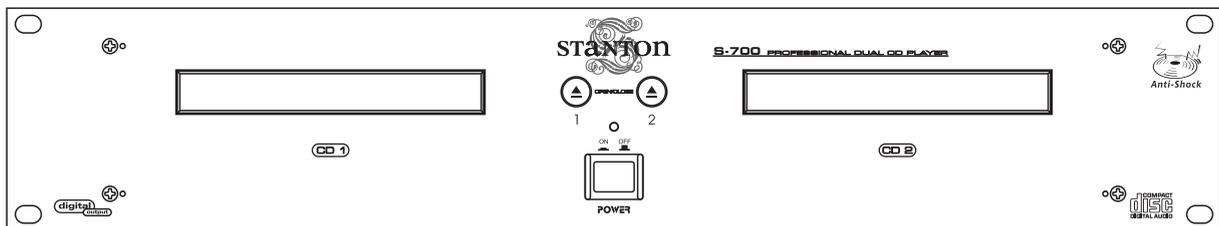
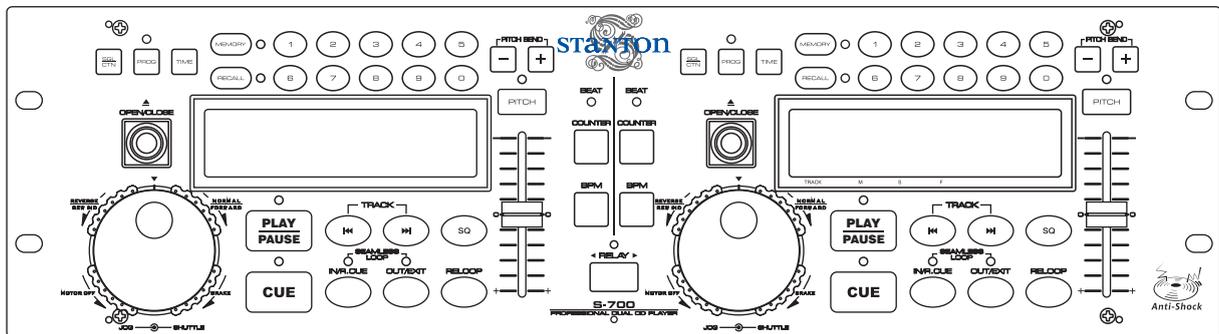


# STANTON

## S-700



PROFESSIONAL DUAL CD PLAYER

# IMPORTANT TO SAFETY

**WARNING:**

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

**CAUTION:**

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

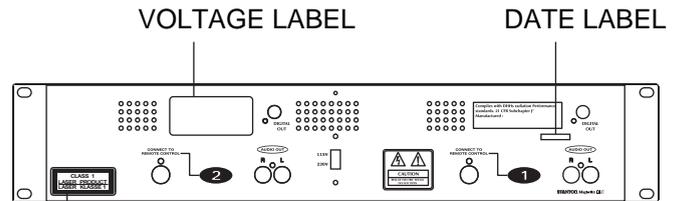
Please, record and retain the Model name and serial number of your set shown on the rating label.

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

**NOTE:**

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

**DATE LABEL**



**CLASS 1 LABEL**

**CAUTION:**

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

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

DOUBLE INSULATED - WHEN SERVICING, USE ONLY IDENTICAL REPLACEMENT PARTS.

**NOTE:**

This unit may cause interference to radio and television reception.



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



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



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

FOR U.S.A. & CANADA MODEL ONLY

**CAUTION**

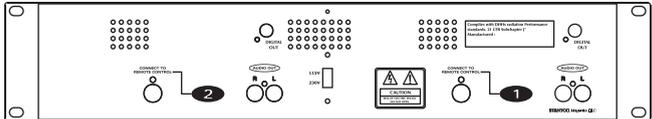
TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

**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 serviceman.



115V  
230V



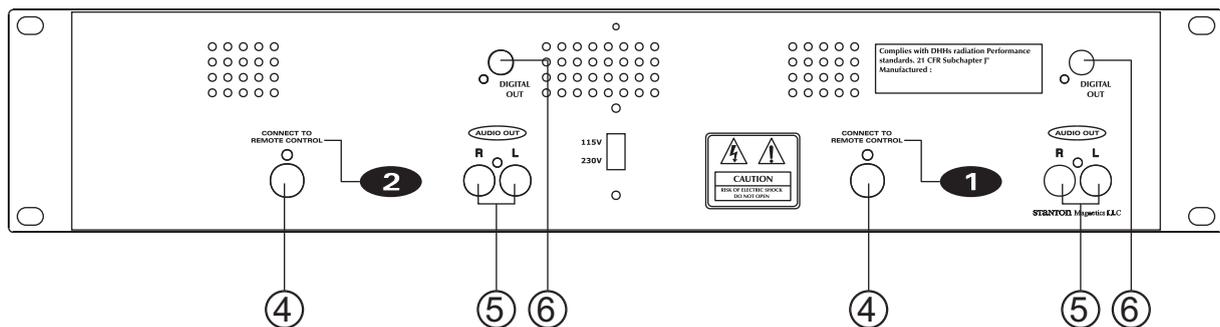
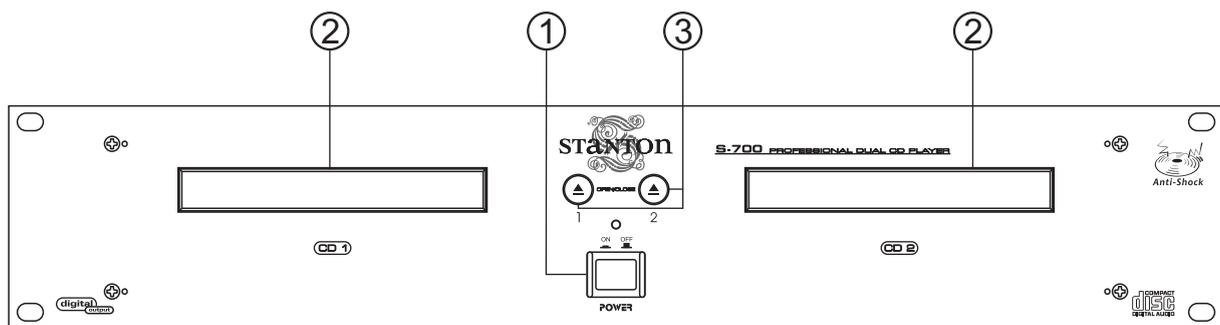
## SAFETY INSTRUCTIONS

1. Read Instructions - All the safety and operating instructions should be read before the appliance is operated.
2. Retain Instructions - The safety and operating instructions should be retained for future reference.
3. Heed Warnings - All warnings on the appliance and in the operating instructions should be adhered to.
4. Follow Instructions - All operating and use instructions should be followed.
5. Water and Moisture - The appliance should not be used near water - for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.
6. Carts and Stands - The appliance should be used only with a cart or stand that is recommended by the manufacturer.
- 6A. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn. 
7. Wall or Ceiling Mounting - The appliance should be mounted to a wall or ceiling only as recommended by the manufacturer.
8. 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.
9. Heat - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
10. 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.
11. Grounding or Polarization - Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.
12. 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.
13. Cleaning - The appliance should be cleaned only as recommended by the manufacturer. Clean by wiping with a cloth slightly damp with water. Avoid getting water inside the appliance.
14. Disconnect power cord before servicing.
15. Replace critical components  only with factory parts or recommended equivalents.
16. For AC line powered units - Before returning repaired unit to user, use an ohmmeter to measure from both AC plug blade to all exposed metallic parts. The resistance should be more than 100,000ohms.
17. Nonuse Periods - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
18. Object and Liquid Entry - Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
19. Damage Requiring Service - The appliance should be serviced by qualified service personnel when:
  - A. The power-supply cord or the plug has been damaged; or
  - B. Objects have fallen, or liquid has been spilled into the appliance; or
  - C. The appliance has been exposed to rain; or
  - D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
  - E. The appliance has been dropped, or the enclosure damaged.
20. 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.
21. 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.
22. Cleaning - The appliance should be cleaned only as recommended by the manufacturer.
23. Nonuse Periods - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.

## FEATURES

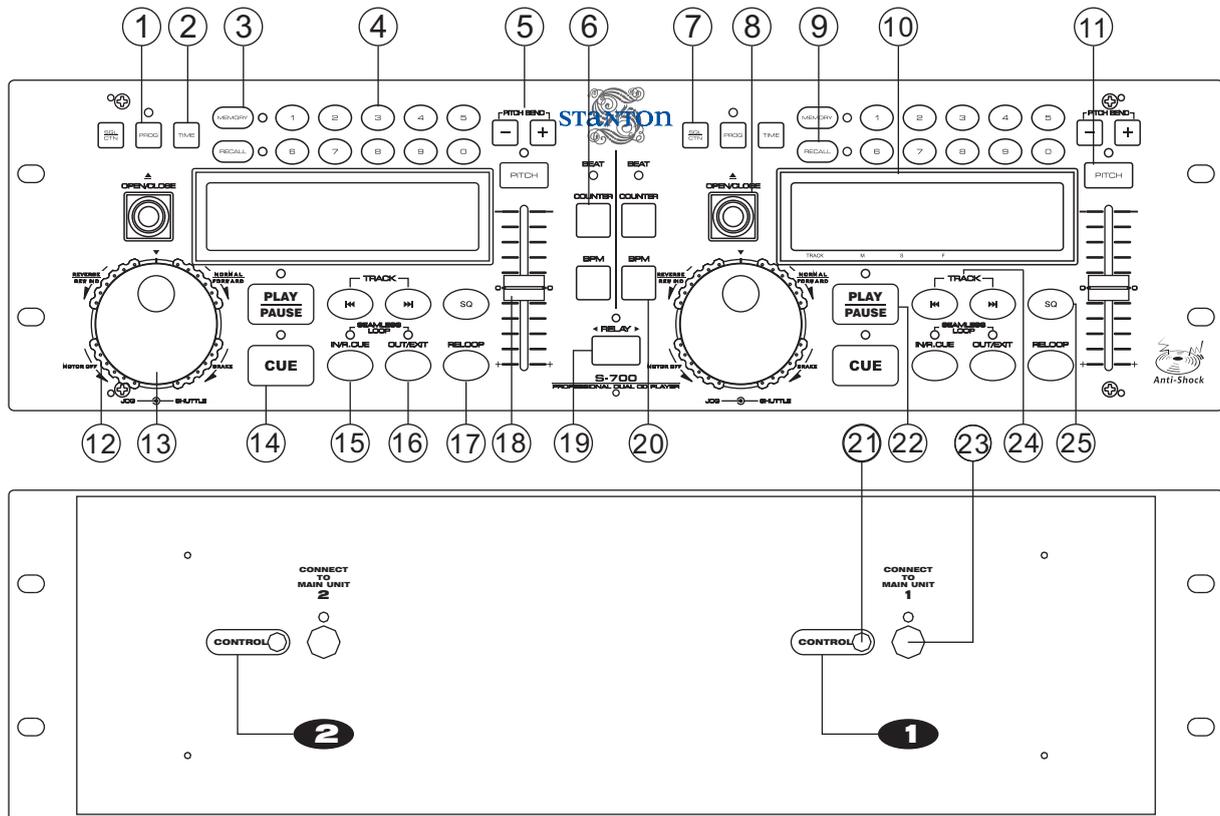
- 8 times over sampling 1 bit D/A converter
- Instant start within 10 msec (sound is produced immediately when the PLAY button is pressed)
- Seamless Loop (uninterrupted loop playback)
- Auto cue
- Realtime cue
- Frame search
- 4 different speed scan
- The PITCH adjustment range with the pitch slider can be set to +/-8%, +/-12%, +/-16%
- Pitch display
- 10 number buttons for direct track access
- 30 programmable tracks
- 10 cue points can be memorized
- Digital output RCA coaxial
- FADER START / STOP (CUE) must be used alongside a mixer equipped with FADER start control output, such as the NEXT! by STANTON PRO-30.
- Relay playback
- Beat counter
- Large bright LCD Screen can be viewed from wide angles
- 60 seconds transport protection
- Auto protection (after 15 minutes with no operating in pause mode, the laser diode will be turned off).
- Brake effect
- Reverse play
- Motor off effect

## MAIN UNIT



1. **POWER** (Power ON/OFF Switch) - When the POWER switch is pressed, the power turns on.
2. **DISC HOLDER** - Place the discs in the holder. Press the OPEN/CLOSE button to open and close the disc holder.
3. **OPEN/CLOSE** BUTTON - Press it to open and close the disc holder. The control unit also includes OPEN/CLOSE button. The disc holder can not 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 cords.
5. **LINE OUT 1 AND 2** - The audio signals from each player are output from these jacks.
6. **DIGITAL OUTPUT** - Connect to the digital input of any digital mixing console or computer sound card.

# CONTROL UNIT



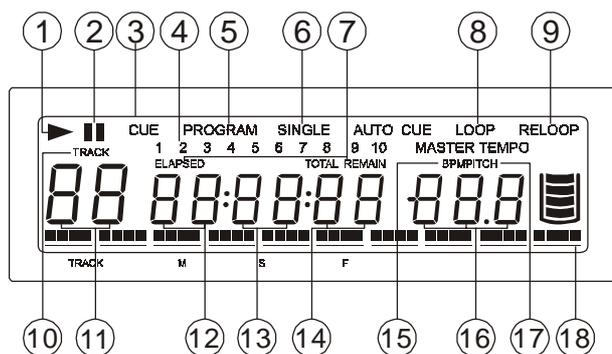
1. **PROGRAM** - Depress this button to stop the CD and enter the program mode. Note the word "PROGRAM" is indicated on the display. Select each track to be programmed and press the PROGRAM button between selections. You can program up to 30 tracks. Press PLAY to start the program. To exit and erase program hold the PROGRAM button down for more than 2 seconds while the unit is stopped.
2. **TIME (Time Button)** - The TIME button switches among Elapsed playing time, Remaining time in a selection, Total remaining time of the disc.
3. **MEMORY BUTTON (Memory Cue Button)** - This button is used to save the current position of the CD to the cue memory. You can memorize up to 10 cue points. To erase the entire cue memory hold the MEMORY button down for more than 2 seconds until the cue memory indicators on the LCD display are off.
4. **DIRECT ACCESS KEYS** - These buttons have 3 different functions depending on the MEMORY and RECALL LEDs you are working in.
  - a The direct access keys are used to quickly go to the track on a CD while both MEMORY and RECALL LEDs are off.
  - b Press the direct access keys when the MEMORY LED lit. The current CD position will be saved to the cue memory then the cue memory indicator on LCD display lit.
  - c Press the direct access keys when the RECALL LED lit. The cue memory indicator on the LCD display will flash to show which cue memory point is recalled.
5. **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.
6. **COUNTER BUTTON** - Tap this button with the beat of the music to determine the current Beats Per Minute (BPM).
7. **SGN/CTN** - Choose between single or continuous play by pressing once or twice.
8. **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 when the disc is playing.**
9. **RECALL BUTTON (Recall Cue Button)** - This button allows you to cue up any of the 10 memory CUE points that have been memorized. The player will cue up the selected point when RECALL button is pressed.
10. **LCD DISPLAY** - Indicates all the functions, as they are occurring with the CD.
11. **PITCH (Pitch Button)** - This button activates the Pitch Slider (18).
12. **JOG WHEEL (OUTER RING)** - This JOG wheel has 2 functions depending on the mode you are working in.
  - a. **Pause (Search control)** - 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.

**b. Playback (Effect control)** - Turn 1/3 of the way left for reverse play. Turn 1/3 of the way right to go back to normal forward play. Turn all the way left for motor off effect all the way right for brake effect. Release the wheel to go back to normal play.

13. **JOG WHEEL (INNER RING)** - This jog wheel has 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 can temporarily bend 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.
14. **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 CUE point was set, that will become the cue point. 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 then "CUE", you can confirm this new cue point is desirable. The CUE LED will light up since the cue button is pressed until the CD has returned to the position at which play was started.
15. **IN/R.CUE** - This allows you to set the cue point without stopping the play back. This button also sets the beginning of a seamless loop.
16. **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.
17. **RELOOP BUTTON** - If a loop has been made and you have hit the exit button, press this button to enter the loop again. To exit loop pressing OUT/EXIT button.
18. **PITCH SLIDER** - The pitch can be changed by pressing the PITCH button so 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 pitch adjustment range (+/-8%, +/-12%, +/-16%), press and hold PITCH button then press the PITCH BEND+ to select.
19. **RELAY** - Pressing the RELAY button to enable or disable RELAY function. While the Relay is enabled, the LED will be lit. In the single mode, the CD player will be paused at the next track when finish playing current track; The other side of CD player that is in pause mode will start playing automatically. There is no Fader start function when in the Relay mode. Press the RELAY button to disable Relay function. The LED will be off when Relay is disabled.
20. **BPM BUTTON** - Switches the mode of the display between BPM and pitch.
21. **CONTROL JACK** - This is used to START or PAUSE the unit via an external mixer with FADER start control, such as the NEXT! BY STANTON PRO-30
22. **PLAY/PAUSE** - Each press of the PLAY/PAUSE button causes the operation to change from play to pause or from pause to play.
23. **REMOTE JACK** - Connect to the drawer unit to enable CD control via the controller unit.
24. **TRACK** - (Track Search Buttons) - These buttons are used to select the track to be played. Forward skip & Back skip.
25. **SEAMLESS CUE (SQ)** - This button is used to go back to the selected cue point without interruption in playback.

## LCD DISPLAY



1. **PLAY** – lit while the unit is playing a CD.
2. **PAUSE** - Lit during pause or cue mode.
3. **CUE** – Lit when the unit is at a cue point.
4. **CUE MEMORY CALENDAR** - The numeral on the cue memory calendar shows to indicate which cue memory is set previously. It will flash while the cue is being set or recalled.
5. **PROGRAM** – Lit when program mode is set or played.
6. **SINGLE** - Lit 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 **SGN/CTN BUTTON**.
7. **ELAPSED, TOTAL REMAIN** - These indicate that the time shown on the display is the ELAPSED, TOTAL REMAINING or single song remaining time.
8. **LOOP** - Lit when the CD is repeating a particular area with the music on the CD.
9. **RELOOP** – Lit when the CD has had a loop set previously and can go back to loop again.
10. **TRACK** – shows the track that is currently playing.
11. ~ 14. **TRACK, MINUTE, SECOND, FRAME** These displays indicate information on the current track and time
15. **BPM** - Lit when BPM button is engaged
16. **PITCH/BPM** – Shows either the percentage change in pitch or the BPM of the song depending on the mode selected with the **BPM BUTTON**.
17. **PITCH** - Indicator light shows percentage of pitch is displayed.
18. **ANTI SHOCK AND BUFFER INDICATOR** – The memory status is represented on the display by a bucket being filled or emptied. The bucket itself represents the instant start function (which works by buffer ). If the bucket is not lit, 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. In Playback Mode, It takes 20 seconds to enable the Anti Shock. In Pause Mode, It will take only 10 seconds to enable the Anti Shock.

## OPERATING INSTRUCTIONS

### 1. OPENING AND CLOSING the Disc Tray and Loading Discs

#### a) Opening and closing the disc tray

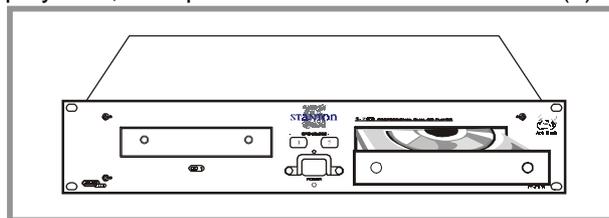
This operation only works when the power is on.

Press the OPEN/CLOSE button(8) to open or close the disc tray. OPEN/CLOSE button(8) are provided on both the main unit and control unit.

Press PLAY button to automatically close tray.

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 is pressed accidentally. Stop playback, then press the OPEN/CLOSE button(8).



### 2. Loading discs

Hold the disc by the edges and place it in the disc tray. Do not touch the single surface (the glossy side).

When using 12cm discs, place the disc in the outer tray guides.

#### CAUTION:

Do not play 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(4) or press the TRACK Buttons once to move to one higher or lower track or Hold the TRACK buttons(24) 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(22) during the pause or cue to start playback.

The PLAY indicator lights when playback starts.

### 5. Stopping Playback

There are two ways to stop playback.

- 1) Press the PLAY/PAUSE button(22) during playback to pause at that point
- 2) Press the CUE button(14) during playback to return to the position at which playback started(Back Cue).

### 6. Pausing

Press the PLAY/PAUSE button(22) to switch between play and pause.

The PAUSE indicator lights when the pause mode is set.

## 7. Cueing

"Cueing" is the action of preparing for playback; when the Cue button(14) is pressed, playback returns to the cue point and enters pause mode. When the PLAY/PAUSE button(22) is pressed during the cue mode, playback starts.

### Cue point setting:

A. Playback starts from pause ( using the jog wheel to set the starting point ) or skip to a new track during play or pause.

The beginning play point will be set to the cue point.

Or

B. Press the IN/R.CUE button(15) during playback to set the new cue point.

Or

C. Memorize any of 10 CUE points by pressing MEMORY(3) to set desired Cue then press any of 10 number buttons(4).

To return to Cue point press Cue Button(14). 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(22) is pressed, playback starts.

D. To recall cues, if the recall LED is lit you can press the last number button cue stored and create a STUTTER EFFECT (see also p8). The last cue that was stored or recalled will flash in the LED screen to let you know it was last cued up.

## 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(13) 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(22) then CUE(14) to again mute output.)

## 10.Scanning (fast forward/fast reverse )

To do this rotate Shuttle wheel(12) forward or reverse You will scan or reverse at 4 different speeds depending on how much you rotate the wheel.

## 11.Loop play

You can create a seamless loop between two points continuously.

- (1) Press PLAY/PAUSE BUTTON (22) so a CD is playing. The PLAY/PAUSE BUTTON'S LED lights (figure 1).
- (2) Press IN/R. CUE BUTTON (15). This sets the starting point of the SEAMLESS LOOP. The IN/R.CUE LED will light (figure 2).
- (3) Press OUT/EXIT BUTTON (16) 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 LEDs will light and flash. LOOP INDICATOR (8) in LCD DISPLAY will also flash. Sound will continue with no interruption (SEAMLESS LOOP)(figure 3).
- (4) To exit SEAMLESS LOOP, press OUT/EXIT BUTTON (16). LEDs will stay on but not flash. Music will resume normal play (figure 4).
- (5) To replay loop, press the RELOOP BUTTON (17). IN/R.CUE and OUT/EXIT LEDs and LOOP INDICATOR(8) in LCD DISPLAY will all begin flashing again (figure 5).

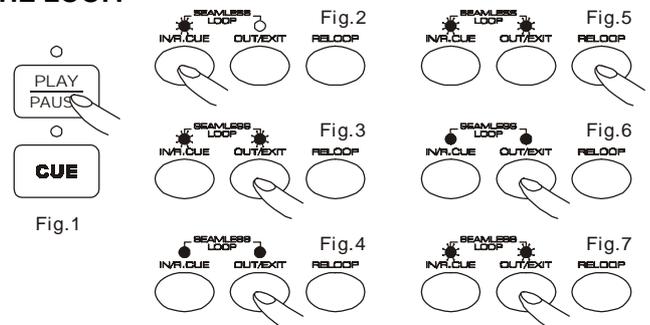
## 12.SEAMLESS LOOP PLAY (CONT.)

- (1) (Must be in SEAMLESS LOOP mode). If a SEAMLESS LOOP has not been created, follow instructions on this page for creating a SEAMLESS LOOP. If a SEAMLESS LOOP has already been created, press RELOOP BUTTON (17) to reenter the SEAMLESS LOOP mode (figure 5).
- (2) Next, press OUT/EXIT BUTTON (16) to return to normal play (figure 6). This disengages the SEAMLESS LOOP mode.
- (3) Press OUT/EXIT BUTTON (16) again for new desired ending point of the loop (figure 7).

**FOR SHORTER LOOP:** press OUT/EXIT BUTTON (16) quickly.

**FOR LONGER LOOP:** Wait until the song plays several frames, then press OUT/EXIT BUTTON (16).

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



## 13.SLEEP MODE

The CD player automatically shuts off the transport and laser after 15 minutes (when in pause or cue mode). This will lengthen the life of your motor drive and laser. To restart player, just press cue(14) or play(22) buttons.

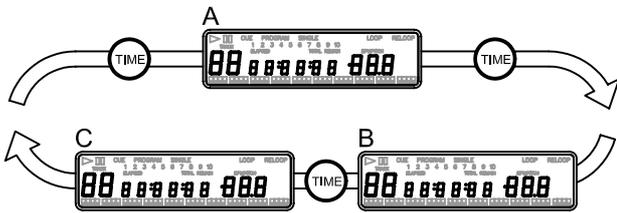
## 14. Time Display

During normal play, each time you press TIME button(2), the display changes as in the following information.

A=Elapsed playing time

B=Remaining time in a selection

C=Total remaining time of the disc.



## 15. Pitch Bending

The speed increases or decreases respectively while the PITCH BEND+(5) or PITCH BEND-(5) button is pressed. The extent to which the speed changes is proportionally to the amount of time the button is pressed. For example, if the PITCH BEND+ button is held in continuously, the speed increases continuously. The pitch changes within 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 slow down. The speed that you rotate the JOG Wheel determines the percentage of pitch bend.

## 16. Program play

Press PROG. Button(1) to make the unit enter the program mode and stop condition.

The PROGRAM indicator lights.

Select Track using NUMBER button(4) or TRACK SEARCH button(24) press PROG. again.

Repeat this up to 30 times.

Press PLAY button(22) to begin playing programmed tracks.

To cancel Program press and hold PROG. Button(1) more than 2 sec.

## 17. Memory Cueing (setting a cue point)

- ◆ Press the MEMORY button(3) to make the unit enter cue memory mode, then press the desired numerical button(4) at the desired cue point to memorize. The numeral(10) on the display will flash twice then lit steadily to indicate the cue memory has been set.
- ◆ Press the RECALL button(9) to make the unit enter cue recall mode, then press the desired numerical button(4) to recall the desired cue memory point. A new cue point will be set.
- ◆ To clear all the cue memory, just press and hold the MEMORY button(3) for more than 2 seconds. All the cue memory will be clear.

## 18. Fader Start Playback

When the player's CONTROL jack is connected to any mixer with FADER start control, moving the mixer's crossfader from side to side causes the player's standby mode to be released, starting playback instantly. The player's fader start operation can also be used to produce cross-fader effects. Restoring the fader position returns the player to its cue point (back

cue) automatically.

The following operations are performed on the DJ Mixer.

- ◆ Set CROSS FADER switch to ON.
- ◆ Set FADER START switch to ON.
- ◆ When "A" is in standby mode at cue point, move the CROSS FADER slider from right to left to automatically starting playback instantly. The player's fader start operation can also be used to produce cross-fader effect.
- ◆ When "B" is in standby mode at cue point, move the CROSS FADER slider from left to right to automatically start playback on "B". ("A" will simultaneously be back cued (returns to cue point)).

## 19. Relay Play using two players

### How to set the Relay function:

a. By either the both player's CONTROL jack are connected to each other without pressing the RELAY button; when the both player's CONTROL jack 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(6) will lit in the displays).
- ◆ Begin playback on the first player.
- ◆ When the currently playing track ends, playback will begin automatically on the standby player.
- ◆ The first player will enter standby mode at the beginning of the next track on its disc.
- ◆ By repeating this operation, the two players can be used to perform continuous relay play.
- ◆ By loading new discs on the standby player, you can construct a continuous program of whatever tracks you wish.
- ◆ By setting a cue point on the standby player, you can perform relay to any desired cue point on the selected track.

### NOTE:

Relay play may not work properly if the audio out jacks on the two players are not connected to the same audio amplifier.

b. or press the RELAY button(19) on the front plane of Controller.

1. The default has no Relay function when power on.
2. Pressing the RELAY button to enable Relay function.
3. While the Relay is enabled, the LED will light on.
4. In the single mode, the CD player will be paused at the next track when finish playing current track;
5. And only the other side of CD player that is standby in pause mode will start playing automatically.
6. There is no Fader start function when in the Relay mode.

### To disable the Relay:

1. Pressing the RELAY button(19) to disable Relay function.
2. The LED will light off when Relay is disabled.
3. The Fader Start function can be worked.

## 20. STUTTER EFFECT

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

- (1) By rapidly pressing the CUE BUTTON (14)
  - a. Press PLAY/PAUSE BUTTON (22) so that music is playing. PLAY/PAUSE LED will light (figure 9).
  - b. Next, rapidly press the CUE BUTTON (14) in sync with the music (figure 10).
- (2) By Hitting The DIRECT TRACK ACCESS BUTTONS (4)

- a. Press PLAY/PAUSE BUTTON (22) so that music is playing. PLAY/PAUSE LED will light (figure 11).
  - b. Press MEMORY BUTTON (3) to set a CUE POINT in memory. MEMORY LED will light (figure 12).
  - c. Press desired DIRECT TRACK ACCESS BUTTON (4) (figure 13).
  - d. Press RECALL BUTTON (9) (figure 14).
  - e. Once RECALL LED lights, rapidly press the DIRECT TRACK ACCESS BUTTON (4) previously selected. (figure 15)
- (3) By rapidly tapping on the SQ Button.
- a. Be sure you are in playback mode.
  - b. Pressing the IN/R.CUE Button this will set a new cue point.
  - c. To access this SQ rapidly tap on the SQ Button.

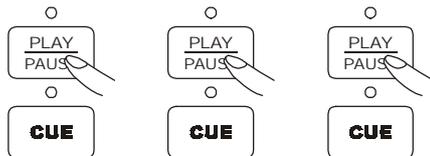


Fig.9 Fig.10 Fig.11

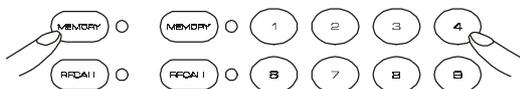


Fig.12 Fig.13

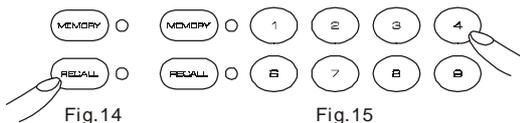


Fig.14 Fig.15

## 21. SEAMLESS CUE

Once a cue point has been selected (section 7), it is possible to go back to it seamlessly by tapping the SQ (25) button. A stuttering effect can also be created using the cue point by rapidly tapping the SQ button several times. Seamless cue only works on the selected cue point.

## 22. BRAKE EFFECT

To rotate Shuttle wheel clockwise to end to enable Brake effect. Release the Shuttle to return to normal play mode. This effect simulates the sudden platter stop of a turntable.

## 23. MOTOR OFF EFFECT

To rotate shuttle wheel counterclockwise to end to enable Motor off effect, release the Shuttle to return to normal play mode. This effect simulates turning the power off on a turntable.

## 24. REVERSE PLAY

To rotate shuttle wheel counterclockwise around 1/3 section to reverse the playback. When this effect is selected the disc will begin to play in reverse mode and continue to play in reverse until reverse play is turned off (To rotate Shuttle wheel clockwise around 1/3 section to turn off reverse playback).

## PREPARATIONS

### Checking the Contents

Check that the carton contains the following items:

1. Main unit
2. Control unit
3. Operating instructions
4. Pair of RCA pin cord.

## SPECIFICATIONS

### Power Supply:

AC 115 / 230V, 50/60Hz

### Power Consumption: 25W

### Dimensions:

Main unit 482(W) x 88.8(D) x 262(H)mm

Control unit 482(W) x 132(D) x 74(H)mm

### Weight:

Main unit 5Kgs

Control unit 2Kgs