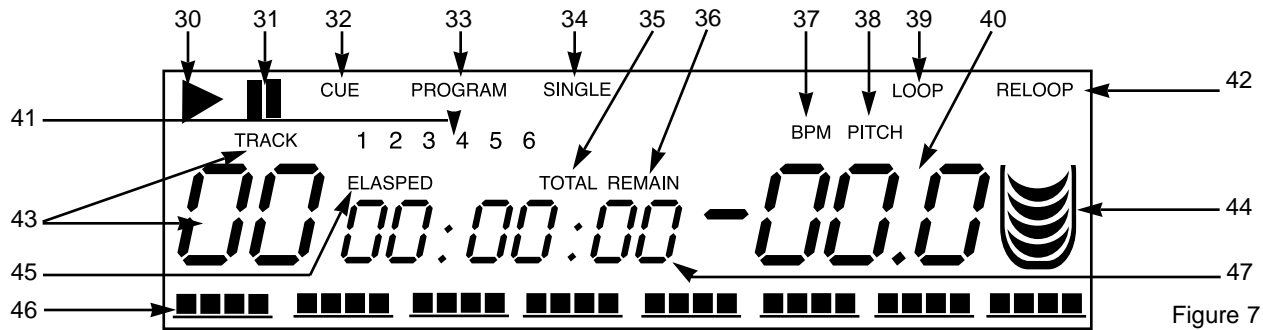


Figure 7

tinuous mode, the drive will play all the tracks on the cd and return to cue mode after the last track has finished playing.

35. TOTAL INDICATOR - When total is indicated in the LCD display the **TIME DESCRIBED (47)** in the LCD will define the total combined remaining time of all the tracks on the CD.

36. REMAIN INDICATOR - in the LCD display will define the indicated time as the time remaining on the current track.

37. BPM INDICATOR - This will indicate the measurement displayed in **BPM/PITCH METER (40)** is in BPM's.

38. PITCH INDICATOR - This will indicate the measurement displayed in **BPM/PITCH METER (40)** is the amount of Pitch percentage.

39. LOOP - Appears when LOOP is engaged. LOOP flashes in LCD DISPLAY (8) when playing loop.

40. BPM/PITCH METER - This meter displays either the BPM's (beat per minute) or percentage of pitch adjustment . The meters definition will be indicated by either **BPM (37)** or **PITCH (38)** in the LCD display.

41. SAMPLE BANK INDICATORS - Indicates which samples are stored. Note: last played sample will flash in LCD screen.

42. RELOOP INDICATOR - Appears when LOOP is engaged. LOOP flashes in LCD DISPLAY (39) when playing loop.

43. TRACK INDICATOR - This indicator describes the current track being played or Cued.

44. MEMORY BUCKET INDICATOR - Shows the cue memory state if empty or full.

45. ELAPSE INDICATOR - When this indicator is on the time in the **TIME METER (47)** will define the current track elapse time.

46. TIME BAR INDICATOR - Shows the time length defined in elapse or remain.

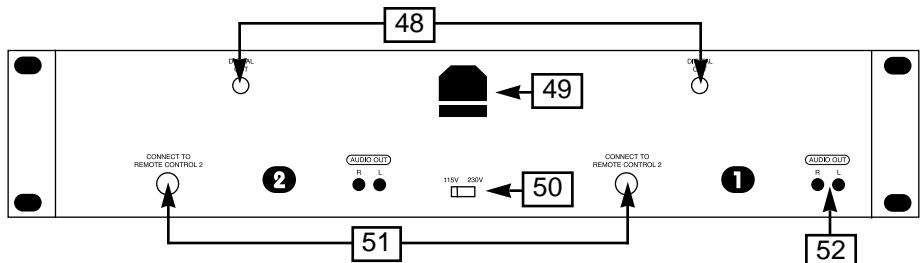
47. TIME METER - This meter will display the elapse total, or remain time of the CD or track. The display time will depend on the selected function.

C. MAIN UNIT & PLAYER UNIT REAR PANELS

Fig. 9 (CONTROL UNIT)



Fig. 8 (PLAYER UNIT)



48. DIGITAL OUT - connect to Mini disc or CD-R device.

49. POWER CONNECTOR/FUSE - Power Connector with built-in fuse holder. Always replace with same type fuse.

50. VOLTAGE SELECTOR - Select which voltage desired: 115V or 230V. Always disconnect the power plug before changing the voltage.

51. REMOTE 1 & 2 - Connect supplied 8-pin cable from REMOTE 1 on MAIN UNIT to REMOTE 1 on CONTROL UNIT (48) and same for Remote 2.

52. AUDIO OUT R & L - Audio Out signals. Connect RCA cable from AUDIO OUT to a mixer input.

53. DRIVE UNIT REMOTE - Connect supplied 8-pin cable from REMOTE 1 on MAIN UNIT (51) to REMOTE 1 on CONTROL UNIT, and REMOTE 2 on the Drive Unit to Remote 2 on the Control Unit.

54. 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).

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 (2)** to open or close the disc tray. **OPEN/CLOSE BUTTONS (2)** are provided on both the main unit and control unit or, Press **PLAY BUTTON (25)**, tray automatically closes.
- If tray is not closed after 60 seconds it will close automatically and pause.
- The disc trays cannot be opened during playback to prevent playback from being interrupted if the **OPEN/CLOSE BUTTON (2)** is pressed accidentally. Stop playback, then press the **OPEN/CLOSE BUTTON (2)**.

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 (Fig. 10), and when using 3 inch/8 cm discs, place them securely in the inner guides (Fig.11).

5 in. / 12cm disk

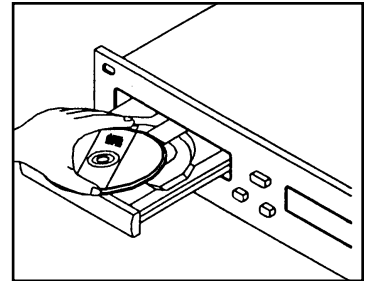


Fig. 10

3 in. / 8cm disk

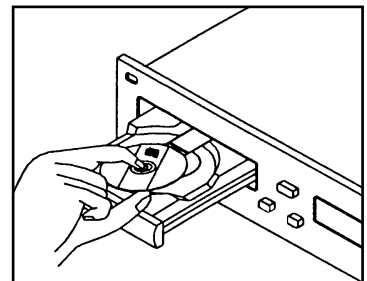


Fig. 11

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 (23)** or
- Press the **TRACK BUTTONS (16 & 19)** once to move to one higher or lower track or
- Hold the TRACK 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.

4. SELECT THE DESIRED TRACK BY NUMBER KEY (23) IN THE CENTER OF FACEPLATE

- First, press the white button to choose (22, 24) which DISK will be selected.
- Press the number key to select the desired track
- Then press **PLAY BUTTON (25)**, the desired track will start playing.

5. STARTING PLAYBACK

- Press the **PLAY/PAUSE BUTTON (25)** during the pause or cue to start playback.
- The **PLAY (30)** indicator 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 (15)** is pressed.

6. STOPPING PLAYBACK

- There are two ways to stop playback:
 - 1) Press the **PLAY/PAUSE BUTTON (25)** during playback to pause at that point.
 - 2) Press the **CUE BUTTON (15)** during playback to return to the position at which playback started.

7. PAUSING

- Press the **PLAY/PAUSE BUTTON (25)** to switch between play and pause.
- The **PAUSE INDICATOR (31)** lights when the pause mode is set.
 - 1) The player has completed the cue or pause operation and is waiting for the play start command.
 - 2) When the **PLAY/PAUSE BUTTON (25)** is pressed, playback starts and the cue point is stored in the memory.
 - 3) The pause mode is set when the **PLAY/PAUSE BUTTON (25)** is pressed again.
 - 4) Playback resumes when the **PLAY/PAUSE BUTTON (25)** is pressed again. The new cue point is stored in the memory.

8. AUTO CUE

- When a disk is loaded, the cue point is set to the first source of music, the beginning of track 1. If a 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.

BASIC OPERATIONS (CONT.)

9. 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. Use the **JOG WHEEL (13) (FIG. 12)** to find your desired starting point by turning the wheel in either a clockwise or counter-clockwise direction. When you use the jog wheel the monitor function allows you to here what is playing. Once you have set starting point pressing the **PLAY BUTTON (25) (FIG.13)** locks your cue point into memory. Pressing the **CUE BUTTON (15) (FIG.14)** will now return you to your set cue point.

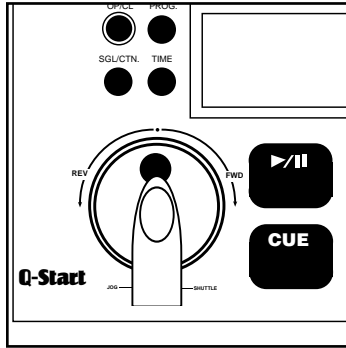


Fig. 12

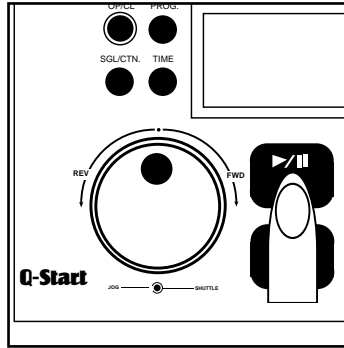


Fig. 13

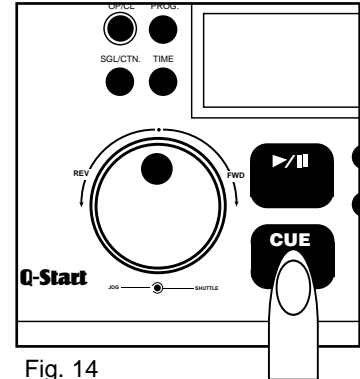


Fig. 14

10. SCANNING (FAST FORWARD / FAST REVERSE)

- This function allows a fast search through a disk or track. To do this turn Shuttle wheel in clockwise direction for fast forward or counter-clockwise for fast reverse. You can scan in 6 different speeds depending on how much you rotate the wheel.

11. SEAMLESS LOOP PLAY

- A seamless loop is a sound loop that plays continuously without sound interruption.
- You can create a seamless loop between two points continuously.
 - Press **PLAY/PAUSE BUTTON (25)** so a CD is playing.
 - Press **IN/R. CUE BUTTON (15)**. This sets the starting point of the SEAMLESS LOOP. The **IN/R. CUE LED** will light (Fig. 15).
 - Press **OUT/EXIT BUTTON (18)** to set desired ending point of the SEAMLESS LOOP. The **IN/R. CUE** and **OUT/EXIT LEDs** will flash indicating SEAMLESS LOOP mode has been activated.
- LOOP INDICATOR
 - The **LOOP INDICATOR (39)** will display in the LCD display (27) indication that a loop is running.
- Exiting a loop
 - To exit a SEAMLESS LOOP, press the **OUT/EXIT BUTTON (18)**. The **IN/R. CUE** and **OUT/EXIT LEDs** will remain on, but will stop flashing. Music will resume normal play (Fig. 16)
- Replay Loop
 - To replay the loop, press the **RELOOP BUTTON (20)**. The **IN/R. CUE** and **OUT/EXIT LEDs** will again begin to flash indicating SEAMLESS LOOP mode has been activated (Fig. 17).

12. 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 (20)** to reenter the SEAMLESS LOOP mode (Fig. 17).
 - Press the **OUT/EXIT BUTTON (18)** to return to normal play from the the

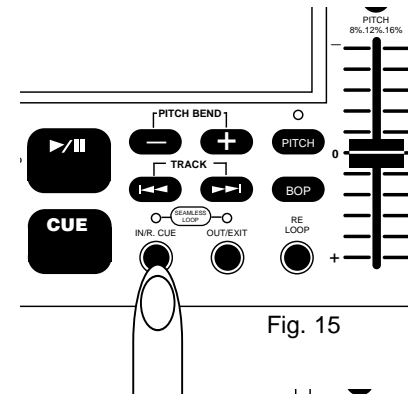


Fig. 15

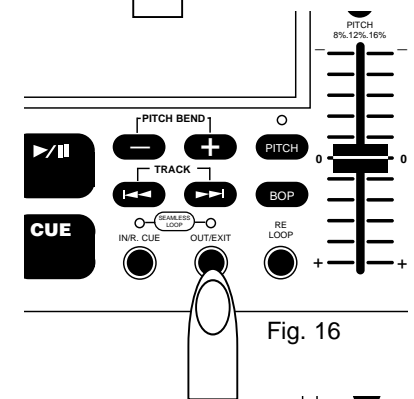


Fig. 16

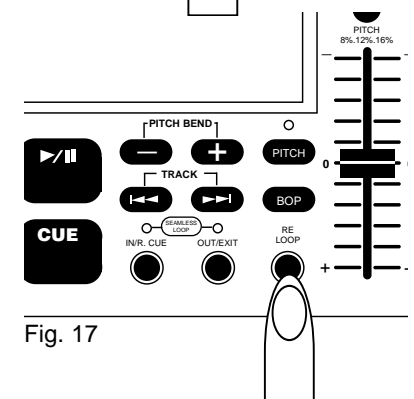


Fig. 17

BASIC OPERATIONS (CONT.)

loops cue point. (Fig. 16). This disengages the SEAMLESS LOOP mode and allows you to edit the loops ending point.

- (2) Press **OUT/EXIT BUTTON (18)** again for a new loop ending point (Fig. 16).
- (3) **FOR A SHORTER LOOP:** Press the **OUT/EXIT BUTTON (16)** at sooner point in the track.
- (4) **FOR LONGER LOOP:** Press the **OUT/EXIT BUTTON (16)** at later point in the track.

12. TIME DISPLAY

- During normal playback, pressing the **TIME BUTTON (9)**, will change the display time display information (47) to one of the following settings:
 - (1) ELAPSED playing time (45).
 - (2) REMAINing time of a track (36).
 - (3) TOTAL remaining time of the disc (35).

13. PITCH BENDING

- This function momentarily increases or decreases the playback speed of a CD respectively when the **+ PITCH BEND (28)** or **- PITCH BEND (26)** 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 (28)** 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 (28)** the speed of the CD will automatically return to it's previous speed.
- The pitch can be changed from +/- 8%, +/- 12% or +/- 16% range. See changing PITCH PERCENTAGE (Page 7/29) .
- 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 (13)** determines the percentage (%) of the PITCH BEND.

14. 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 (10)** to activate the units program mode. The program indicator LED above the **PROG BUTTON (10)** will light and the **PROGRAM INDICATOR (33)** in the **LCD DISPLAY (27)** will turn on indicating that PROGRAM MODE has been activated.
 - (3) Select a Track by using the **NUMBER BUTTONS (23)**, and again press **PROG. BUTTON (10)** this will enter the track into memory.
 - (4) Repeat this up to 19 times (ie. up to 20 tracks can be programmed). If you keep pressing the **PROG. BUTTON (10)** the **LCD DISPLAY (27)** will indicate which tracks have been programmed.
 - (4) Press the **PLAY BUTTON (25)** to begin playing programmed tracks.
 - (5) To cancel the program press and hold down the **PROG. BUTTON (10)** for more than two (2) seconds.

15. 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.
- * You may set up to seven independent cue points per disk.
- * Cue points are stored in the **CUE BUTTONS 1-6 (4)** and the **IN R./CUE BUTTON (17)**.
- * There are two (2) ways to set a CUE point:
 - 1) You may press the **IN R./CUE BUTTON (17)** on the fly (when the CD is playing). This will set a CUE Point without interruption of music. Pressing the **CUE BUTTON (15)** will now return you to the point in the song at which you pressed the **IN R./CUE BUTTON (17)**. You may now store this CUE Point into one of the available **CUE BUTTONS 1-6**
 - After you have set your cue point by pressing the **IN/R. CUE BUTTON(17)** press the **MEMORY CUE BUTTON (3)**. The red Memory Cue LED will come on. You may now press one of the six (6) **CUE BUTTONS (4)** to store your cue point into memory. After pressing one of the **CUE BUTTONS (4)**, the button you selected will flash briefly and the red Memory Cue LED will shut off and the Cue button will light.
 - 2) You may also use the **JOG SHUTTLE (13)** to set a cue point.
 - While the CD is in PAUSE mode, use the **JOG WHEEL (13)** forward or reverse to find your desired starting beat. Once you have found your desired position hit the **PLAY BUTTON (25)** to set your cue point. Once you have set your CUE Point press the **MEMORY CUE BUTTON (3)**. The red Memory Cue LED will come on, indicating that memory is ready to set. You may now press one of the six (6) **CUE BUTTONS (4)** to store your cue point into memory. After pressing one of the **CUE BUTTONS (4)**, the button you selected will flash briefly

BASIC OPERATIONS (CONT.)

and stay lit, the red Memory Cue LED will shut off.

- Repeat the above steps to store up to 6 Cue Points on each CD.
- Once all your six (6) cue points have been stored you must have the same CD in the tray to Play them.
- You may now instantly start from one of six (6) cue point without any interruption of music while the CD is playing.
- When a cue has been set in one the six (6) **CUE BUTTONS (4)** that particular button's red LED will turn on. This indicates that a cue has been stored into that button's memory.
- Remember that either a CUE POINT or a SAMPLE LOOP can be stored into a **CUE BUTTON (4)**, not both. When it's a Cue point the Button will light up, when it's a Sampled Loop the LCD screen will show the number 1-6.

16. RESTORE CUE, Sampled Loop MEMORY FUNCTION:

- DCD Pro 500 is capable of storing up to 6 programmable cue points (starting track points), per disk.
- A maximum of 40 cue points can be stored into each side.
- 40 Sampled loops or cue points memories can be stored in any combination per a CD drive. A total of 80 sampled loops or cue points may be stored into the DCD Pro 500 totally.
- To recall these points when a disk has been removed:
 - (1) When the DCD Pro 500 is on, open the transport tray you will be working with.
 - (2) Place the CD that has the stored cue points you want to recall onto the CD tray. **Do not close the CD tray! Make sure you put the same CD on the same side you first stored the memories.**
 - (3) With the CD tray open, push the **MEMORY CUE BUTTON (3)**. "LED will Light"
 - (4) Close the CD tray
 - (5) "Store" should flash in the **LCD DISPLAY (27)**.
 - (6) The LCD display will now indicate the samples or Cue points programmed into the disk on 1-6 Cue buttons by lighting for Cue points or display on the LCD screen for Sampled Loops.

17. USE NUMBER KEY:

- These buttons allow for Direct Track Access - This means you can jump directly to a track without using the **TRACK BUTTONS (16 & 19)**.
- To use these keys press either the **WHITE BUTTON DISK 1 (22)** or the **WHITE BUTTON DISK 2 (24)**, to choose the disk you want to work with.
- After you have selected the disk you want to work with type in the number to the track you wish to jump to.
- The track number you typed in should appear in the **LCD DISPLAY (27)** in the **TRACK SECTION (43)**.
- Pressing the **PLAY BUTTON (25)** will start from the track that appears in the **TRACK SECTION (43)** of the **LCD DISPLAY (27)**.

18. SET "GO TO TIME" FUNCTION:

- This function works similar to Direct Track Access (see using number keys above), but instead of jumping to a specific track this function allows you to jump to a specific minute.
This function is great when using CDR's or any CD with no index of tracks.
- To jump to specific time in the CD, the CD can be in pause, CUE or PLAY mode.
- Press and hold the **TIME BUTTON (9)** for more than two seconds. This will activate the "Go To Time" function.
- Using the **NUMBER KEYS (23)** in center of the control unit, type in the minute that you would like to start from.
- The CD will track to your specified time.
- You may now press the **PLAY BUTTON (25)** to start from your specified time.
- Note: After activating the "Go To Time" function you have three (3) seconds to type in a specified time or the function will be cancelled.

19. Using the Built In Sampler

- You may program a loop/sample up to 2.6 seconds in length.
- Setting and recording samples or loops:
 1. Initialize a loop (see looping page 10).
 2. Press the **MEMORY CUE BUTTON (3)**. The Memory Cue Button Red LED will turn on.
 3. Select one of the six (6) **CUE BUTTONS (4)** you wish to store your loop in and press that button. The Memory Cue Red LED will turn off and your selected **LED SCREEN (PAGE 8)** will indicate your loop has been stored .
 4. The **LCD DISPLAY (27)** will now indicate a **LOOP NUMBER 1-6 (41)** that corresponds with the **CUE BUTTON (4)** you selected in the previous step. This number indicates which **CUE BUTTON (4)** stored the loop you just programmed.

BASIC OPERATIONS (CONT.)

5. This sample can now be recalled while a CD is playing, while the CD drive is in PAUSE MODE, or even without the CD in the player.
 6. If your loop is too long when storing samples, the Cue button will light only storing a Cue Point.
- **NOTE: Please be sure that you turn off the Memory CUE when recalling (playing) cues or samples or you could mistakenly erase a programmed sample.**

20. Recalling Samples:

- Pressing a **CUE BUTTON (4)** that corresponds with a **LOOP NUMBER (41)** in **LCD DISPLAY (27)** will play that specific loop.
- You may BOP any loop by repeatedly pressing its specific **CUE BUTTON (4)**.
- samples may be played in a continuous repeating loop or a single loop. Pressing the **SGL/CTN BUTTON (1)** will determine the loop playback mode.
- **Single mode** will play the loop once and instantly return to the current playing CD without interruption of music. If no CD is playing the music will stop.
Continue Mode will play the sample until you set the mode to single or you hit the Bop Button to return to the current playing CD.
- If "**SINGLE**" (**34**) is not displayed in the **LCD DISPLAY (27)**, the sample will continuously play until you stop it.

21. Sample Reverse Play:

- You may reverse the playing sample by turning the **JOG SHUTTLE (14)** in a counter-clockwise direction.
- To return the sample to normal playing mode turn the **JOG SHUTTLE (14)** in clockwise direction.
- A sample will react to all normal function in reverse play mode i.e. single, continuous, pitch & pitch bend play etc...

22. FLASH START - CUE BUTTONS:

- While a CD is playing you may recall any of your sampled loops or cue points instantly without interruption of music.
- Press any of the Cue Button 1-6 (4) and your sample will immediately begin to play without interruption of music.
- Press any of the Cue Button 1-6 (4) while music is playing and while the 1-6 buttons are Lit, it will immediately begin to play that track without interruption of music.
- This function will allow you to beat match two separate tracks being played on both sides of the DCD Pro 500 together.

MATCHING THE BEATS PER MINUTE (BPM)

- Beat matching is done by the BPM's of two (2) songs and matching them together.
- Begin to play a track on one (1) side of the DCD Pro 500.
- Press the **BPM BUTTON (8)** to display the beats per a minute in the **LCD DISPLAY (27)**
- The BPM's will display in the **BPM METER (40)**.
- While a track is being played tap the **COUNTER BUTTON (6)** firmly to the beat of the music until a BPM is displayed in the **BPM METER (40)**. This will give you the tracks approximate BPM.
- Repeat the preceding steps for the track you want to mix to.
- Engage the pitch for both side of unit by pressing the **PITCH BUTTON (11)**.
- Be sure the the **BPM METER (40)** is displaying BPM's and not pitch percentage.
- Use the **PITCH SLIDER (12)** to adjust the pitch until same BPM is read in both units.
- Because the BPM's are approximate reading you may need to use the **PITCH BEND BUTTONS (26 & 28)** to adjust for small variances in pitch.

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 (see figures 18 & 19).
- **TRAY PROTECTION:** If tray is not closed after 60 seconds, it will close automatically and pause.
CAUTION: DO NOT forcibly close the disc holder when the power is off.

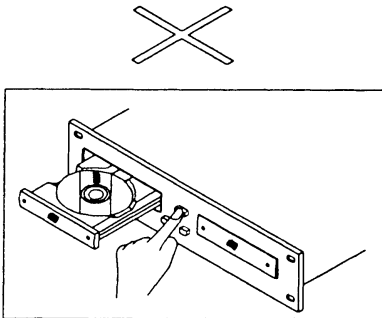


Fig. 18

DO NOT switch off the power when the disc holder is open.

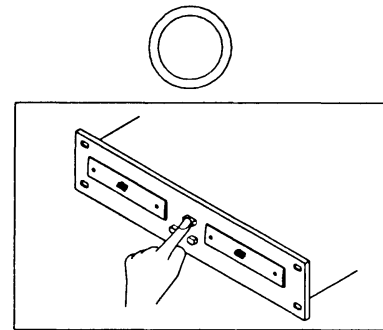


Fig. 19

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

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
- 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.

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)	
		482mm (W) x 88mm (H) x 264mm (D) (without feet)	
	Control unit:	19"(W) x 5 3/4" (H) x 1 37/64" (D)	
		482mm (W) x 132mm (H) x 74mm (D) (without feet)	
Installation:	19-inch rack mountable		
	Player unit:	2U / 2 rack spaces	
	Control unit:	3U / 3 rack spaces	
Weight:	Player unit:	11 lbs. / 5 kgs	
	Control unit:	4.5 lbs. / 2 kg	
Power supply:	115/230V 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)
Accessories:	Connecting cord (2 sets for left and right channels)		
	Control cord (1.8m / 6 feet)		

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:	+/- 1 dB 20 Hz to 20,000 KHz
Total harmonic distortion:*	0.02%
Signal to noise ratio:*	88 dB
Channel separation:*	80 dB
Output level:	2.0V +/- 1dB
Load impedance:	47 kohm or more
* with 20KHz low pass filter	

FUNCTIONS

Variable pitch:	+/-8%, +/-12% or +/-16%
Search accuracy:	1/75 sec. (1 subcode frame)

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

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COMPACT
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