



1000-D

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You have bought a great, innovative product from DAP Audio.

The DAP Audio 1000-D MKII brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated show, this product provides the effect you need.

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Always get the best -- with DAP Audio !

Thank you!



Dap Audio

Dap Audio 1000-D MKII™ Product Guide

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WARNING



CAUTION!

Keep this system away from rain and moisture!



**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**

SAFETY INSTRUCTIONS

Every person involved with the installation, operation and maintenance of this system has to:

- be qualified
- follow the instructions of this manual



**CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!**



Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the system.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the system are not subject to warranty.

This system contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the system.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this system to a dimmerpack.
- Do not switch the system on and off in short intervals, as this would reduce the system's life.
- Do not open the device and do not modify the device.
- Only use system indoor, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Always disconnect power from the mains, when system is not used. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure you don't use the wrong kind of cables or defective cables.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the system and the power-cord from time to time.

- Please turn off the power switch, when changing the power cord or signal cable, or select the input mode switch.
- Extreme frequency boosts in connection with a high input signal level may lead to overdriving your equipment. Should this occur, it is necessary to reduce the input signal level by using the INPUT control.
- To emphasize a frequency range, you don't necessarily have to move its respective sliding control upward; try lowering surrounding frequency ranges instead. This way, you avoid causing the next piece of equipment in your sound path to overdrive. You also preserve valuable dynamic reserve ("headroom")
- Avoid ground loops! Always be sure to connect the power amps and the mixing console to the same electrical circuit to ensure the same phase!
- If system is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the system has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your system. Leave the system switched off until it has reached room temperature.
- If your Dap Audio device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Dap Audio dealer for service.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- For replacement use fuses of same type and rating only.
- WARRANTY: Till one year after date of purchase.

OPERATING DETERMINATIONS

If this system is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !!

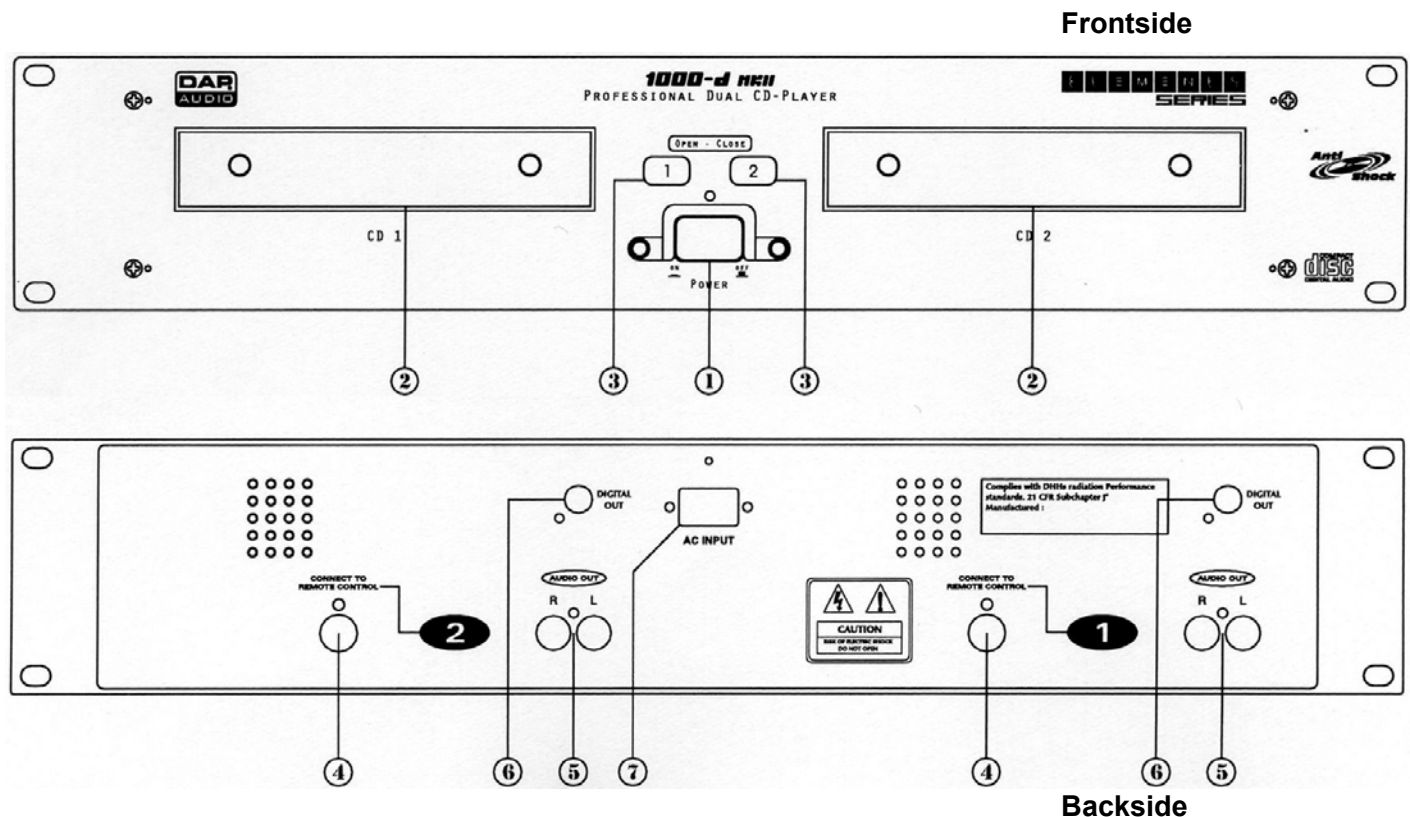
Description of the device

Features

The 1000-D MKII is a CD-Player from DAP Audio.

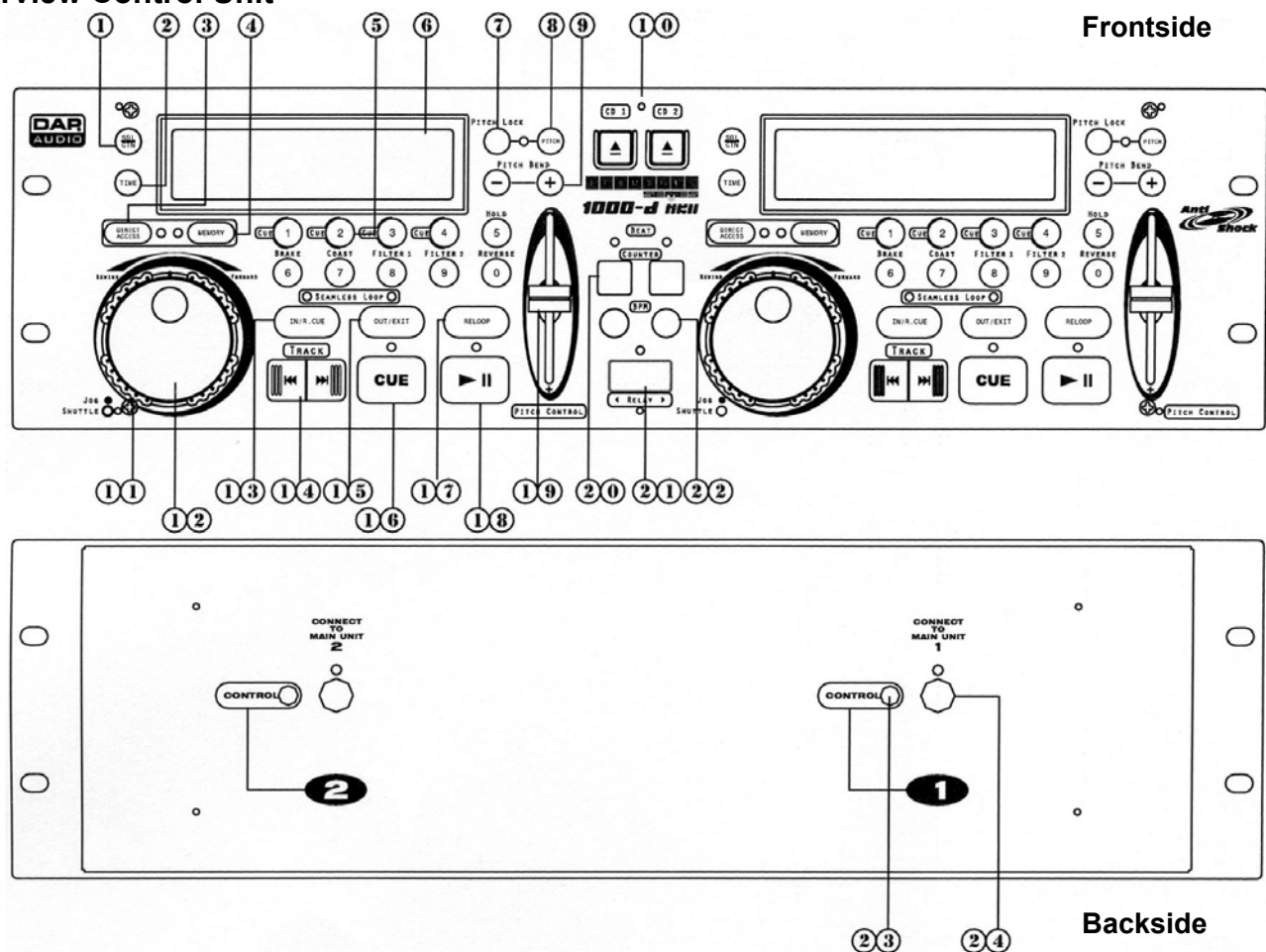
- Auto-Cue (-48dB)
- Real-time cue
- 20 seconds anti-shock memory
- 4 programmable Cue points
- CUE point backup
- Instant start within 10msec
- Seamless loop
- Pitch lock
- Brake effect
- Coast effect
- Filter effect
- Reverse play
- elapsed, remain and total remain time display
- Pitch range: +/-8%, +/-12%, +/-16%
- Pitch-Display
- Single/Continuous
- Relay play allows consecutive playback during 2 decks
- 1/75Frame-search
- 4 fast search mode
- 10 numeric buttons for track search
- Beat counter
- LCD screen
- 60 sec. Transport correction
- Sleep mode
- S/PDIF digital audio RCA coaxial
- Fader stop (back cue), fader start, relay playback

Overview Main Unit



- (1) POWER (Power ON/OFF Switch)
- (2) Disc Holder
- (3) OPEN/CLOSE (Open/Close Button)
- (4) REMOTE CONTROL CONNECTOR
- (5) LINE OUT 1 and 2
- (6) DIGITAL OUT SOCKET
- (7) AC CONNECTION

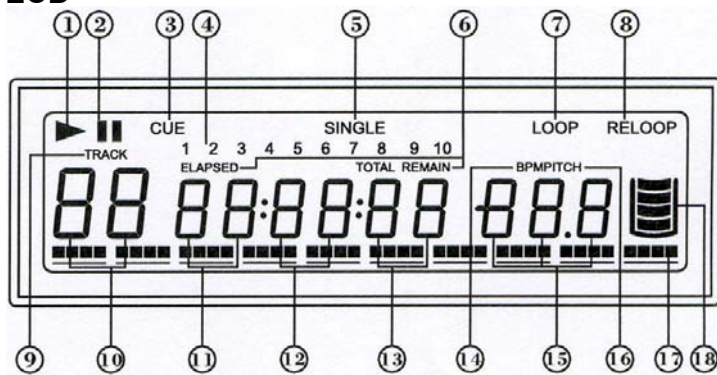
Overview Control Unit



- (1) SGL/CTN
- (2) TIME (Time Button)
- (3) DIRECT TRACK ACCESS Button
- (4) MEMORY Button
- (5) TRACK Numerical Button
- (6) LCD (Liquid Crystal Display)
- (7) PITCH LOCK
- (8) PITCH (Pitch Button)
- (9) PITCH BEND +/-16% (Pitch Bend Button)
- (10) OPEN/CLOSE ▲ (Open/Close Button)
- (11) SEARCH WHEEL (Outer ring)
- (12) JOG WHEEL (Inner ring)

- (13) IN R. CUE
- (14) TRACK (Track Search Buttons)
- (15) OUT/EXIT
- (16) CUE
- (17) RELOOP Button
- (18) PLAY/PAUSE ►/||
- (19) Pitch slider
- (20) Counter Button
- (21) Replay
- (22) BPM Button
- (23) CONTROL SOCKETS
- (24) CONTROL CONNECTOR

LCD



- (1) PLAY
- (2) PAUSE
- (3) CUE
- (4) FUNCTION Indicators
- (5) SINGLE Indicator
- (6) ELAPSED/Total REMAIN Indicator
- (7) LOOP
- (8) RELOOP
- (9) TRACK
- (10)~(13) TRACK, MINUTE, SECOND and FRAME Displays

- (14) BPM Indicator
- (15) PITCH/BPM Display
- (16) PITCH Indicator
- (17) TIME BAR
- (18) Anti Shock and BUFFER Indicator

Installation

1000-D MKII Installation

Remove all packing materials from the CD Player. Check that all foam and plastic padding is removed. Screw the CD player in a 19" Rack. Connect all cables.

Always disconnect from electric mains power supply before cleaning or servicing.

Damages caused by non-observance are not subject to warranty.

Set Up and Operation

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. The power supply is printed on the back of the device.

Do not attempt to operate a 120V specification product on 230V power, or vice versa.

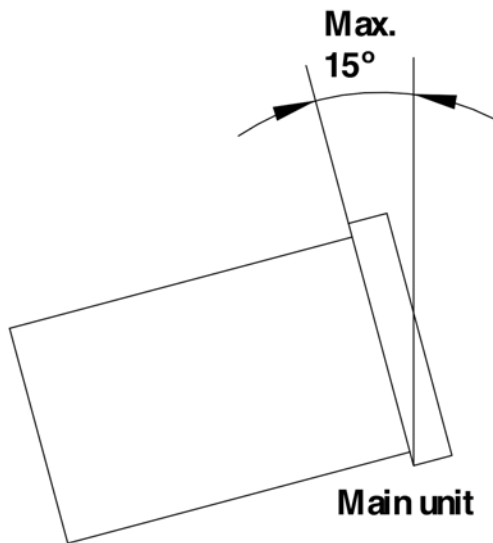


Fig. 1

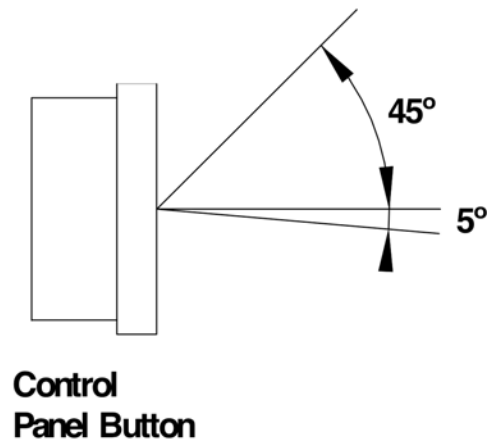


Fig. 2

CAUTION: The player will work normally when the unit is mounted with the front panel at 15 degrees of the vertical plane. If the unit is tilted excessively, discs may not be loaded or unloaded properly. (Fig. 1)
The control panel's LCD's are designed to be clearly visible within the angles (Fig. 2). Mount the control unit so that the visual angle is within the range.

Connections

1. Turn off the POWER switch.
2. Connect the RCA cable to the input of your mixer.
3. Connect the control cords to the REMOTE connector on the Main Unit.

CAUTION:

Be sure to use the supplied control cords. Using another type of cable may result in damage.
Be sure that the power is off, when connecting the cables.

Functions

NAMES UND FUNCTIONS

Below is a description of the functions of the controls.


Main Unit

- 1) POWER (Power ON/OFF-Switch): When the POWER-switch is pressed the POWER turns on.
- 2) Disc Holder: Place the disc in the holder. Press the OPEN/CLOSE-button to open and close the disc holder.
- 3) OPEN/CLOSE ▲ (Open/Close-button): Press this button to open and close the disc holder. The disc holder cannot be opened during playback, so stop playback before pressing the button.
- 4) REMOTE CONTROL CONNECTOR: Connect this connector to the control unit using the included control cord.
- 5) LINE OUT 1 and 2: The audio signal from each player is sent to these jacks.
- 6) DIGITAL OUT SOCKET: The music-signal from this socket is digital. Connect the output to the respective input of a digital amplifier for example.
- 7) AC CONNECTION

Control Unit

- 1) SGL/CTN: You can choose between a single track to play or all tracks in order by pressing once or twice.
- 2) TIME (Time button): Press this button to switch the TIME-Display between the elapsed time, remaining time and total remaining time of the disc
- 3) DIRECT TRACK ACCESS Button: This button serves two functions.
 - a. When the function is engaged (LED on), it may be used as direct track access buttons.
 - b. When the function is not engaged (LED off), it may be used as the effect and cue functions.
- 4) MEMORY Button (Memory/Recall Cue Button) This button allows you to program up to 4 cue points on the CD. The player will cue up the selected point when MEMORY LED is off.
- 5) Track Numerical Buttons - These buttons serve 2 functions DIRECT TRACK ACCESS BUTTON LED you are working in.
 - a. The numerical buttons are for quickly advancing to the track on a CD while DIRECT TRACK ACCESS LED is on
 - b. The numerical buttons are assigned to CUE1, CUE2, CUE3, CUE4, HOLD, BRAKE, COAST, FILTER1, FILTER2, REVERSE PLAY functions while DIRECT TRACK ACCESS LED is off.
- 6) LCD DISPLAY - Indicates all the functions, as they are occurring with the CD.
- 7) PITCH LOCK: This button will activate the Pitch Lock function. This function will allow you to make adjustment to a track speed using the pitch control without altering a track perceived tonal pitch. When Pitch Lock is on, Pitch LED is flashing; and LED is off when Pitch Lock is off.
- 8) PITCH (Pitch-button): This button is used to turn the Pitch function on and off. The pitch percentage value can be changed from +/-8% or W-12% or +/-16%. The pitch BUTTON'S LED will indicate the maximum pitch value by green for 8%, orange for 12%, or red for 16%.
- 9) PITCH BEND +/-16% (Pitch Bend Button): The pitch will automatically rise while the + button is pressed and return to the original pitch when the button is released. The pitch will automatically drop when the – button is pressed and return to the original pitch when the button is released.
- 10) OPEN/CLOSE ▲ (Open/Close-button): Press this button to open and close the disc holder. The disc holder cannot be opened during playback, so stop playback before pressing the button.
- 11) SEARCH WHEEL (OUTER RING): This wheel has 4 forward and 4 backward speed positions for searching through songs. The more you turn the wheel in either direction the faster you search through the music.
- 12) JOG WHEEL (INNER RING): This jog wheel serve 2 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 when you have determined the proper position. Press CUE to return to the CUE POINT.
 - b. The jog wheel temporarily bends the pitch of the music up to +/-16% if the song is already playing by rotating the wheel clockwise to speed up or counterclockwise to slow down. The amount of pitch

change is determined by the speed of rotation.

- 13) IN/R.CUE: This allows you to set the cue point without stopping the playback (CUE ON THE FLY"). This button also sets the beginning of a seamless loop.
- 14) TRACK (Track Search Buttons): These buttons are used to select the track to be played. Forward skip and Back skip.
- 15) OUT/EXIT: Used to set the ending when looping music. The player will start to loop continuous until you press this button again to exit.
- 16) CUE: Pressing the CUE button during play provides a return to the position at which play was started. With the unit in the pause mode (Play/Pause LED blinks) the search and/or jog wheel is used to set a different start point. By pressing "PLAY/PAUSE" button and then "CUE", you can confirm this new cue point. The CUE LED will light up from the time the cue button is pressed until the CD has returned to the position at which play was started.
- 17) RELOOP BUTTON: If a loop has been made and you have pressed the exit button, press this button to enter the loop again. To exit the loop, press the OUT/EXIT button.
- 18) PLAY/PAUSE  : Every time you press the PLAY/PAUSE button causes the operation to change from play to pause or from pause to play,
- 19) PITCH SLIDER: The pitch can be changed up to +/-12% by pressing the PITCH button so that the PITCH LED is lit, then moving the sliding fader. The pitch will not be changed if the PITCH LED is off. If you want to change the BPM adjustment range (+/-8%, +/- 12%, +/-16%), press and hold PITCH button then press the PITCH BEND+ to select.
- 20) COUNTER BUTTON: Tap this button with the beat of the music to determine the current Beats Per Minute (BPM).
- 21) RELAY: Press the RELAY button to enable Relay function. While the Relay is enabled, the LED will light. In single mode, the CD player will be paused at the next track when finish playing current track; And only the other side of CD player that is standby in pause mode, will start playing automatically.
- 22) BPM Button: Mode of the display switches, either showing the BPM or the percentage change in pitch.
- 23) CONTROL-SOCKETS: Via the Control-socket, the respective CD-player can be remotely controlled. If you are using a mixer with fader start function connect the player with the control Out-socket. Please note that these sockets must never be connected with any voltage.
- 24) CONTROL CONNECTOR - Connect the main unit here,

LCD

- 1) PLAY: lit while the unit is playing a CD.
- 2) PAUSE: The PAUSE indicators light during pause or cue mode.
- 3) CUE: Lit when the unit is at a cue point.
- 4) FUNCTION INDICATORS: indicators 1-4 detail a cue point stored in memory, indicators 5-10 detail which effect is active.
- 5) 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.
- 6) ELAPSED, TOTAL REMAIN - These indicate that the time shown on the display is the ELAPSED, TOTAL REMAINING or single song remaining time.
- 7) LOOP - shows when the CD is repeating a particular area with the music on the CD.
- 8) RELOOP - shows when the CD has had a loop set previously and can go back to loop again.
- 9) TRACK - shows the track that unit is playing with.
- 10 ~ 13) TRACK, MINUTE, SECOND, FRAME These displays indicate information on the current track and time
- 14) BPM: indicator lights up when BPM button is engaged.
- 15) PITCH/BPM: Shows either the percentage change in pitch or the BPM of the song depending on the mode selected with the BPM BUTTON.
- 16) PITCH: indicator lights to show percent of pitch is displayed.
- 17) TIME BAR - shows either time remaining or elapsed depending on the setting of the TIME BUTTON.
- 18) ANTI SHOCK AND BUFFER INDICATOR - The memory status is represented on the display by a bucket being filled or empty. The bucket itself represents the instant start function. It works by buffer memory. If the bucket is flashing, the instant start is not available. Each bar within the bucket represents 5 seconds of anti shock protection. There is up to 20 seconds of anti shock available.

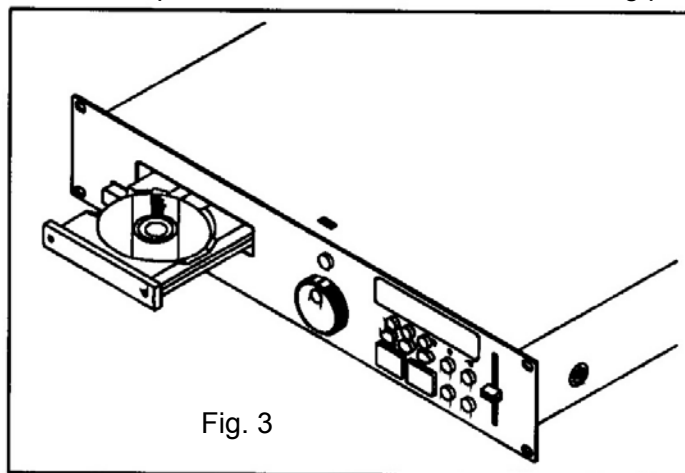
Operations

1. Opening and closing of the disc holder

- Turn the unit's power on. Press the OPEN/CLOSE-button to open the disc holder.
- The disc holder cannot be opened during playback, to prevent playback from being interrupted if the OPEN/CLOSE button is pressed accidentally. Stop the playback first, then press the OPEN/CLOSE button.
- If the CD holder is not closed after 60 seconds it will close automatically and pause.

2. LOADING CD's

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



CAUTION:

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

3. SELECTING TRACKS

- Select desired track using NUMBER Buttons or press the TRACK SEARCH Buttons 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 skip search operation is completed.

4. STARTING PLAYBACK

- Press the PLAY/PAUSE button during the pause or cue condition to start playback, the PLAY indicator lights.
- The point at which playback starts is automatically stored in the memory as the cue point. The pickup then returns to the cue point when the CUE button is pressed. (Back CUE)



Fig. 4

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 cue point and enter pause condition. (Back Cue)

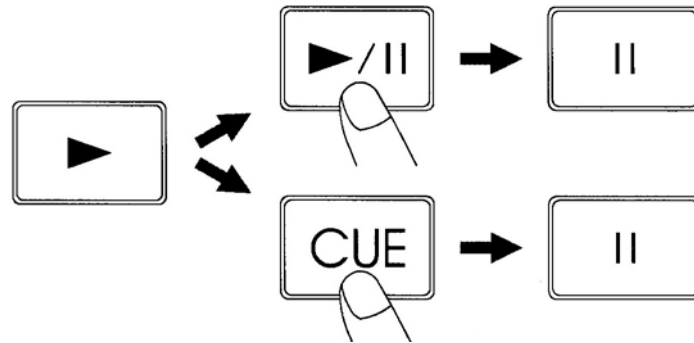


Fig. 5

6. PAUSING

- Press the PLAY/PAUSE button to switch between play and pause.
- The play indicator flashes when the pause mode is set.
- Fig. 6 shows the relationship between the play and pause.

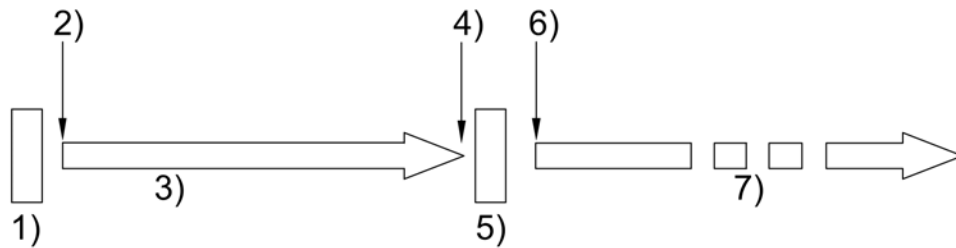


Fig. 6

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

7. CUEING

- "Cueing" is the action of preparing for playback.
- Press CUE button, the player will enter CUE-Mode, the playback returns to cue point and enter pause condition, the CUE indicator lights up and the PLAY indicator flashes. When PLAY/PAUSE button is pressed, play starts from the cue point.
- When the track search operation is completed after pressing the SKIP buttons, the player automatically finds the position at which the sound starts and cues there (Auto Cue).
- If the CUE button is pressed after the search operation or the scanning operation, the playback returns to the cue point and enters pause condition.
- Fig. 7 shows the relationship between the PLAY and back CUE operations.

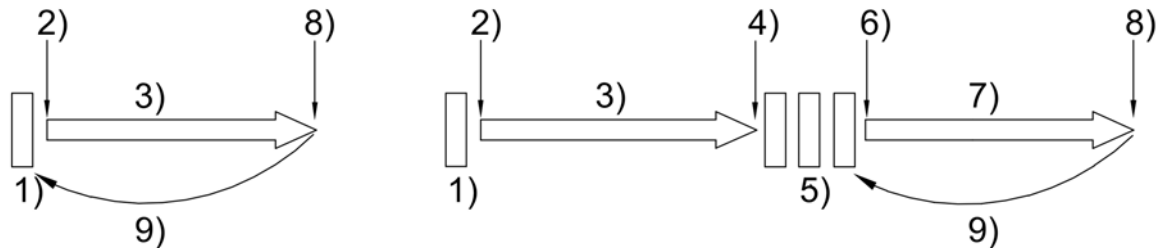


Fig. 7

- 1 The player has completed the cue or pause operation and is waiting for the play start command.
 - 2 When the PLAY/PAUSE button is pressed, playback starts and the cue point is stored in the memory.
 - 3 PLAY.
 - 4 The pause mode is set when the PLAY/PAUSE button is pressed again.
 - 5 Pausing
 - 6 When the PLAY/PAUSE button is pressed again, playback resumes and the new cue point is stored in the memory.
 - 7 PLAY.
 - 8 Press the CUE button.
 - 9 The pickup returns to the cue point. (Back Cue)
- CUE- point setting
 - A. Playback starts from pause (using the jog wheel to set the start point) or skip to a new track during play or pause. The beginning play point will be set to the cue point.
 - B. Press the IN/R.CUE 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.

When a new cue point is set, the cue indicator lights by flash for about 1 second.

NOTE: During cue mode, if the CUE button is pressed and hold, playback will start from the cue point, when the button is released, the player will return to the cue mode automatically, it allows you to check the cue point.

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

- Frame search is a function for monitoring the sound at a certain section of the disc and manually changing the position. Searching is used to set play start points with precision.
- Turn the JOG dial while in pause or cue mode to begin searching. The sound for one revolution of the disc is output repeatedly. The point at which the sound starts is indicated on the LCD.
- When the JOG dial is turned, the point from which the sound is the output moves a number of frames corresponding to the number of the clicks, and the time display on the LCD also changes.
- The search point moves in the forward direction when the JOG dial is turned clockwise, in the reverse direction when the JOG dial is turned counterclockwise.

10. SCANNING (Fast forward/Fast backward)

- Scanning is a function for moving quickly forward or backward when the SHUTTLE is rotated.
- This unit supports 4 different speeds according to the rotating angle of the SHUTTLE.
- Turn the shuttle dial to begin scanning. The disc moves rapidly forward or backward and the sound is output. The current scan point is indicated on the LCD.
- Turn the shuttle dial clockwise to scan in the forward direction, counterclockwise to scan in the reverse direction.

11. LOOP PLAY

- a. Press PLAY/PAUSE Button so a CD is playing. The PLAY/PAUSE Button's LED lights (Fig. 8).



Fig. 8

- b. Press IN/R.CUE Button . This sets the starting point of the SEAMLESS LOOP. The IN/R.CUE Button LED will light (Fig. 9).

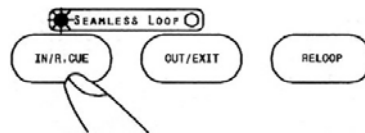


Fig. 9

- c. Press OUT/EXIT Button to set desired ending point of the SEAMLESS LOOP. You will know you are in SEAMLESS LOOP mode because IN/R.CUE and OUT/EXIT LED will light and flash. LOOP INDICATOR in LCD DISPLAY will also flash. Sound will continue with no interruption (SEAMLESS LOOP)(Fig. 10).

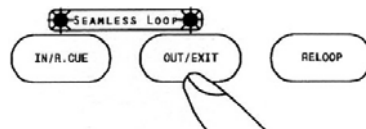


Fig. 10

- d. To exit SEAMLESS LOOP, press OUT/EXIT Button. The LED will stay on but not flash. Music will resume normal play (Fig. 11).

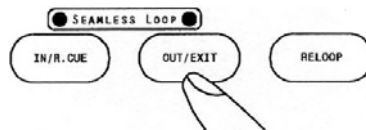


Fig. 11

- e. To replay loop, press the RELOOP Button. IN/ R.CUE and OUT/EXIT LED and LOOP INDICATOR in LCD DISPLAY will all begin flashing again (Fig 12)

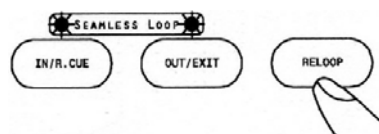


Fig. 12

12. SEAMLESS LOOP PLAY (CONT.)

- a. (Must be in SEAMLESS LOOP mode). If a SEAMLESS LOOP has not been created, follow the instructions on this page for creating a SEAMLESS LOOP. If a SEAMLESS LOOP has already been created, press the RELOOP Button to reenter the SEAMLESS LOOP mode.
- b. Next, press the OUT/EXIT Button to return to normal play (Fig 13). This ends the SEAMLESS LOOP mode.

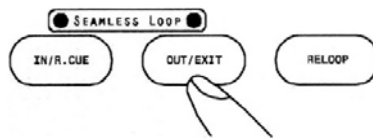


Fig. 13

- c. Press the OUT/EXIT Button again for a new desired ending point of the loop (Fig 14).

FOR SHORTER LOOP: press the OUT/EXIT Button quickly.

FOR LONGER LOOP: Wait until the song plays several frames, then press the OUT/EXIT Button.

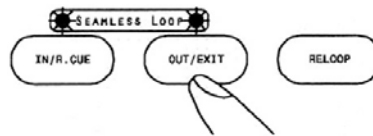


Fig. 14

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

13. SLEEPMODE

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 the player, just press cue or play buttons.

14. TIME DISPLAY

During normal play, each time you press TIME button, the display changes as following information

A=Elapsed playing time

B=Remaining time in a selection

C=Total remaining time of the disc.

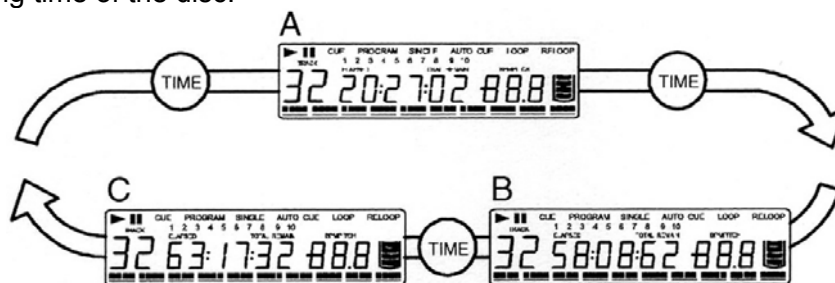


Fig. 15

15. PITCH BENDING

The speed increases or decreases respectively while the PITCH BEND+ or PITCH BEND- button is pressed. The extent, to which the speed changes, is proportionate to the amount of time the button is pressed. For example, if the PITCH BEND+ button is pressed continuously, the speed increases continuously. The pitch changes within a range of +/-16%. 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 with which you rotate the JOG Wheel, determines the percent of pitch bend.

16. MEMORY CUEING (setting a cue point)

Press the MEMORY button to make the unit enter cue memory mode (LED on), then press the desired numerical button 1-4 at the desired cue point to memorize. A new cue point will be set. The number on the display will flash twice then lit steadily to indicate the cue memory has been set.

17. RECALL CUE POINT

Press the MEMORY Button to make the unit enter cue recall mode (LED off) and make the DIRECT ACCESS LED off. Then press the desired numerical button 1-4 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.

18. MEMORY BACKUP

This will automatically keep your last setting (SQL, CTN) even if you unplug the current AC. 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 the memory button down for 2 to 3 seconds.

19. ERASE CUE POINT

To clear the entire cue memory, just press and hold the MEMORY button for more than 2 seconds. The entire cue memory will be cleared.

20. FADER START PLAYBACK

Both players' CONTROL jacks are connected to the Mixer's CROSS FADER signal output CH1 or CH2. When the jacks are connected, the operation for both players is as following:

The left player will automatically return to standby mode at the CUE point, when you move the CROSS FADER from left to right to start playback on the right player. The right player will automatically return to standby mode at the CUE point, when you move the CROSS FADER from right to left to start playback on the left player.

21. Relay Play using two players How to set the Relay function:

- a. Either both players' CONTROL jacks are connected to each other without pressing the RELAY button. When both players' CONTROL jacks are connected to each other, the relay-play effects can be produced. The relay play is explained as below.
 - Set both players to single play mode (the SINGLE indicators will lit on 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 create 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.

b. or press the RELAY button on the front of the Controller.

1. The default has no Relay function when power is on.
2. Press the RELAY button to enable the Relay function.
3. While the Relay is enabled, the LED will light.
4. In single mode, the CD player will be paused at the next track, when finished playing current track.
5. Only the other side of the CD player, which is standby in pause mode, will start playing automatically.

To disable the Relay Function:

1. Press the RELAY button to disable the Relay function.
2. The LED will light off when Relay is disabled.
3. The Fader Start function can be worked.

22. SHUTTER 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 starts playing. PLAY/PAUSE LED will light (Fig 16).



Fig. 16

b. Next, rapidly press the CUE Button in sync with the music (Fig 17).



Fig. 17

(2) By rapidly pressing the CUE1, CUE2, CUE3 or CUE4 buttons.

23. REVERSE PLAY

Reverse play allows you to play a track, loop, or sample backwards. This function is activated by pressing the REVERSE Button. This function will react differently to different playback modes:

- Reverse track/disc play.

In this mode the unit will playback in reverse, until the reverse function is turned off. If the reverse function is not turned off, the unit will continue to play the remainder of the disc in reverse mode until it reaches the beginning of the disc. When the unit comes to the beginning it will automatically cue to the first track. If the unit is paused in this mode, it will continue to play in reverse when playback begins again.

- Reverse loop play.

In this mode the loop will play in reverse once and turn off. If the reverse function is turned off at this point, the loop will continue in regular play. If the OUT/EXIT Button is pressed during reverse loop playback mode, playback will continue in reverse until the reverse function.



Fig. 18

24. BRAKE EFFECT

This effect simulates turntable platter stops quickly.

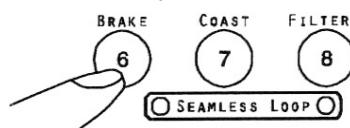


Fig. 19

To active the BRAKE effect, press the BRAKE Button. When the BRAKE effect is selected the "6" icon will appear in the LCD.

25. BRAKE EFFECT PARAMETERS

The brake effect parameters can be adjusted from 0 msec to 9.9 seconds. This is the total time the effect will last. To adjust the effect parameters turn on the BRAKE Button. Once the BRAKE function has been activated, use the jog wheel to adjust the parameters. All parameters will return to their default settings once the unit has been turned off.

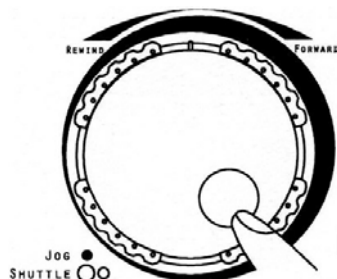


Fig. 20

26. COAST EFFECT

This effect simulates turning the power off on a turntable, which causes a turntable platter to slowly spin down, until it loses momentum and stops. The COAST effect may also be used to simulate a turntable slowly revving up to its proper speed.

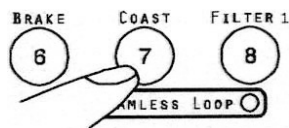


Fig. 21

To activate the COAST effect, press the COAST Button. When the COAST effect is selected the "7" icon will appear in the LCD.

27. COAST EFFECT PARAMETERS

The coast effect parameters can be adjusted to 0 msec to 9.9 seconds. This is the total time the effect will last. To adjust the effect parameters turn on the COAST Button. Once the COAST function has been activated, use the Jog Wheel to adjust the parameters. All parameters will return to their default settings once the unit has been turned off.

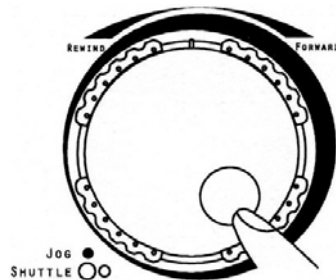


Fig. 22

28. FILTER EFFECT

The filter is a type of dampening effect that tweaks with the harmonics of a track. This effect uses a low and high pass filter to distort the audio track. The effect works with both the low and high filters simultaneously. To activate the FILTER 1 effect, press the FILTER 1-Button. When the FILTER 1 effect is selected the "8" icon will appear in the LCD.

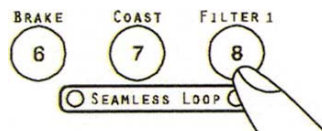


Fig. 23

29. FILTER OPERATION

The FILTER 1 effect can be created in 2 ways, once the FILTER 1 has been engaged,

- Use the PITCH SLIDER to change the type of filter being applied. The FILTER 1 parameters range from -127 to +127. The filter will automatically return to the default settings when you stop moving the PITCH SLIDER.

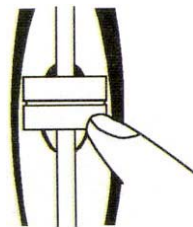


Fig. 24

- Use the Jog Wheel to adjust the parameters.



Fig. 25

30. FILTER AUTO SCAN FUNCTION

To lock the filter in a loop, press the FILTER 2 Button. This function will lock the filter effect in a continuous effect, until the FILTER 2 Button is disengaged. When the FILTER 2 effect is selected the "9" icon will appear in the LCD.

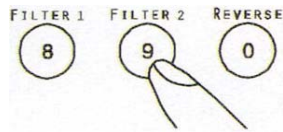


Fig. 26

31. FILTER TIME PARAMETER

The FILTER 2 effect can be adjusted from 20msec to 9.9 seconds. This is the amount of time it takes the filter to cycle through the low pass filter. This parameter can be adjusted, at any time once the FILTER 2 effect has been activated, by turning the jog wheel in either direction. To activate the FILTER 2 effect, press the FILTER 2 Button. When the FILTER 2 effect is selected the "9" icon will appear in the LCD.

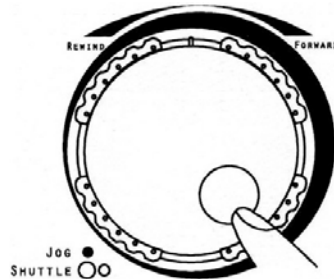


Fig. 27

32. FILTER PARAMETER HOLD

To lock the filter at a specific parameter, press the HOLD Button. This will engage the HOLD function, which will lock your desired filter parameter and set a new default value. Your default value will be erased once the unit is turned off.

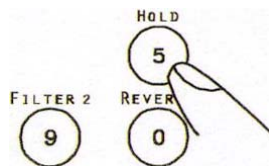


Fig. 28

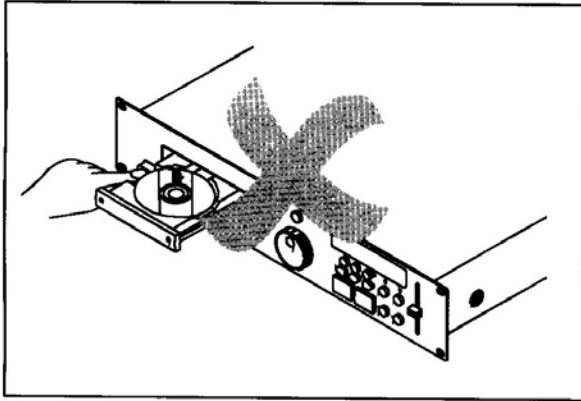
33. PITCH BEND HOLD

To lock the pitch bend at a specific parameter, press the HOLD Button. This will engage the HOLD function, which will lock your desired pitch bend parameter and set a new default value. Your default value will return to the original pitch bend, once you move the PITCH SLIDER.

Before switching off the power

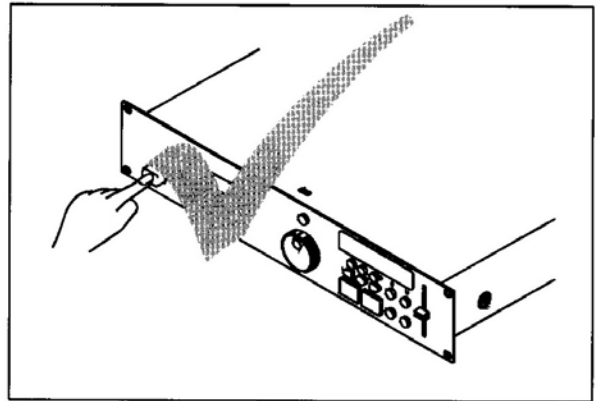
When you have finished using the CD player, before switching off the power, be sure that the disc holder has been closed with the OPEN/CLOSE button.

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



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

POWER OFF



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

POWER OFF

CD's

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 put the CD near heating sources.
- 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 the player.
- Always store the disc in the jewel case to protect from dirt or damage.
- Do not place discs in the following areas:
 1. Areas exposed to face sunlight for a considerable time.
 2. Areas subject to accumulation of dust or high humidity.
 3. Areas are affected by heat from indoor heaters, etc.

Maintenance

The DAP Audio-CD-Player 1000-D MKII requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

DAP Audio-CD-Player 1000-D MKII

This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

1. If the device does not operate properly, unplug the device.
2. Check power from the wall, all cables, connections, etc.
3. If all of the above appears to be O.K., plug the unit in again.
4. If nothing happens after 30 seconds, unplug the device.
5. Return the device to your DAP Audio dealer.

Product Specification

Model: Dap Audio 1000-D MKII

Power: 230V-50Hz (CE)

Powerconsumption: 25W

Dimensions Main Unit: 482x262x88,8 mm (LxWxH)

Control Unit: 482x74x132 mm (LxWxH)

Weight Main Unit: 5 kg

Control Unit: 2 kg

Design and product specifications are subject to change without prior notice.





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