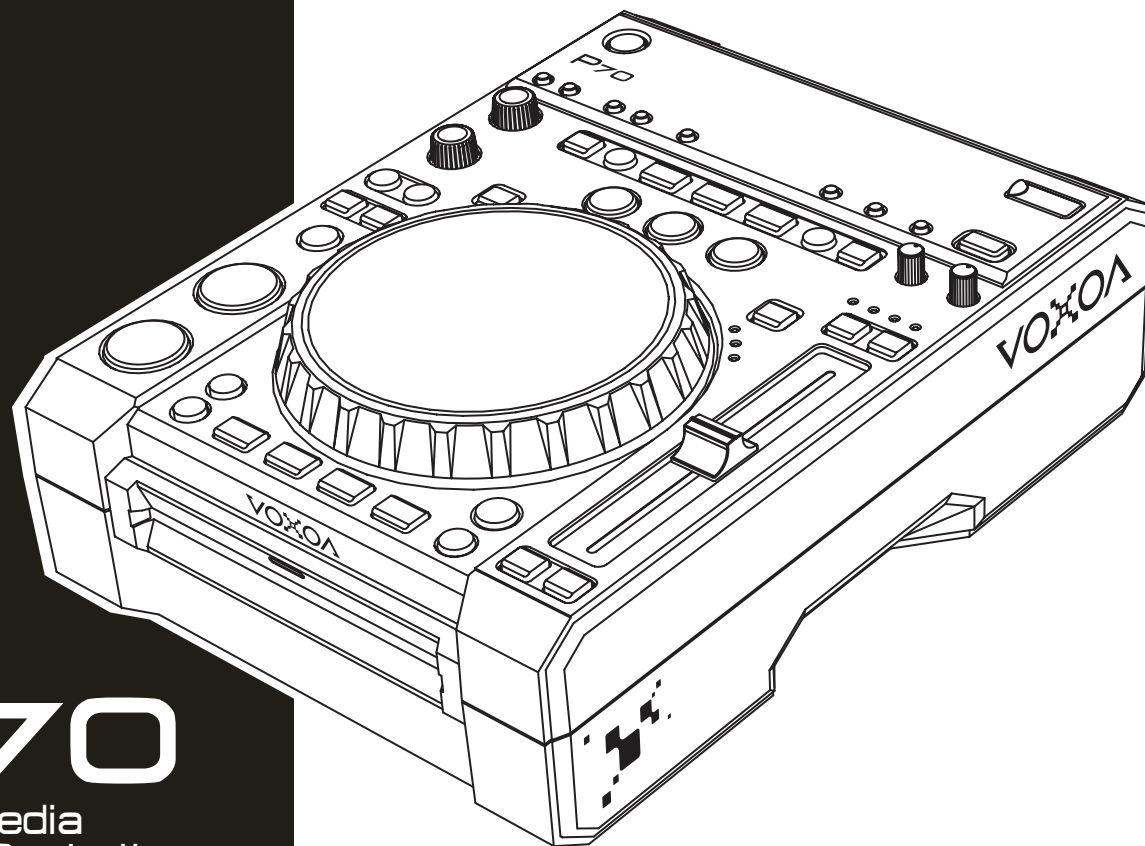


VOXOA



P70

Digital Media
Player & Controller
数码媒体播放/控制器

User Manual
使用说明书



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重要安全指示

1. 阅读说明书 - 操作本产品前应先阅读所有安全性及操作说明。
2. 保留说明书 - 安全性及操作说明应妥善保存供未来参考用。
3. 留心警告 - 所有在本产品及操作说明上的警告都要遵守。
4. 参照说明书 - 需参照所有操作及使用说明。
5. 水和湿气 - 在操作本产品时绝对不要靠近水-例如靠近浴缸、脸盆、洗碗槽、洗衣盆、游泳池、及在潮湿地下室等等。禁止将装有异体的容器，例如花瓶，酒瓶等至于本产品上。
6. 移动平台及固定台面 - 本产品只能使用在制造商所建议的移动平台及固定台面。本产品与移动平台的组合在移动时应特别注意。突然地停止，过大的外力及不平衡的表面，都会造成本产品在移动平台上翻覆。
7. 墙壁或天花板架置 - 本产品应只参照制造商所建议的方式来架置在墙壁或天花板上。
8. 高温 - 本产品应远离热气来源，例如散热器、暖器、火炉或者其他会产生高温的用品(包含扩大机)。
9. 电源 - 本产品只能照电压标签所示来操作。如果你不确定你住家的电源的种类，请咨询你的产品卖家或当地电力公司。若本产品需要用电池或其他电源，请参照操作说明书。
10. 接地与电极 - 本产品可能供给极化交流电插头。插头只有一个方向插入插座。这是一个安全装置，如果没办法完全插入插座，请试著把插头反方向。如果插头仍无法插入插座，请联络电工来更换插座，请勿毁损安全性为考量的插头。
11. 电源线的保护 - 电源供应线应该妥善规划布线的路径，避免被其他物件所缠绕。应特别注意所使用的插座是否与电源供应线的插头吻合，这插座要靠近本产品的使用地点。
12. 清洁 - 本产品须依照制造商所建议的方式做清洁。清洁本产品应使用柔软的乾布清洁。
13. 交流电供电零件 - 维修完成后在交还产品给使用者前，应使用电阻测量表测量交流电插头及所有暴露在外的金属零件，电阻值应大于100k欧姆。
14. 长时间未使用 - 本产品在长时间未使用的状况下，应将插头拔除。
15. 物体及液体进入 - 小心不要让物体掉入及液体流进本产品里。
16. 损坏需求服务 - 当A.电源线或插头已经毁损；或B.异物或液体掉进本产品；或C.本产品暴露在雨中；或D.操作或功能不正常；或E.本产品被摔落或内部损坏时，应送回合格的服务人员处进行维修。
17. 售后服务 - 除了操作说明书所提到的正常操作外，使用者不应进行其他不当操作或试图自行维修。当本产品有问题时应请教合格的维修服务人员或送回合格的维修站进行维修服务。

重要安全指示

18. 保持本产品**在空气流通的环境中** - 本产品上的散热孔提供流通的空气，以避免本产品在操作时产生过热的现象。这些为保持本产品空气流通的散热孔严禁被阻隔或被其他物品覆盖。特别是较柔软的表面，例如床，沙发及地毯等等。本产品不应被安装在内建的空间内，例如书橱及架子，除非能够依制造商所规范的空气流通指示建构。
19. **连接安装** - 请勿安装非本产品制造商所建议的连接器材，以避免本产品遭受害。
20. **配件** - 请勿将本产品放置在不稳定的移动推车，三角架，支撑架或桌子上。本产品可能会掉落因而使小孩或是成人受伤，并且本产品会受到严重的损害。只能使用制造商所建议的移动推车，三角架，支撑架或桌子，或是与本产品一起销售的配件。必须依制造商指示安装本产品，并且安装的配件必须使用制造商所建议的。
21. **闪电** - 为保护本产品在风雨期间不受到闪电的影响及侵害，当本产品长时间不使用时将插头拔除，并拆除天线。这将保护本产品免于受到闪电及电源突然增加的损害。
22. **替换零件** - 当需要替换零件时，请确保维修技术人员使用制造商所指定的零件或是与原零件具有相同特性的替代品。未经授权的替代零件会导致过热着火，电磁冲击或其他严重的损害。
23. **安全性检查** - 本产品在**在进行维修或任何服务时**，请要求维修服务人员进行安全性检查，以确保本产品在正确地操作状况下。

警告

严禁本产品暴露在下雨及潮湿的环境之中，以降低起火及触电的危险。本产品避免暴露在会滴水及会溅到水的环境中。装有液体的容器绝对禁止放在本产品上，例如酒瓶，花瓶等等。



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



注意:严禁打开机盖以降低触电的风险。维修及更换零件请咨询维修中心合格的维修工程师。



三角形中有个箭头的闪电标志是为了警告在产品内部因未绝缘而可能产生的高压电，这高压电会造成触电的危险。



三角形中有个惊叹号是为了提醒使用者重要的操作及维护指示。

注意

为了杜绝触电的危险，请勿使用不合规格的插座。应使用插头能够完全插入插座的插孔。

产品特点

MAIN FEATURES 主要特色

播放MP3的档案

P70可以读取与显示烧录在光盘的MP3档案，DJ可以由单一的光盘上储存更多的音乐，大幅增加一张光盘可以播放的时间。透过内建的档案搜寻系统，档案可以被很快地找寻。除此之外MP3档案的ID3标签，可以显示在屏幕上，便于DJ的找寻与使用。

支援外接USB设备

在现今数码时代，USB设备成为最便利的音乐储存收集设备。P70支援外接的USB大量储存设备。你可以连接光盘或是USB外接硬盘，储存MP3/WAV档案多达255个光盘资料夹及999个USB外接硬盘资料夹，每个资料夹可以有高达999个档案。

DATABASE BUILDER 软件

免费下载使用的DATABASE BUILDER软件可以使得读取与搜寻大量的档案变得更为快速与容易。DATABASE BUILDER软件可以一次性的扫描所有储存在你外接USB设备的音乐档案，然后建立一个资料库档案加快读取速度

MIDI界面控制器 (PC/MAC)

在新世纪的DJ表演中，越来越多的DJ采用笔记本电脑与DJ软件来表演。为了满足新世纪DJ的需求，P70设计了MIDI界面可以控制目前大多数DJ应用软件。DJ可以指定控制面板上的每一个按键、旋钮与推子去启动DJ软件上的功能。除此之外A/B deck切换的设计，可以延伸控制让一台播放器可以控制两个deck。

可被四个按键触发的记忆点

P70 可以帮你记录每首歌曲四个记忆点，这记忆点可以是起播点(Hot Cue)或是循环 (LOOP)。从CD/MP3 光盘中，P70可储存多达2000个储存点，当读取已储存记忆点资料的光盘时，你随时可将记忆点重新呼叫出来。如果将音乐储存在U盘上，可储存记忆点的数量完全取决于U盘空间的大小，你可储存尽可能多的数量。记录的功能就像是一个小型的采样器，可为你的DJ表演增加许多创意性与变化性。

4 个独立5秒样本库 (Samples)

创新设计的内建采样功能提供DJ在表演时更多的创意与乐趣。简单的按下Sample采样按钮就可驱动采样模式。播放器可以同时播放样本及来自光盘或U盘的音乐，样本的播放是从内建的内存中播放，每个样本可播放长达5秒。除此之外还可透过转盘来调整样本的音调与音量。

音效(Effects)

P70 内建三种不同的音效给提供DJ，以增加在表演时音乐的创意与丰富性。内键音效: ECHO回音, FLANGER, FILTER滤波。每组音效均有独立的参数调整，透过转盘可调整时间(Time)与深度(Depth)参数，并有六组预设的节拍同步(Beat Sync)设定。

产品特点

多功能触控转盘

超高解析度的触控转盘设计，能够精确的模拟传统黑胶唱盘刮盘的效果。这个触控转盘还可同时有多种不同的功能，例如Pitch Bend，档案搜寻，音效参数调整，采样的音调与音量调整控制。

转盘上发光环

发光环配置在转盘的外缘，设计的目的在于能够即时显示目前音乐播放的状态与位置。虽然，数码转盘不像传统转盘会实际上转动，这发光环能够表现出音乐播放的起始点与播放方向。此外还有九种可调整发光环的表现模式，增加DJ的表演性。

模拟传统唱盘启动Start/煞车Break速度调整

为了完美的模拟传统唱盘上的效果，在唱盘模式(Vinyl Mode)下P70有两个分开独立的控制旋钮，可以调整控制音乐播放启动与停止煞车的时间。就好像传统唱盘将马达打开慢慢启动及关闭马达慢慢停止所表现出来的效果。

全球独创A.C.P.设计

特殊的设计让P70播放器可以让DJ同时控制多达5个Cue点，包含一个一般的Cue点及4个Hot Cues。DJ能够利用这5个cue点在表演上做出丰富创意的音乐变化。A.C.P.是执行中Cue点的缩写，是一个位于转盘上12点钟位置视觉上的指示，为了协助DJ做刮盘时特别设计的。当DJ启动Cue时，Cue点的位置就会立即被移到12点钟位置，发光环上并有一蓝光表示。提供DJ在刮盘时直觉的提示增加刮盘的方便性。

下一首音乐预选功能

独特的功能设计让DJ在同一台播放器上，在不中断目前歌曲的播放，能够预选下首歌曲。这个功能使得DJ能做出完美及平顺的不中断播放。

连接多台P70播放机

VOXOA所研发出的最新技术”LINK UP”连接功能，能够让你使用USB线连接多台P70，来共同分享一个外接USB的大量储存设备，你只要连接一个USB的大量储存设备在第一台P70主机上，第二台播放器也可以读取相同的音乐档案。

光盘吸入式设计

快速读取吸入式光盘的设计，能够读取多种不同光盘的格式，包含：CD，CD-R，CD-RW，另外还支援CD-Text的格式。

产品特点

FUNCTIONS & FEATRUES 功能与特色

Player 播放器

- 高信赖性缓冲内存防震动播放
- 吸入式光盘设计
- 可连结多台播放器共用一个外接USB设备
- 自动及手动节拍计算器

Media Types 媒体种类

- 支援CD/MP3/WAV 播放及文字显示
- 两个USB 插口可外接USB储存设备
- 所有控制按键、旋钮和推子均与MIDI相容
- 可切换 A/B deck MIDI控制设定
- 支援ID3 TAG与光盘歌曲文字显示

Playback播放功能

- 立即读取技术
- 不中断播放预选下一首音乐功能
- Cue点立即播放功能
- 推子启动播放功能
- 两台播放器连续交替播放功能
- 单曲与连续播放模式
- 可调整启动/停止速度模拟黑胶唱盘效果
- 倒播功能能产生特殊音效
- 回到Cue点立即播放按键设计

Data search 音乐资料搜寻

- 歌曲与资料夹搜寻系统
- 可透过转盘来做一帧一帧精确搜寻
- 免费下载DATABASE BUILDER软件，让USB设备的音乐资料能快速搜寻
- 显示音乐档名与资料夹名称

Cue/Loop Cue点/音乐循环

- 全球独创A.C.P. 执行中Cue点指示系统
- 自动Cue点功能设定每首音乐起始点
- 无缝的循环(Loop)与再循环(ReLoop)功能
- 可即时调整循环(Loop)的结束点(Out点)

产品特点

- 4个独立的Cue点/循环(loop)可即时调整设定
- 自动循环(loop)功能，有11不同循环长度选择
- 每一首音乐可储存4个Cue点或是循环(Loops)，光盘可储存2000个记忆点，U盘记忆点无限制完全取决U盘空间大小
- 4个长达5秒可控制速度与音量的独立样本(Sample)

Pitch Control 速度调整

- 可调整播放速度范围 $\pm 6%$ ， $\pm 10%$ ， $\pm 16%$ and $\pm 100%$
- 高品质100mm长速度控制推子
- 微速度控制解析度精确至0.02%
- Pitch bend可调整到 $\pm 100%$
- 音调锁定能够让音乐速度改变但不会影响到音乐原本的音调

Jog Wheel 转盘

- 专为刮盘设计的触控转盘
- 转盘上发光环设计，提供立即视觉回馈
- 发光环有九种不同的显示模式
- 多功能转盘设计，可以用来刮盘，pitch bend, 搜寻(frame Search)，样本调整，音效调整
- 转盘有三种不同的模式：一般CDJ播放(CDJ)，模拟唱盘(Vinyl)，自动回到cue点刮盘(A. Cue Scratch)
- Cue Scratch Mode触摸到转盘表面，音乐就会立即回到Cue点设计

Effects声音特效

- 3个极佳的节拍同步DSP数位音效
- 内键音效：Echo, Flanger, Filter
- 音效参数时间(Time)与深度(Depth)可透过转盘调整
- 节拍选择按键，用来选择同步效果的节拍

Display显示屏幕

- 高亮度显示屏幕能够显示各操作功能
- 显示目前播放位置
- 已播放/剩馀时间显示
- 显示MP3档案ID3 Tag 及档案夹名称便于找寻
- 文字显示档案夹名称

Output 输出

- 数位S/PDIF输出
- 可控制音量大小的耳机输出插口
- RCA输出接口

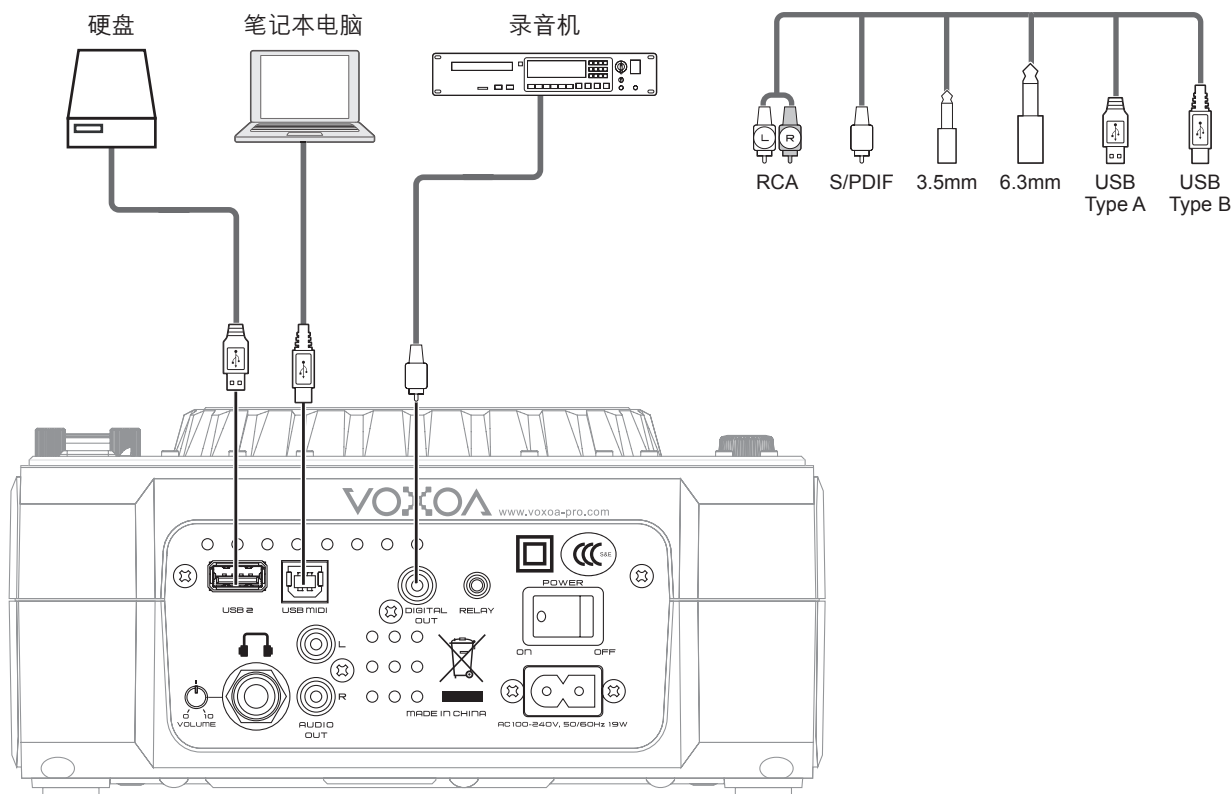
连接方式

1. 在进行连接前，请务必关掉电源开关，拔下插头。
2. 高品质的连接线可以提高保真度，为使本产品产生最好的声音品质，敬请使用高品质的音讯连接线。
3. 不要使用过长的连接线。并确保插头与插座是稳固的连接，若插头与插座连接过松，会造成哼声，杂讯，或是断断续续的声音输出，这将会对你的喇叭，造成极大的危害。
4. 使用RCA音讯连接线，连接本器材与混音器。

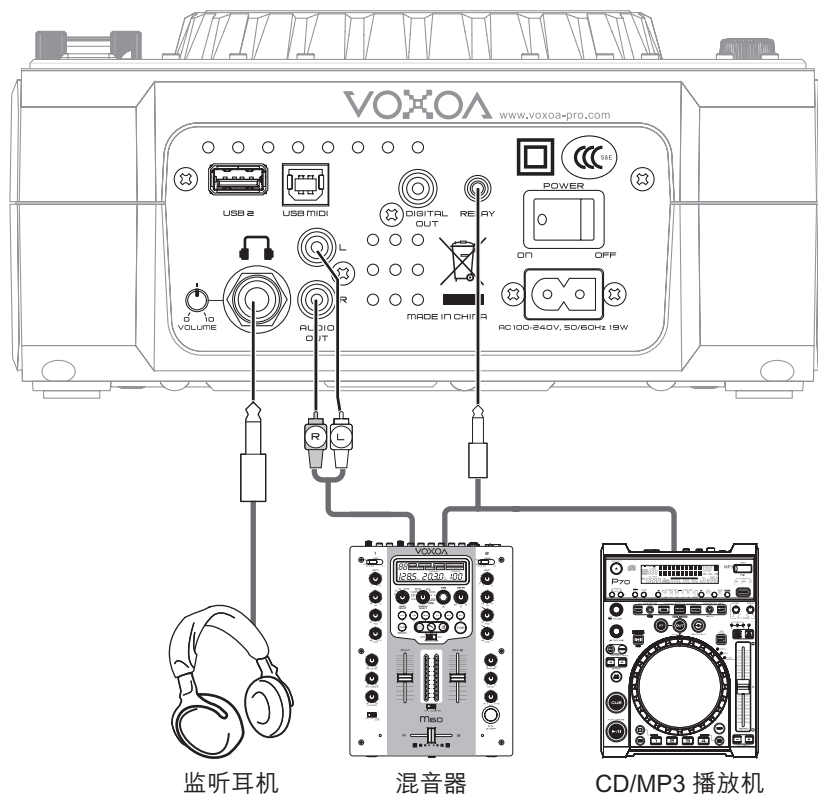
注意：请务必使用所提供的接线，使用其他类型的连接缆线恐会导致危险。

连接到计算机

支援电脑系统包含Vista, Window XP 及MAC OS X或是更新的版本。



连接方式

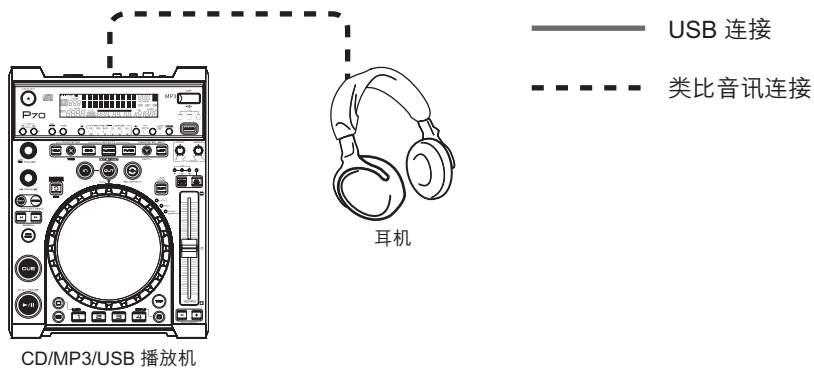


监听耳机

混音器

CD/MP3 播放机

基本连接

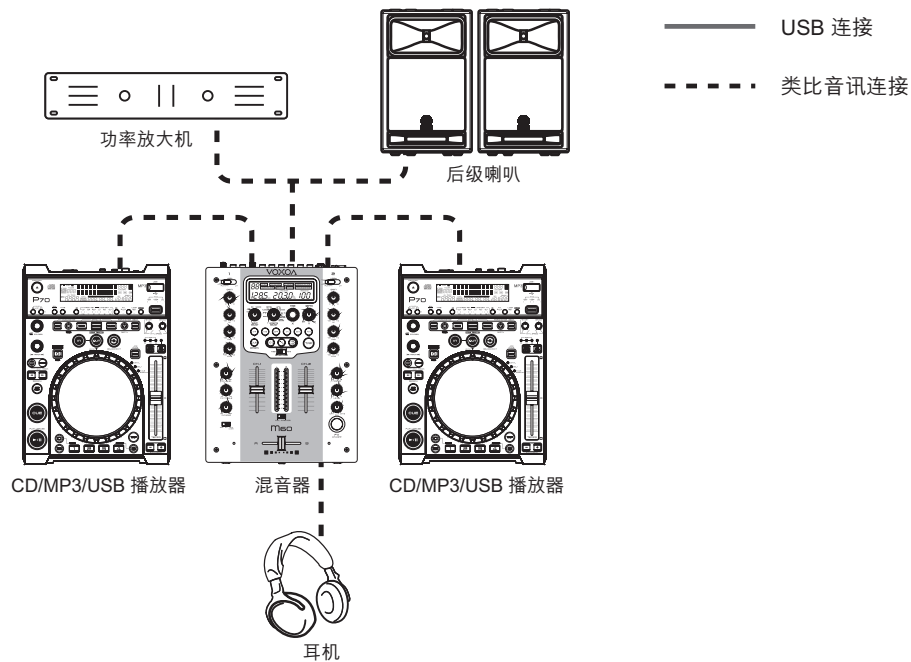


耳机

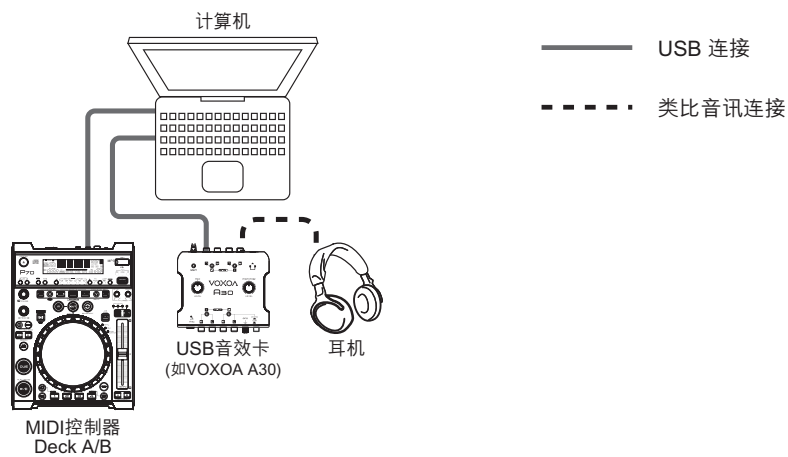
CD/MP3/USB 播放机

连接方式

基本连接

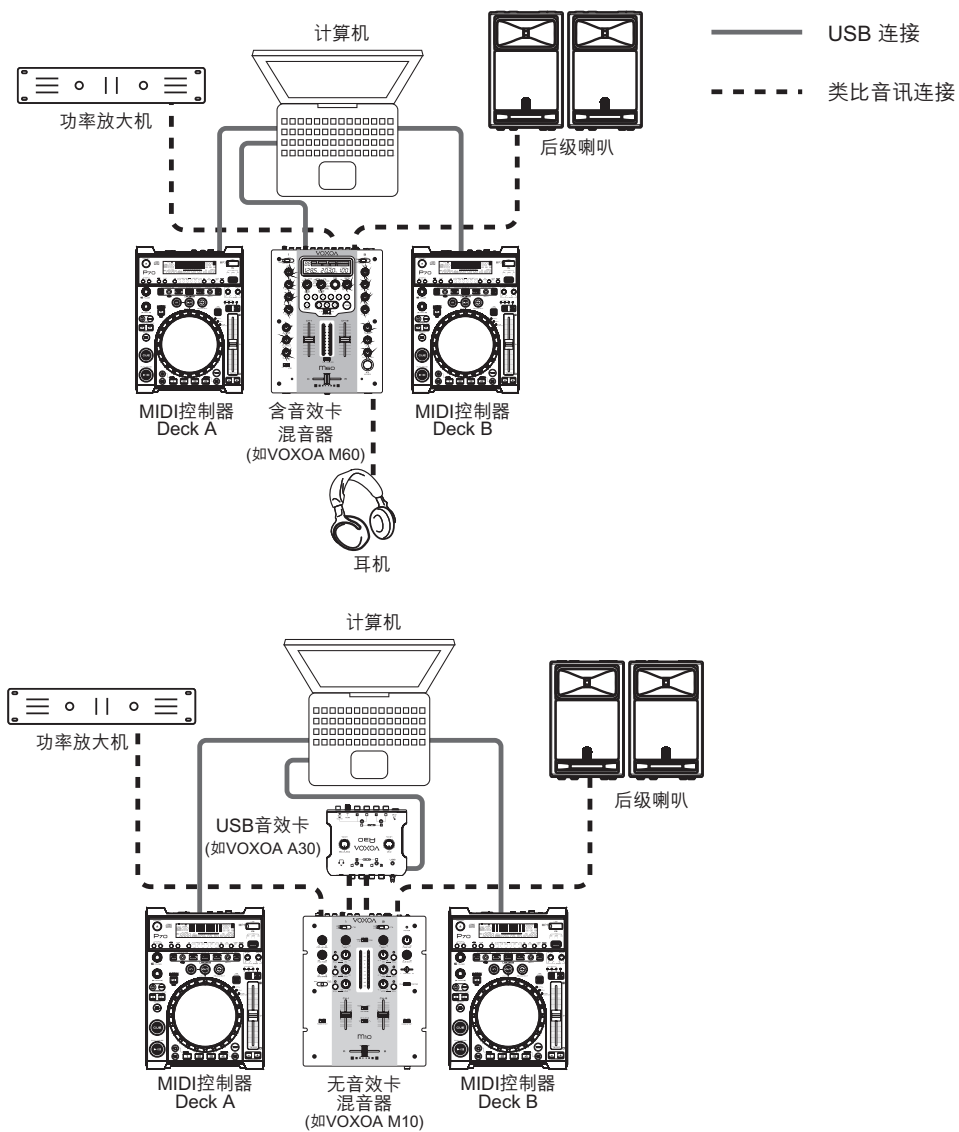


MIDI 控制器连接



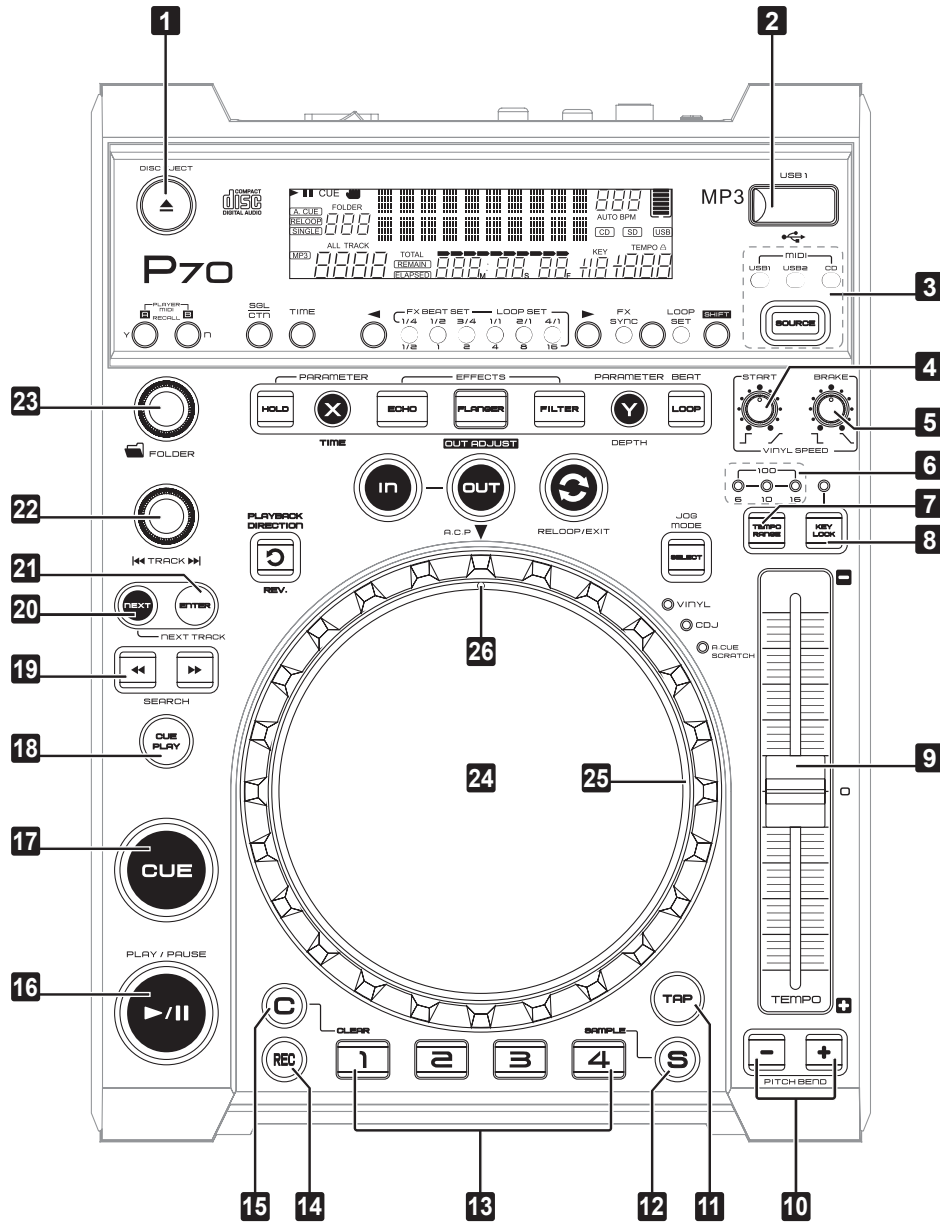
连接方式

MIDI 控制器连接

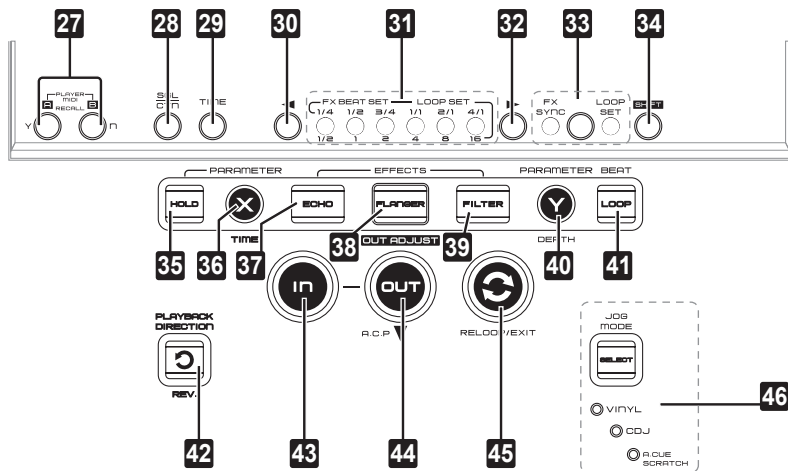


部件名称与功能

TOP PANEL控制面板



部件名称与功能



1. 退片钮(DISC EJECT)

按下此按钮将光盘退出。为了避免在音乐播放时误触此钮而造成音乐中断，退出光盘的功能，只有在播放暂停的状态下，才能够使用。

2. USB连接接口 (U盘插口)

此插口用来外接U盘或是USB周边。

3. 音乐来源选择按键

用此按键选择切换四种不同的音乐来源包含CD/USB1/USB2/MIDI。当一打开电源开关时，内定的模式是CD。

注意：按住此按键 2 秒，切换进入MIDI 模式。

4. 唱盘起始速度START调整钮

当在VINYL（唱盘）及A. Cue Scratch 模式下，当按下播放键时，这个起始速度调整钮，可控制调整由起始达到正常播放速度的加速度。此旋钮逆时针旋转时，达到正常播放速度时间越快，此旋钮顺时针旋转时，达到正常播放速度时间越慢。

5. 唱盘煞车速度BRAKE调整钮

当在VINYL（唱盘）及A. Cue Scratch 模式下，当按下暂停播放时，这个煞车速度调整钮，可控制调整由正常播放速度到完全停止时的减速度。此旋钮逆时针旋转时，达到完全停止的时间越快，此旋钮顺时针旋转时，达到完全停止的时间越慢。

6. 拍子速度调整范围(Tempo Range)指示

显示目前由拍子速度调整范围选择按键 **7** 所选择的拍子速度调整范围。

7. 拍子速度调整范围选择按键

每按一次此按键，拍子速度改变推子的范围变化，由±6%，±10%，±16%及 ±100%间切换。

部件名称与功能

8. 音调锁定KEY LOCK

此项功能开启时，当你改变音乐拍子的速度，音乐的音调却不会受任何变化。

9. 音乐速度调整推子

这个推子用来调整音乐播放的速度。

10. 播放速度调整钮

当此组按钮按住不放时，音乐播放速度立即被改变，放开时立即回复到原来的速度。

11. 手动/自动BPM按钮

当自动BPM无法锁定音乐节拍时，可透过手动BPM来产生。顺著音乐节拍轻敲此按键会产生音乐的BPM（每分钟节拍数）数值，用以提供特效产生器及自动环圈产生器使用。为了准确计算BPM数值，你至少必须敲四个拍子。

注意：如何回到自动BPM的计算模式，只要按住此键直到显示屏幕出现A. BPM (AUTOBPM)。

12. 样本模式Sample按键

启动样本播放模式按键。不论目前P70的播放状态是正在播放音乐或是在暂停的状态下，凡是储存在Bank Pads中的Hot Cue或是Loop，都能够当做样本(Sample) 播放。

13. 记忆储存按键库 1,2,3,4

这四个按键可用来储存Cue或是Loop，当储存的是Cue时，按键的灯号是橙色，当储存的是Loop时，按键的灯号是蓝色。

注意：当按键闪动时，表示可针对此按键所记录的资料做编辑。

14. Hot Cue/Loop 记录(Record)与呼叫(Recall)按键

这个按键有以下两种不同的操作方式：

- 1) 按下此键来启动记录模式，此时按键灯号亮起，再按下你所希望的记录的Pads **13** 去储Cue或是Loop。用同样的方式可以覆盖原本已有储存的资料。再次按下此键离开记录模式。
- 2) 储存目前储存按键组中所记录的Cues与Loops到系统内存之中，以便下次可以再使用。按下此按键不放，约按住一秒钟的时间，直到此键灯号闪动为止，显示屏幕并会出现“Saving”的字样。当灯号闪动结束表示储存完成。

注意：呼叫内存所储存的Cues与Loops: 在光盘或u盘中，播放器每首歌曲可储存4个记忆点，光盘最多可储存到2000个记忆点，U盘的记忆点无限制完全决定于U盘的空间大小。

重新载入光盘 / USB储存装置所记录的Cues 与 Loops的记忆点

方法1：旋转TRACK选钮 **22** 去选择歌曲，当歌曲中已记录Cues与Loops 的资料，在显示屏幕出现“Load Cues?”，按下RECALL确认键 **27** 的“Y”，确认载入已储存的Cues 与 Loops。

NOTE：你可以随时呼叫已记录的Hot Cues 与 Loops。只要按下SHIFT键 **34** 与REC键 **14**，就会进入载入Cues与Loops 的程序。进行载入程序时，音乐播放会被中断。

方法2：先按下 REC 键 **14**，再旋转歌曲旋钮 **22**，会自动载入已储存的记忆点。

部件名称与功能

15. 清除CLEAR键

用来清除储存在内存中的Cues 与Loops。按下清除键，然后选择从储存按键组中 (1~4)选择你所要清除的按键。再按一次清除键，离开清除模式。

16. 播放/暂停 PLAY/PAUSE 键

每按一次此按键可切换暂停变成播放，或是播放变成暂停。

17. Cue 按键

所谓的Cue点是一个自身定义的播放起点，通常是在节奏一开始的位置。在音乐播放的模式下，按下Cue键，音乐会立即暂停并回到上一次Cue点设定的位置。按著Cue键不放，将会变成播放模式，一旦你放开Cue键，播放就会立即暂停播放，并回到Cue点。

18. Cue播放CUE PLAY键

按下此键能够立即回到Cue点并立即开始播放。这个按键的设计，是提高DJ操作的方便性，你可以轻松的表演出BOP特效。所谓BOP特效，是透过连续回到Cue点并立即播放所造成的特别的效果。

19. 搜寻SEARCH键

搜寻键用来协助你快速的找到你所需要歌曲的位置， 这个搜寻键能够让你快速的往退后搜寻， 这个搜寻键能够让你快速的往前进搜寻。

20. 预选下一首NEXT播放音乐

预选下一首音乐的功能是协助你准备下一首播放的音乐，但不中断目前音乐的播放，这项功能大幅提升你在操作时的效率，操作方式如下：

步骤 1：按下此键启动预选下一首音乐的功能。

步骤 2：选择下一首你所要播放的音乐。可以从现在播放的CD片或是USB的同一个目录下选择，使用音乐选择旋钮 **22** 来选择。

步骤 3：按下Enter键 **21**确定你所选择的音乐，系统并开始进行搜寻。

步骤 4：当显示屏幕出现“FOUND”表示系统已经准备好NEXT TRACK的播放，此时NEXT TRACK键会开始动，用以提醒你。

步骤 5：按下ENTER键 **21**，正在播放的音乐立即停止播放，开始播放你所预先选择的音乐。

注意：当你已启动预选下一首模式，再按下此键，预选下一首播放模式就取消。

21. Enter 键

此按键有两项功能。

- 1) 启动预选下一首歌曲的播放。
- 2) 进入“功能设定选单”。

部件名称与功能

22. 音乐TRACK选择旋钮

此旋钮有三项功能。

- 1) 此旋钮用来选择歌曲，在同一片CD或是同一个歌曲目录中，来选择歌曲。
- 2) 按下此旋钮并同时旋转，可以快速前进或是后退，每旋转一格可跳10首歌曲。
- 3) 单独按下此旋钮可切换显示屏幕上歌曲显示的模式，可以切换file name/title (ID3)/artist (ID3)/Album (ID3)/Genre (ID3)。

23. 档案夹FOLDER搜寻旋钮

在CD/MP3光盘中或是在U盘中的音乐档案，放在不同的档案夹中，可利用此档案夹搜寻旋钮来切换不同的档案夹。

24. 转盘 Jog Wheel

这个触控感应的转盘有几个不同的功能，说明如下：

- 1) 一帧一帧精确搜寻(Frame Search) - 当在CDJ模式下，暂停播放的时候，旋转转盘可精确的找到要播放的帧数。
- 2) Pitch Bend - 当在CDJ模式下播放，转盘可当做Pitch Bend使用，就如同在传统唱盘上做推或拉的动作。顺时针转动转盘可加速音乐播放的速度，最多加至100%。逆时针转动转盘可减慢音乐播放的速度，最多减至-100%，控制调整取决于转动转盘距离的多寡。
- 3) 模拟唱盘 - 在唱盘模式下，这转盘的正面就有如黑胶唱盘一般，前后转动可控制音播播放的位置，做出刮盘的特效。转盘外缘仍是当做是Pitch Bend的功能。
- 4) 音乐循环(Loop) IN/OUT点的调整 - 转盘可用来当作音乐循环(Loop) IN/OUT点的调整，详细的操作，请参考有关操作的部分。
- 5) 音效Effects及样本Sample参数的调整 - 启动音效时，按下X键 **36** 再转动转盘可控制音效的X(时间)参数，按下Y键 **40**，转盘可控制音效的Y参数。在播放样本(Sample)模式下，转盘可控制样本的音量大小及播放速度。

25. 转盘发光环

转盘上的发光环，有九种不同显示方式，调整操作如下：

步骤1：按下Enter键 **21**，进入设定选单模式，然后旋转FOLDER转钮 **23**，选择“1 JOG MODE”。

步骤2：旋转TRACK转钮 **22** 可由九种不同模式选取你所想要的模式。

MODE1模式1 - 发光环上将显示目前音乐播放位置的指示，你可以调整每次显示灯的数量，最小显示数量一颗灯，最多可达23颗灯。调整方式，转动转盘调整或是按住Shift键 **34**再旋转旋钮 **22**。

MODE 2模式2 - 与模式1相同，不过发光环的表示方式是相反。

MODE 3模式3 - 当转盘表面被手触摸时，发光环会成相反的方式表现，原本亮的变暗，暗的变亮。同样的可以调整不同的设定值。

MODE 4模式4 - 发光环上会同时显示音乐播放点，并在发光环的左右两侧，闪动音乐播放的音量大小。

MODE 5模式5 - 发光环依照音乐音量大小闪动。

部件名称与功能

MODE 6模式6 - 整个发光环持续保持亮的状态，旋转转盘可调整亮的程度由0到100。

MODE 7模式7 - 发光环可依照你所设定的速度闪动，旋转转盘可调整闪动速度由1到100。

MODE 8模式8 - 发光环显示音乐播放位置，并呈现拖曳的效果。

MODE 9模式9 - 当手触摸到转盘表面，发光环才会发亮。

步骤3：按下Enter键 **21** 储存设定并离开设定选单。

26. 执行中的Cue点显示Active Cue Point (A.C.P.)

每次当你启动记忆储存按钮 **13** 中的Cue时，P70会重新设定Cue点在发光环上出现的位置到12点钟的方向。这个位置是个参考点，用来协助DJ做刮盘表演时参考用的，Active Cue Point简称 (A.C.P.)，当Cue点的位置接近A.C.P.时，发光环的12点钟位置，就会发出蓝光，用来提示你Cue的位置接近了。

27. MIDI A/B选择 / 载入记忆点Yes or No 按钮

在MIDI模式之下，按下这组按钮，用来切换控制A或是B的播放控制。在载入记忆点模式下，此组按钮用来做确定(Y)或是离开(N)。

28. SGL/CTN 单曲/连续 播放切换按钮

这个功能让你切换音乐的播放是单曲播放还是连续播放。

SGL = 单曲播放 → 当目前播放的歌曲播放结束，播放器立即成为暂停的模式。

CTN = 连续播放 → 当整片CD或是档案夹的歌曲播放完毕时，会切换成暂停的模式。

29. 播放时间显示模式切换按钮

切换显示屏幕上时间的表示方式。

- ELAPSED 表示目前已播放的时间。
- REMAIN 表示剩馀多少时间。
- TOTAL REMAIN 表示整片光盘剩馀播放时间。

30. Minus Button减少键

移动“时间分割(TIME DIVISION)指示” **31** 往左移动减少。

31. 时间分割TIME DIVISION指示

显示时间分割的时间长短，可显示音效节拍同步 FX BEAT SET(以拍子beat)与自动音乐循环LOOP SET长度(以小节bar)。

- **音效节拍同步 FX BEAT SET (黄色LED)** - 用来选择音效延迟的时间与音乐的差距。节拍延迟的比例1/4, 1/2, 3/4, 1/1, 2/1, 和 4/1。
- **自动音乐循环LOOP SET长度 (红色LED)** - 当自动音乐循环启动，选择循环的长度1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16小节 (1小节=4拍)，时间分割的灯号显示只显示到1/2小节，但继续按减少键(30)，可选择到1/64小节。屏幕上会显示目前所选择的数值。

部件名称与功能

32. 增加键

移动“时间分割(TIME DIVISION)指示” **31** 往右移动增加。

33. 特效同步FX BEAT SET或是自动节拍循环LOOP SET切换键

切换增加减少键的控制为特效同步FX BEAT SET (黄色灯号) 或是为自动节拍循环LOOP SET (红色灯号)。

34. Shift 键

按下Shift键用来启动第二项功能。

MIDI Shift 功能:当在MIDI的模式下,第二组MIDI控制讯号可由Shift键来控制。进一步的细节请参照本说明书中的 MIDI MAP。

35. 保持HOLD键

此键的功能用来保持锁定新的参数设定。否则的话,特效参数的设定每次都会回到原始设定值。此按键亮起时,表示功能正在启动中。

36. X (时间)参数键

这个按键用来调整特效的X(时间)参数值,按下此键再转动转盘,用来调整数值。保持键**35**在启动的状态,每次改变的数值都会被记录。在保持键在启动的状态,自动节拍同步的功能就会被关闭。

37. 回音(ECHO)音效

用来启动与关闭回音音效。回音音效可为输出的音乐增加回音。

38. FLANGER音效

用来启动与关闭FLANGER音效。FLANGER音效扭曲输出讯号,产生一个类似于频率相位互相交错的效果。这个改变频率的特效类似Phase的效果,但是更协调,特别强调在频率较高的部分,展现的音效令人联想起由头顶飞过的喷射机。音效会与目前BMP值同步。可利用特效同步的增加**32**与减少键**30**来做精确的调整。

你也可以手动来改变特效节拍的频率,启动X参数**36**透过转盘来调整频率值由0到9990毫秒,改变特效的强度,按下Y参数**40**,转动转盘来调整强度由0到255。

秘诀:将节拍同步设在4/1拍时,可以获得最佳的效果。

39. 滤波(Filter)音效

这个按键用来启动与关闭FILTER音效, FILTER音效扭曲了原来的声音增加了不同音调的定义。播放器可使音效与目前音乐的BMP产生同步的效应。使用增加键**32**与减少键**30**来更精确的调整节拍同步。

手动调整音效的参数,可先按X(时间)参数键**36**,然后转动转盘来调整,调整范围为0~9990毫秒。影响音效的强度可先按Y参数键**40**,然后转动转盘来调整强度大小,调整范围为0~255。

技巧:为了产生一个很棒的滤波扫过的音效表现,可将X参数设为0,然后按下HOLD键**35**,利用转盘调整Y参数由0调整到255。

40. Y 参数(深度) 键

这个按键用来调整Y参数的数值,按下此键再转动转盘,用来调整数值。

部件名称与功能

41. 自动循环AUTO LOOP键

按下这个按键启动自动循环功能，只要设定循环的起始(IN)点，结束点(OUT)就会自动依照目前BPM的数值来设定，自动循环的时间长度，由时间分割增加**32**与减少**30**来控制，在启动自动循环下，可及时改变循环的长度。

注意：自动循环的功能是以BPM做为依据，因此没有正确的BPM这项功能无法运作。在使用自动循环功能前，请先确认BPM计算器已经计算出正确的BPM数值。

42. 倒播REVERSE键

当启动倒播功能时，音乐的播放就会反向进行，产生特殊的效果。这项功能在一般正常播放，循环播放与样本播放时都有作用。

43. 循环起始点IN键

按下这个按键来设定循环起的起始点(IN)，在播放模式下可及时设定起始(Cue)点而不需中断播放。

44. 循环结束点OUT 键

按按下这个按键来设定循环起的结束点(OUT)，一个无缝循环由按下起始点(IN)开始，按下结束点(OUT)结束。循环会连续不断的播放，循环播放时IN与OUT按键会不停闪动，直到再循环/离开(RELOOP/EXIT)**45**的按键被按下，循环播放才会停止。循环的结束点(OUT)可以及时调整，当循环播放中按下结束点(OUT)，屏幕显示结束点(OUT)的时间，同时只剩下结束点(OUT)的灯号闪动，此时转动转盘调整结束点(OUT)设定，再按一次结束点(OUT)完成调整，音乐继续循环播放。

45. 再循环/离开键

如果已经设定一个无缝循环，但是已经离开循环播放模式，按下此键立即启动循环播放的模式，离开循环播放再按此键一次。循环播放中，再循环播放(RELOOP)会显示在屏幕上。

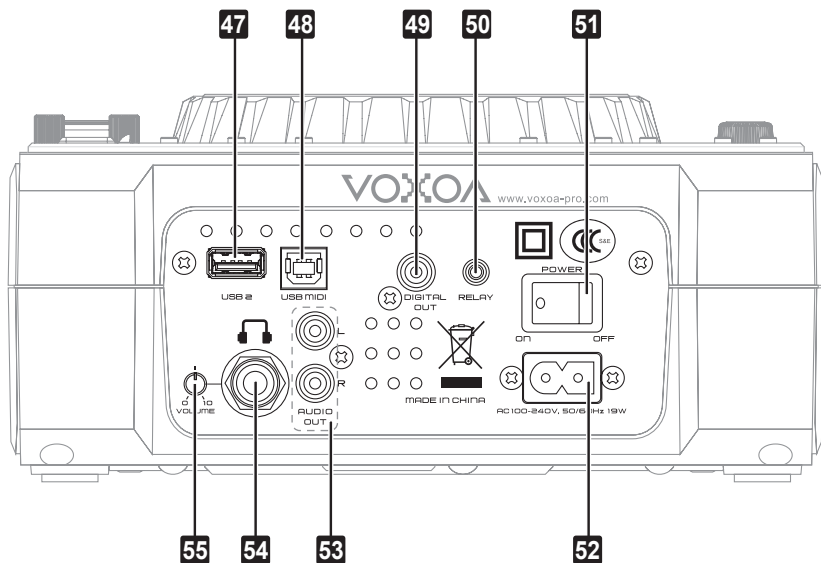
46. 转盘模式Jog Wheel Mode切换按键

每按一次切换按键可切换转盘的三种不同模式: 模拟唱盘模式(VINYL)，一般CDJ模式(CDJ)与自动回Cue点刮盘模式(AUTO CUE SCRATCH)。

- 模拟唱盘模式(VINYL) - 在播放中，手触及转盘的表面可以做出模拟传统黑胶唱盘的刮盘效果。
- 一般CDJ模式(CDJ) - 刮盘模式解除，转盘用来当做Pitch Bend 与Frame Search。
- 自动回Cue点刮盘模式(AUTO CUE SCRATCH)
 - 在播放中
在播放中，只要触摸转盘表面，立即会回到上次所使用的Cue点，并可开始做刮盘的操作。
 - 在暂停模式(CUE MODE)
当在暂停模式(CUE MODE)下，触碰转盘的表面就可立即开始从Cue点做播放，直到手离开转盘表面。再一次触碰转盘表面，又会从Cue点做播放。

部件名称与功能

后背板



47. USB2插口

这个插口用来连接外接的USB储存周边。

48. USB MIDI插口

利用所附的USB连接线与计算机相连接。这个插口可用来当作MIDI讯号指定用，可用来控制电脑软件。当与电脑连接时，不需要驱动程式，电脑系统会自动辨识。或可用来连接另一台Host USB播放器。

49. 数码输出插口

这个数码讯号输出需要S/PDIF (75Ohm, coaxial) 连接线，用来与混音器或是任何数码录音设备相连接。

50. 交替播放RELAY PLAY /推子启动FADER START控制线连接插口

透过交替播放插口，两台播放器可以交替播放。如果与支援推子启动的混音器相连接，可以透过混音器的交叉推子来做控制播放。更清楚的操作细节请参考操做控制/如何使用交替播放与推子启动章节。

51. 电源开关

这个开关用来开启与关闭电源。

部件名称与功能

52. 电源线插口

这个插口用来连接电源供应，插头只有一个方向能够插入，若方向不符合时，切勿强制插入。

53. RCA声音输出插口

这个类比输出讯号需要一对左右通道的RCA线去连接混音器或是功率放大器。

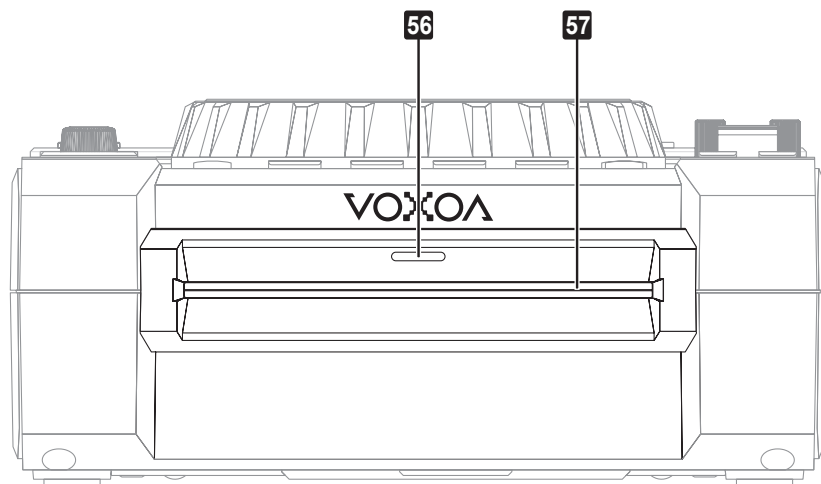
54. 1/4英寸监听耳机插口

使用1/4英寸耳机插头来连接监听耳机。

55. 监听耳机音量控制

这个控制旋钮可控制监听耳机的音量输出大小。

前面板



56. 光盘读取指示

当没有光盘放入时，此指示灯会亮，放入光盘读取时，此指示灯闪烁。

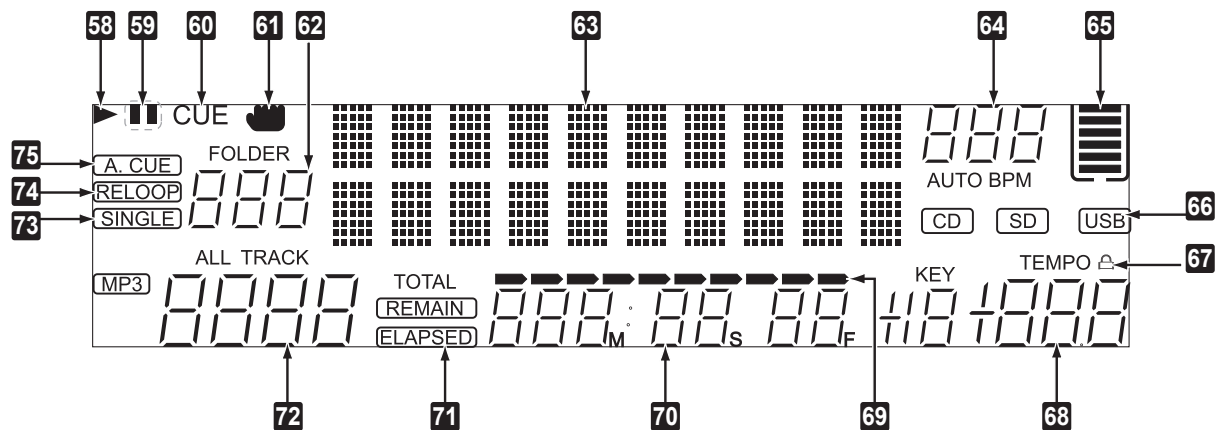
57. 光盘载入槽

将光盘有标签的一面朝上，平均地将光盘插入载入槽中。

警告：当电源开关**51**关闭时，切勿试图将光盘强行插入载入槽中，会造成光盘或是载入的机构受到严重损害。

部件名称与功能

显示屏幕



58. 播放指示

在播放模式下，此指示灯亮起。

59. 暂停指示

在暂停模式下，此指示灯亮起。

60. CUE指示

在CUE模式下，此指示灯亮起，每当重新设定新的Cue点时，此指示灯亮会闪烁。

61. 触控指示

当转盘表面被触摸时，此指示灯会立即亮起。

62. 资料夹显示

显示目前资料夹的编号，资料夹的编号方式是以光盘或U盘中资料结构为主，由根目录开始编辑。

63. 点矩阵讯息显示列

当播放有ID3标签的MP3档案，或是有文字的音乐光盘时，显示资料夹名称，音乐的表演者名称，档案名称，专辑名称，音乐类别与音乐名称等。切换不同的显示方式按歌曲选择旋钮 **22** 做切换。

64. BPM 显示

显示目前播放歌曲BPM(Beat per Minute每分钟节拍数)数值。当AUTO BPM 显示时表示自动节拍计算器运作中。

部件名称与功能

65. 内存容量指示

指示目前内存的容量，有两种功用。外圈表示Cue的内存状态。中间的六根横条表示数码缓冲容量。每一个横条表示剩馀两秒的缓冲内存容量。缓冲内存不足，会造成搜寻的功能无法操作。

66. 音乐来源指示

指示目前的音乐来源，使用音乐来源选择按键**3**来切换。

67. 节拍锁定TEMPO LOCK指示

指示节拍锁定功能已经启动。

68. 速度调整显示

显示目前音乐播放速度调整百分比。

69. 播放位置

这个长条提供视觉音乐播放位置的显示，当音乐快播放结束时，长条开始闪烁。

70. 时间显示

提供目前音乐详细的分，秒与帧。显示的方式由时间显示功能所决定，可显示已播放时间(ELAPSED)/剩馀时间(REMAIN)/ 整片光盘剩馀播放时间(TOTAL REMAIN)。

71. 时间显示模式指示

指示目前显示时间的模式。ELAPSED已播放时间，REMAIN剩馀播放时间，TOTAL REMAIN整片光盘剩馀播放时间，使用播放时间显示模式切换按键**29**在不同模式之间做切换。

72. 音乐编号显示

指示目前音乐的编号。

73. 播放模式指示

指示播放器在单曲播放模式或是连续播放模式，在单曲播放模式显示SINGLE，在连续播放模式不做任何显示。

74. 再循环指示

指示目前已储存有循环设定，可按下RELOOP/EXIT键**45**再次播放循环，当循环在播放时，此指示呈现闪烁的状态。

75. 自动起始(CUE)点

指示自动起始(CUE)点功能开始或是关闭，按下SGL/CTN**28**键一秒钟可启动或关闭自动起始(CUE)点功能。

功能设定选单

按下Enter 键 **21**进入功能设定选单，转动档案夹(FOLDER)搜寻旋钮 **23** 切换不同的功能设定。转动音乐(TRACK)选择旋钮 **22** 切换次选单的功能，转盘用来选取设定值，再按下Enter 键，离开功能设定选单。

1. JOG MODE - 转盘发光环模式：

设定转盘上发光环显示模式，发光环有九种不同显示模式。

MODE 1模式1 - 发光环上将显示目前音乐播放位置的指示，你可以调整每次显示灯的数量，最小显示数量一颗灯，最多可达23颗灯。调整方式，转动转盘调整或是按住Shift键 **34** 再旋转旋钮 **22**。

MODE 2模式2 - 与模式1相同，不过发光环的表示方式是相反。

MODE 3模式3 - 当转盘表面被手触摸时，发光环会成相反的方式表现，原本亮的变暗，暗的变亮。同样的可以调整不同的设定值。

MODE 4模式4 - 发光环上会同时显示音乐播放点，并在发光环的左右两侧，闪动音乐播放的音量大小。

MODE 5模式5 - 发光环依照音乐音量大小闪动。

MODE 6模式6 - 整个发光环持续保持亮的状态，旋转转盘可调整亮的程度由0到100。

MODE 7模式7 - 发光环可依照你所设定的速度闪动，旋转转盘可调整闪动速度由1到100。

MODE 8模式8 - 发光环显示音乐播放位置，并呈现拖曳的效果。

MODE 9模式9 - 当手触摸到转盘表面，发光环才会发亮。

2. Playlist - 音乐播放清单排序模式：

设定音乐播放清单排序方式，可依一般Normal(无资料库)删/ 音乐名称Title / 音乐表演者名称Artist / 专辑名称Album / 音乐类型Genre (只有USB才有)播放时的排序方式。

DATABASE BUILDER 软件能够针对U盘产生“音乐播放清单”(PLAYLIST)，可以依照需求而筛选不同的播放清单排序的方式。旋转“音乐TRACK选择旋钮**22**”去选择播放清单依照何种方式排序，选择确定按下ENTER键，储存并离开。

- 一般模式Normal: 这是内定值。播放清单是依照档案阶层架构所排序。
- 音乐名称Title: 播放清单依照依“音乐名称Title”，按英文字母顺序排序。
- 音乐表演者名称Artist: 播放清单依照依“音乐表演者名称Artist”，按英文字母顺序排序。
- 专辑名称Album: 播放清单依照依“专辑名称Album”，按英文字母顺序排序。
- 音乐类型Genre: 播放清单依照依“音乐类型Genre”，按英文字母顺序排序。

3. Sensitivity - 触控灵敏度：

转盘触控灵敏度调整，调整范围由-20到+20，可以不同使用者的需求与感觉调整。调过高或过低会影响你的表演。

4. Pitch Bend - 音高滑动：

调整速度范围由+/-1% 到 100%。

5. Line Setup - 点矩阵讯息显示列设定：

- L1 mode = 第一排显示模式，1跑马播放后暂停再继续跑马，2 跑马播放后停止，3 连续跑马播放。
- L2 mode = 第二排显示模式1跑马播放后暂停再继续跑马，2 跑马播放后停止，3 连续跑马播放。
- Dis = 显示时间调整0.5~12.0 秒。
- Run = 跑马速度调整 50~2000毫秒。

6. Intensity - 屏幕亮度：

调整屏幕的亮度，范围由1 到4。

7. A.CUE LEVEL - 自动起始点音量：

调整自动起始点(AUTO CUE)音量大小，范围由-36 到-78dB。

功能设定选单

8. MIDI CC TYPE - MIDI改变控制设定：

在MIDI模式下改变设定FOLDER(档案夹搜寻旋钮 **23** / TRACK音乐选择旋钮 **22** / WHEEL 转盘 (Jog Wheel) 的传送控制模式。REL.表示RELATIVE相对的，将旋钮当做Encoder控制，ABS.表示ABSOLUTE绝对的，将旋钮当做VR控制。

9. MIDI SETUP (MIDI控制设定)

- USB = MIDI/LINK USB MIDI插口 **48** 设定为MIDI控制，或是设定为连接(LINK)另一台播放器功能。
- LINK = 连接设定，当使用连接功能时，指定主要播放器的USB1插口，或是USB2插口，做为资料来源。
- MIDI CH MIDI通道设定 = 播放器有两个通道A与B可设定，可以设定通道CH 1~16。
- SHIFT = 设定SHIFT键 **34** 的功能，为按一次就一直按住(HOLD)，或是指当做是开关的功能(SW)，当使用复合功能时需要一直按著。
- JOG OUTPUT = 转盘传送讯号，设定转盘传送讯号的时间0~30 毫秒，有些DJ软件，每秒只能处理有限的MIDI讯号，请依软件需求设定。
- Pulse = 脉冲设定感应器传送脉冲的数值(1024或是 512)，这是转盘MIDI讯号的取样率。
- I/O = 当MIDI 输入输出时是否显示数值，DISPLAY显示/Hide隐藏。
- EDIT = 编辑启动: 设定使用者所编辑的MIDI启动ON/或是关闭OFF，内定值为启动，当关闭时使用原厂设定。
- NAME 控制器名称 = 当有多个控制器相连接时，可以给不同控制器一个编号名称由B~H。

A. MIDI NOTE EDIT = 编辑MIDI NOTE值，请参照MIDI MAP。

B. MIDI LED EDIT = 编辑由电脑端所传送的LED灯号控制讯息，请参照MIDI MAP。

C. Repeat Mode = 重复播放模式：当选择重复播放时，只在同一档案夹下连续播放。

D. Bit Rate = MP3压缩率 - 是否显示MP3的压缩率，可设定显示ON/关闭OFF。

E. Version = 韧体版本资讯。

- CON: VerXX(Control 版本)
- SER: VerXX(Servo 版本)
- BUF: VerXX(Buffer 版本)
- DSP: VerXX(DSP 版本)

F. Load Default = 载入预设值，按下音乐选择旋钮 **22** 载入预设值。

储存记忆信息：改变后会记录的信息

PITCH ON/OFF, PITCH RANGE, SGL/CTN, AUTO CUE, TIME MODE, HOLD, KEY LOCK, EFFECTS ON/OFF, SENSITIVITY, DISPLAY/SCROLL TIME/ JOG MODE/ INTENSITY/ A.CUE LEVEL/ MIDI CC TYPE/ MIDI CH/ MIDI SETUP.

预设值：

PITCH (ON), PITCH RANGE (10%), (CTN), AUTO CUE(ON), TIME MODE (REMAIN), HOLD(OFF), KEY LOCK(OFF), EFFECTS(OFF), SENSITIVITY(0), PITCH BEND(PITCH RANGE), BIT RATE(Disp. ON), JOG MODE(MODE1,1), INTENSITY(4), A. CUE LEVEL(-48db), MIDI CC TYPE (REL.), MIDI CH (CH 1, 2), MIDI SETUP (JOGOUT 0 ms) (PULSE 1024) (I/O HIDE), REPEAT MODE (OFF), LINE SETUP (LINE 1 DISPLAY=2/LINE 2 DISPLAY=1), (DISPLAY (1 sec)/RUN (150msec) TIME), PLAYLIST (NORMAL), SLEEP TIME (15 min).

连接两台 P70 播放器

使用这项功能，两台播放器可使用USB线相连接，共享同一个外接USB的储存设备，以下的操作指示指导你如何设定连接的功能。这项功能只能使用在USB的设备。

主要播放器：

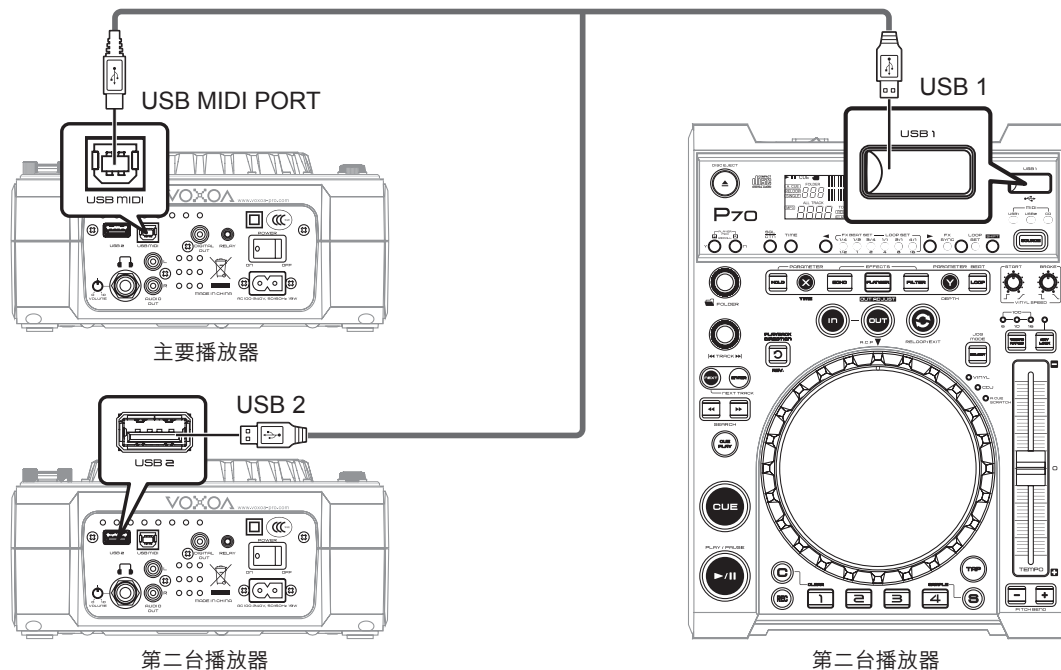
1. 按下Enter键 **21** 进入功能设定选单
2. 选转档案夹旋钮 **23** 找到A. MIDI SETUP (MIDI控制设定)选项
3. 旋转转盘直到USB = LINK 出现，再按下Enter 键 **21** 记忆并离开选单。
4. 现在插入外接USB 设备到主要播放器的USB 1插口 **2** 或是USB 2插口 **47**。

注意：选择USB 1插口 **2** 或是USB 2插口 **47**，取决于在功能选单中的设定，在功能选单中的 MIDI SETUP/ LINK，设定读取那一个插口。

5. 连接主要播放器USB MIDI 插口 **48** 到第二播放器的USB插口。
6. 第二台播放器就可以进入到主要播放器上的外接USB设备。

注意：共享外接USB设备前须先经由主要播放器读取过。

注意：透过这个连接方式，可以连接数台播放器，但可能会造成读取资料速度减慢，造成播放操控不顺畅与不可预期的错误，强烈建议只连接两台播放器。



操作控制

开始播放与停止播放

- 开始播放

在暂停或是Cue模式下，按下播放/暂停PLAY/PAUSE键**16**启动播放模式。播放时，播放/暂停PLAY/PAUSE键会发出绿色的光。

- 停止播放

有两种方式可以停止播放。在播放下，按下播放/暂停PLAY/PAUSE键**16**，播放立即暂停在你所按下的时间点，或是按下CUE键**17**，播放立即停止并回到起始 (Cue)点。

设定起始(Cue)点

所谓的Cue点就是音乐播放的起始点，设定Cue点是为播放做准备的动作。在暂停模式下，一旦按下Cue键，Cue点就会被储存在内存中。在音乐播放时，按下Cue键，音乐会立即暂停并回到Cue点，当再按下播放暂停(PLAY/PAUSE)键时，音乐开始从Cue点播放。

也可以回到Cue点立即播放，按住不放Cue键，再按下播放暂停(PLAY/PAUSE)，音乐就会回到Cue点并立即播放，或是简单的按下Cue Play键**18**。相同操作的动作也可以运用在Hot Cues Bank Pads中**13**。

步骤 1: 在播放中，当音乐播放到你所想要的时间点，按下PLAY/PAUSE播放暂停键**16**暂停音乐播放。

步骤 2: 精确的搜寻Cue点的位置，使用Search键**19**，或是使用转盘可以做一帧一帧精确搜寻。

步骤 3: 找到你所想要的播放点，按下Cue键 (17)，IN键(43)会闪动表示Cue点的设定完成，新设定的Cue点会覆盖原有的。

- 即时设定Cue点

在播放模式下，在你所希望设定的时间点，按下IN键**43**，Cue点立即被储存，只要稍做练习，这是最快设定Cue点的方式。

- 自动Cue点

自动Cue点功能，能够自动设定每一首音乐，一开始的起点。按住SGL/CTN键**28**，开启自动Cue点功能，屏幕上会显示A.Cue。

秘诀：任何时间Cue键在闪动时，表示已经准备好记录新的Cue点。

操作控制

调整播放速度 Adjusting the Pitch

- 使用速度调整推子 Pitch Slider

当第一台播放器正在播放，第二台播放器准备好要播放时，两台播放的拍子速度要保持一致，最迅速的方式是调整第二台播放器的速度调整推子，让第二台播放器去吻合第一台播放器的拍子速度。推子往上(-)移动会降低拍子速度，往下(+)移动会增加拍子速度。

- Pitch Bending

使用Pitch Bend 按键 **10** 调整速度

当音乐的速度调整到对的节奏，要调整每一个拍子要相符合的状态，Pitch Bending提供一个快速修正拍子位置的方式，让第二台播放器拍子的位置尽可能的与第一台播放器的位置相接近。按下PITCH BEND — or PITCH BEND +键会暂时增快会减慢播放速度。速度改变的程度会依照按著按键时间的长短成正比，举例说明，持续按著按键不放，播放速度一直改变直到速度调整范围的最大值。一放开按键，速度就回到速度调整推子（Pitch Slider）的设定值。

- 使用转盘调整速度 **24**

转盘也可作为暂时调整速度用，当音乐播放时，顺时针转动转盘增快播放速度，逆时针转动转盘减慢播放速度。改变速度的幅度会依照你所转动转盘的速度而定。建议使用转盘的外沿来做速度调整的控制，因为在模拟唱盘(Vinyl)与自动回Cue点刮盘(Auto Cue Scratch)模式下，触摸到转盘表面会让播放暂停。

- 音调锁定KEY LOCK功能

这项功能让音乐的速度改变时不影响音乐的音调，当音调锁定功能的按键亮时，音调是保持原音调不变的。

无缝循环 Seamless Loops

- 创建一个无缝循环 (LOOP)

步骤 1：按下播放键(Press the PLAY/PAUSE) **16** 开始播放。

步骤 2：播放至要求的循环起始点，按下起始点(IN)键 **43**。

步骤 3：按下结束点(OUT)键 **44**，设定循环的结束点。播放立即回到先前所设定的起始点(IN)，并开始播放到结束点(OUT)反覆播放，不会有任何间断。当循环设定完成，再循环/离开RELOOP/EXIT键 **45**亮起，RELOOP指示在显是屏幕显示闪动，同时起始点(IN)键结束点(OUT)键同时闪动。

- 离开循环播放模式

在循环播放时，按下再循环/离开RELOOP/EXIT键 **45**，会离开循环播放模式，音乐播放到结束点(OUT)时，会持续往下播放，而不是回到起始点(IN)再播放。

- 再播放循环(Re loop)

只要再按”再循环/离开RELOOP/EXIT键 **45**”，即可进入循环播放状态。离开循环播放，只需再按一次”再循环/离开RELOOP/EXIT键 **45**”。

操作控制

• 修改循环播放

- 调整循环播放的结束点 (Out point)

一旦循环播放设定完成，不需要停止音乐的播放就可以调整结束点 (Out point)。

步骤 1：在循环播放状态下，按下循环结束点(OUT)键**44**，屏幕显示结束点时间资料，起始点(IN)键灯灭，结束点(OUT)键保持闪烁。

步骤 2：旋转转盘到需求的结束点，此时转盘转动增减以帧为单位，可以即时听到结束点被改变的变化。

步骤 3：再按下结束点(OUT)键**44**，储存新的结束点并离开修改循环的模式回到正常循环播放的模式。

- 调整循环起始点

一旦循环播放设定完成，也可以调整起始点 (IN point)，不过需要暂停循环的播放。

步骤 1：在循环播放状态下，按下循环起始点键**43**，循环播放暂停，显示屏幕显示起始点的时间资料。结束点(OUT)键灯灭，起始点(IN)键保持闪烁。

步骤 2：旋转转盘到需求的起始点，此时转盘转动增减以帧(frame)为单位。

步骤 3：再按下起始点(IN)键**43**，储存新的起始点并离开修改循环的模式回到正常循环播放的模式。

设定自动循环AUTO LOOP

自动循环的功能，只要设定循环的起始点，BPM计算器会依照目前音乐的节拍数与所设定循环的长度来决定循环的结束点。举例说明：假设音乐的速度是120BPM (每分钟120拍)，时间长度1/1小节 (=4拍)，一个循环长度2秒。

• 设定自动循环

步骤 1：设定自动循环长度

切换特效同步或是为自动节拍切换键**33**到自动节拍循环设定

使用增加减少按键**32** **30**来选择循环长度，有11种长度可选择1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16单位为小节(1小节等于4拍)，长度的灯号指示只到1/2，但是屏幕显示会依照所选择长度显示。

步骤 2：启动自动循环模式

按下自动循环(AUTO LOOP)键**41**，启动自动循环模式。

步骤 3：设定循环起始点

按下起始点(IN)键**43**设定循环的起始点，结束点由循环长度与BPM (每分钟节拍数)。设定完成循环开始播放。

步骤 4：改变自动循环的长度 Changing the Auto Loop Length

当循环播放时，按下增加**32**与减少按键**30**可以即时改变循环的长度，屏幕会显示循环长度。

步骤 5：停止循环

按下 RELOOP/EXIT 键**45**离开循环播放。

操作控制

设定及时启动(Hot Cues) /与循环(Loops)

储存及时启动(Hot Cues)与循环(Loops)在空白(灯号未亮)的按键上，只要简单的按下记忆储存按键库中空白(灯号未亮)的按键。会先闪烁橘色灯，提示已经被储存。

- 按键储存“及时启动(Hot Cues)”灯号显示橘色
- 按键储存“循环(Loops)”灯号显示蓝色

储存Loops必须先使用循环起点(IN)与循环终点(OUT)设定循环，一旦循环设定完成，再继续以下步骤。

步骤 1: 在播放模式(循环播放)或是暂停模式下，按下录音键REC button **14** 启动纪录模式。

步骤 2: 按下所想要记录的按键(1, 2, 3, 4) 从记忆储存按键库 **13** 之中选择，可以覆盖已储存资料的按键。

步骤 3: 再按下录音(REC)键 **14** 离开设定及时启动(Hot Cues)与循环(Loops)

再按下已储存的按键，会立即从储存的时间点播放，按键并同时会闪烁，可以重复的按同一个按键，产生特殊的效果。如果播放器在暂停或是Cue模式下，按下按键不放，播放器会从储存的Cue点开始播放，就好像主要的Cue键 **17** 一样。

- 清除已储存的 Hot Cues/ Loops

按下清除键 (C)LEAR **15** 启动清除内存的功能，再按下所要清除资料的按键从储存按键组中，被清除资料的按键，灯光会熄灭，让你知道已经没有资料储存在其中，再按下清除键 (C)LEAR **15**，离开清除记忆模式。

储存所记录的Hot Cues/Loops

每首歌曲可储存4个Cues或Loops。播放器能够储存并叫回在光盘上的Hot Cues及Loops达2000个，如果是USB周边，数量取决于U盘空间的大小，一般来说，所记录的资料量很小，可以不用担心储存的多寡。

按住记录键REC button **14** 直到屏幕显示“SAVING” 储存中”，就可以将设定的Hot Cues及Loops储存下来，否则只是暂时记忆在内存中，被覆盖或是关机后就不再存在。

重新将储存的Hot Cues及Loops叫回

- 光盘/ U盘操作方式

插入光盘或U盘，先按下REC键 **14** 启动叫回的功能，旋转选择旋钮 **22** 选择要播放的音乐，若音乐中已有储存Hot Cues或是Loops，系统会自动载入，此时按键会一个接一个闪烁，当载入完成，按下按键立即就可呼叫。

没有在一开始就载入储存Hot Cues或是Loops，随时都可以呼叫，旋转选择旋钮 **22** 选择要播放的音乐，若是音乐有储存Hot Cues或是Loops，屏幕上会显示Load Cues? 是否载入记忆点?，在三秒钟内，按下Yes键 **27**，屏幕显示RECALL叫回，表示正在载入中。也可以随时呼叫储存Hot Cues或是Loops，按住Shift键 **34** 与REC键 **14**，屏幕显示RECALL叫回。

注意：在储存的过程中切勿关掉电源，为了储存资料，你必须等待至少三秒钟等到屏幕显示Saving结束。

操作控制

如何使用样本(Samples)

播播放器内建采样器的功能，一旦Hot Cues或Loops被储存在记忆储存按键库 **13** 中，就可以将Hot Cues及Loops独立当作样本(Samples)来播放。

先按下样本按键，按键亮起，再按下已储存的记忆储存按键库 **13**，启动音乐样本的播放，此时样本会与原本播放的音乐混音在一起。样本按键此时会呈现闪动的状态，所选择的Bank则会闪动淡紫色的灯号。

原本Bank中所储存的是循环Loop，样本就会以循环Loop的模式播放。若所储存的是Hot Cue，样本会以Hot Cue为起点，播放5秒的长度，样本播放结束。

离开样本模式，只要再按下样本键SAMPLE **12**，灯号熄灭。

注意：若是所储存的Loop 超过5秒，在样本模式下最多只能播放5秒。

- 改变样本的播放速度及音量大小

启动样本模式，并触发播放样本，样本的播放速度及音量大小可独立被调整。

- 调整样本的播放速度

当样本播放时，按下X键 **36**，然后旋转转盘调整播放速度。屏幕会显示调整的数值，按下HOLD键 **35**，可以保持调整的数值，否则一放开转盘就会回到原本的数值。

- 调整样本的播放音量

当样本播放时，按下Y键 **37**，然后旋转转盘调整播放音量的大小。屏幕会显示调整的数值，按下HOLD键**35**，可以保持调整的数值，否则一放开转盘就会回到原本的数值。

注意：调整样本的Pitch时，若不按下Hold键，旋转转盘，可当做Pitch Bend使用，Pitch会因转盘的转动暂时增加或是减少。相同的调整音量时，若不按下Hold键，音量的控制只能暂时调整。

注意：每个样本均可单独记录样本的Pitch值与音量大小。

秘诀：当音乐来源取出时，退出光盘或是拔掉U盘时，样本仍然可被播放。

操作控制

如何使用音效(Effects)

- 内建三种DSP数码音效：Echo 回音**37**，FLANGER**38**及FILTER**39**，启动音效只要简单的按下所要的音效按键。
- 回音(ECHO)音效：可为输出的音乐增加回音。
- FLANGER音效：flanger音效扭曲输出讯号，产生一个类似于频率相位互相交错的效果。这个改变频率的特效类似Phase的效果，但是更协调，特别强调在频率较高的部分，展现的特效令人联想起由头顶飞过的喷射机。
- 滤波(Filter)音效：FILTER音效扭曲了原来的声音增加了不同音调的定义。

- 调整音效节拍同步

使用时间划分增加与减少按键 Minus**30** & Plus**32** 去改变音效与播放音乐的同步时间。例如选择1/4拍，表示每1/4拍音效与原本音乐同步调节。1/2代表1/2拍，以此类推。

- 调整X参数(时间) Y参数(大小强度/深度)

按下X (Time)键**36**，再转动转盘去调整时间参数。Y参数可控制音效的深度，回馈或是等级大小，会依不同音效的特性而设定。按下Y (DEPTH) 参数键**40**，再转动转盘去调整参数数值。每一次只能调整X或Y的参数数值。

注意：只要音效启动时，并且参数调整键X参数**36**或Y参数**40**被触发时，转盘就做为参数调整的功能，刮盘模式会暂时停止作用，直到参数调整取消为止。

模拟黑胶唱盘模式与刮盘

在模拟黑胶唱盘模式(Vinyl Mode)或是自动回Cue点刮盘模式(Auto Cue Scratch)下

转盘将模拟传统唱盘机的操作行为。转盘的表面是触动控制的，手一触及转盘表面，播放立即暂停，就像传统唱盘机一样，一旦播放暂停，前后转动转盘可以产生刮盘的音效。自动回Cue点刮盘模式 (AUTO CUE SCRATCH)与模拟黑胶唱盘模式类似，但在此模式下，只要触摸转盘表面，立即会回到上次所使用的Cue点，并可开始做刮盘的操作。

注意：启动模拟黑胶唱盘模式，按下转盘模式切换开关**46**，切换到VINYL。启动自动回Cue点刮盘模式，按下转盘模式切换开关**46**，切换到A. CUE SCRATCH。

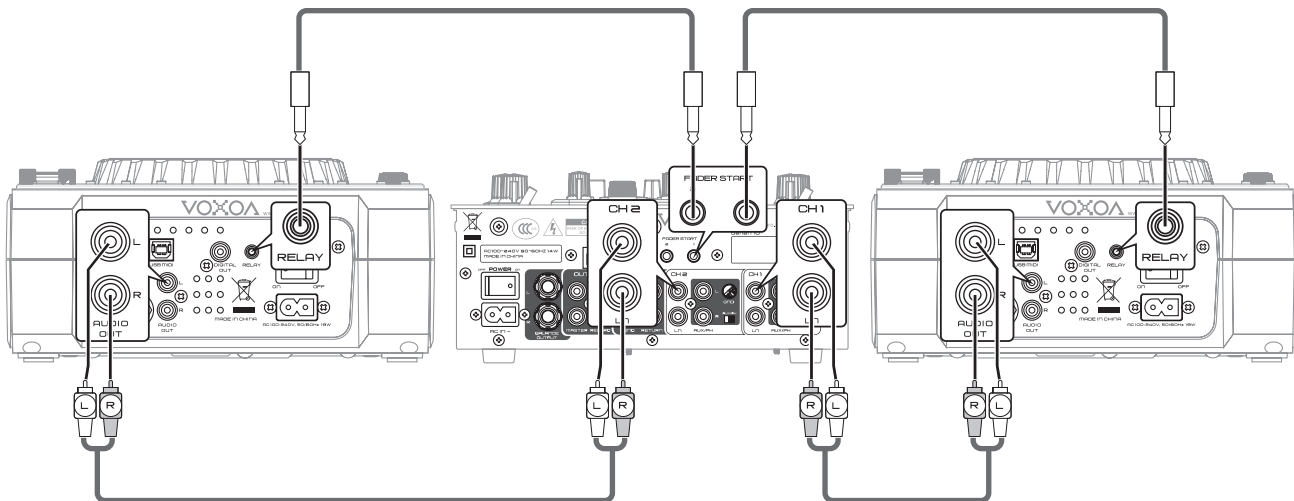
操作控制

如何使用交替播放与推子启动播放

- 使用两播放器交替播放

使用控制连线插入两台播放器的插口**50**，这两台播放器就可以一首接著一首交替播放。

- 连线两台播放器



两台播放器的播放模式必须切换成单曲播放，使用SGL/CTN切换开关**28**切换，屏幕显示SINGLE，第一台播放器播放，另一台播放器必须在暂停的模式。当第一台播放器播放完第一首音乐，播放器会变成暂停的状态，此时另一台播放器开始播放。如此，两台播放器会交替播放。

技巧：可以先设定好在准备状态下播放器的Cue点，可直接跳到所设定的Cue点播放。

- 推子启动

连接具有推子启动功能的混音器，交叉推子的移动就可以控制播放器的播放。当交叉推子推到左边，左边的播放器就会开始播放，推子推到右边，右边的播放器就会开始播放，启动的功能会依照交叉推子的线性调整。

技巧：在准备中的播放器可以先设定好Cue点，当推子切换时，就可立即由Cue点的位置播放。

资料库建立软件

资料库建立软件 DATABASE BUILDER

资料库建立软件 DATABASE BUILDER，在计算机端先针对外接的USB 储存设备做演算，建立音乐资料库，当外接USB 储存设备接上播放器时，播放器就可立即取，并且可以依照音乐档案的名称，表演者，专辑名称及类别做立即的搜寻。

• 系统需求

处理器: 英特尔奔腾4, 1 GHz 处理器, Intel Centrino Mobile Technology 1.6 GHz 或更高等级。

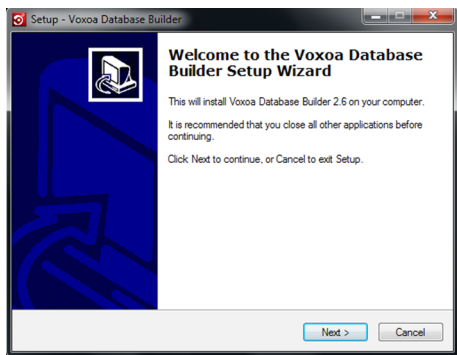
内存: 512 MB。

硬盘空间: 100MB 可使用的硬盘空间。

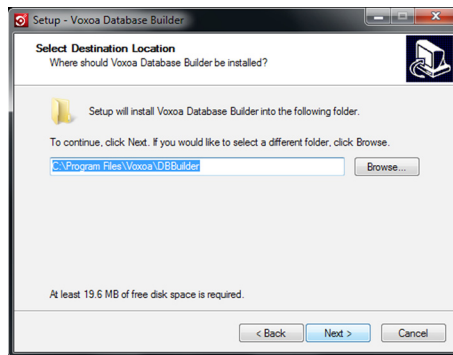
作业系统: Microsoft Windows XP SP3, Vista SP2 或更新的版本。

安装软件：请参照下列步骤安装资料库建立软件在计算机中。

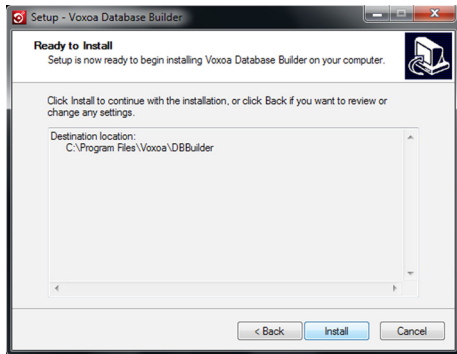
步骤 1：执行资料库建立软件安装程式。



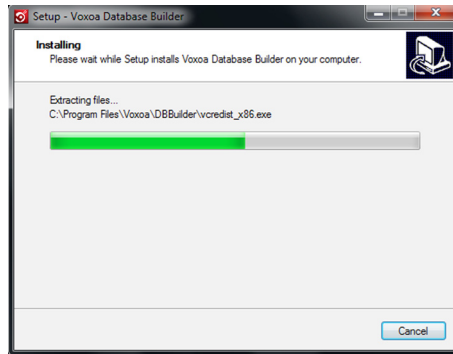
步骤 2：选择要将软件安装在计算机的那个资料夹。



步骤 3：准备好安装。

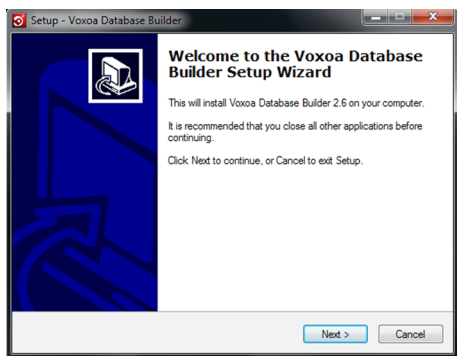


步骤 4：安装进行中。



资料库建立软件

步骤 5: 安装完成，按下Finish 结束，离开安装程式。



如何使用资料库建立DATABSER BUILDER软件

资料库建立DATABSER BUILDER软件可以一次性扫描所有在外接USB储存设备中所有的档案，并且建立档案资料库去确定音乐档案在资料库中的位置。这使得播放器在读取外接USB储存设备时，更迅速更容易找到你所要播放的音乐。

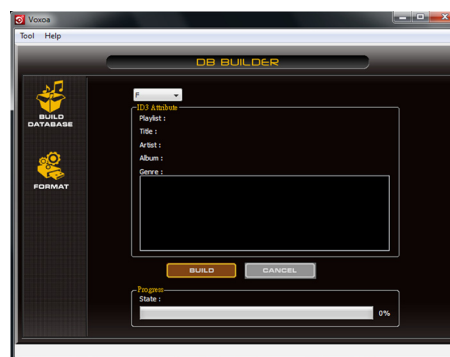
步骤 1:

双击在计算机桌面的 DATABASE BUILDER程序。



步骤 2:

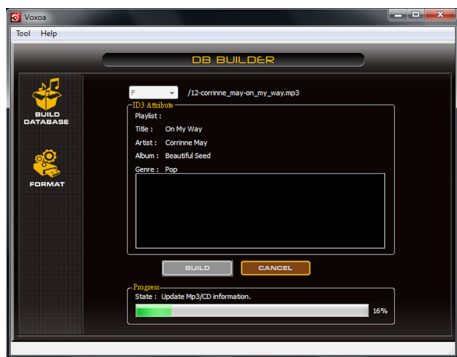
选取所要建立资料库的外接USB储存设备，然后按下建立Build键。



资料库建立软件

步骤 3 :

DATABASE BUILDER开始进行建立资料库的工作。



步骤 4 :

完成资料库建立，显示建立的讯息。

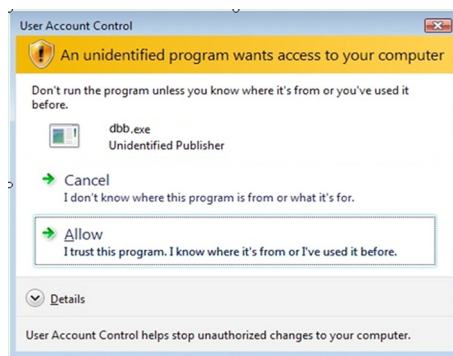
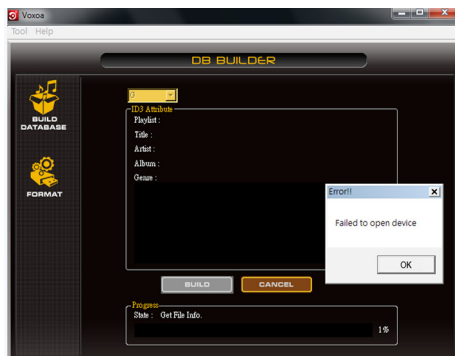


注意：每次外接USB储存设备的内容有做更动时，请重新执行DATABASE BUILDER去更新最新的资料库。

注意：在Windows Vista 作业系统下，执行DATABASE BUILDER软件，造成无法执行的问题，请依照下列步骤解决此问题。

在 Windows Vista作业系统下，会造成出现“Failed to open device” (打开设备失败)的错误讯息。

1. 主要原因来自于使用者帐号管理控制(User Account Control)的限制，而造成无法执行DATABASE BUILDER。
2. 在执行 DATABASE BUILDER时，必须先按鼠标右键，然后选择Run as administrator。
3. 授权允许DATABASE BUILDER 在 Windows Vista作业系统下执行，就能解决无法执行的问题。



MIDI 控制对应 MIDI MAP (16进制)

SW 名称	控制类型	MIDI	MIDI2 (按住SHIFT键)	备注
 FOLDER 23	SW/ENC	2B/31	6A/70	CC TYPE = RELATIVE
 TRACK 22	SW/ENC	25/33	64/72	CC TYPE = RELATIVE
JOG 转盘 24	SW/ENC	13/35	52/74	CC TYPE = RELATIVE
 FOLDER 23	CW/CCW	31/32	70/71	CC TYPE = NOTE
 TRACK 22	CW/CCW	33/34	72/73	CC TYPE = NOTE
JOG 转盘 24	CW/CCW	35/36	74/75	CC TYPE = NOTE
 FOLDER 23	ENC/ CENTER	31/0F	70/4E	CC TYPE = ABSOLUTE
 TRACK 24	ENC/ CENTER	33/15	72/54	CC TYPE = ABSOLUTE
Pitch Slider 速度推子 9	VR/CENTER	PITCHBEND /18	76/57	
START 启动旋钮 4	VR	27	66	
BRAKE 煞车旋钮 5	VR	2D	6C	
 播放/ 暂停键 16	SW/LED	02/02	41/02	
CUE Cue键 17	SW/LED	2E/2E	6D/2E	
NEXT TRACK 20	SW/LED	10/10	4F/10	
HOLD 35	SW/LED	11/11	50/11	
FX TIME 36	SW/LED	0B/0B	4A/0B	
FX DEPTH 40	SW/LED	2F/2F	6E/2F	
ECHO 37	SW/LED	05/05	44/05	
FLANGER 38	SW/LED	29/29	68/29	
FILTER 39	SW/LED	23/23	62/23	
LOOP 41	SW/LED	30/30	6F/30	
IN 43	SW/LED	04/04	43/04	
OUT 44	SW/LED	17/17	56/17	
RELOOP 45	SW/LED	1D/1D	5C/1D	

MIDI 控制对应 MIDI MAP (16进制)

SW 名称	控制类型	MIDI	MIDI2 (按住SHIFT键)	备注
REV 42	SW/LED	0A/0A	49/0A	
CLEAR 15	SW/LED	08/08	47/08	
REC. 14	SW/LED	0E/0E	4D/0E	
SAMPLE 12	SW/LED	2C/2C	6B/2C	
KEY LOCK 8	SW/LED	1E/1E	5D/1E	
< > 33	SW/LED (Fx SYNC)	0C/0C	4B/0C	
< 30	SW/LED (1/4)	19/19	58/19	
◀ ▶ 32	SW/LED (4/1)	12/12	51/12	
WHEEL ODE 46	SW/LED (VINYL)	24/24	63/24	
TEMP RANGE 7	SW/LED (10)	2A/2A	69/2A	
1 13	SW/LED/LED2	14/14/31	53/14/31	
2 13	SW/LED/LED2	1A/1A/32	59/1A/32	
3 13	SW/LED/LED2	20/20/33	5F/20/33	
4 13	SW/LED/LED2	26/26/34	65/26/34	
1/2 (RED) 31	LED	35	35	
1 (LED) 31	LED	36	36	
2 (LED) 31	LED	37	37	
4 (LED) 31	LED	38	38	
8 (LED) 31	LED	39	39	
16 (LED) 31	LED	3A	3A	
1/2 (GREEN) 31	LED	3B	3B	
3/4 (GREEN) 31	LED	3C	3C	
1/1 (GREEN) 31	LED	3D	3D	
2/1 (GREEN) 31	LED	3E	3E	
TEMP RANGE 6 6	LED	3F	3F	
TEMP RANGE 16 6	LED	40	40	
LOOP SET 33	LED	41	41	

MIDI 控制对应 MIDI MAP (16进制)

SW 名称	控制类型	MIDI	MIDI2 (按住SHIFT键)	备注
A. CUE SCRATCH 46	LED	42	42	
CDJ 46	LED	43	43	
DISC EJECT 1	SW	0D	4C	
SGL/CTN 28	SW	01	40	
TIME 29	SW	1F	5E	
SHIFT 34	SW	45	--	
ENTER 21	SW	16	55	
<< 19	SW	1C	5B	
>> 19	SW	22	61	
CUE PLAY 18	SW	28	67	
TAP 11	SW	07	46	
PITCH BEND - 10	SW	03	42	
PITCH BEND + 10	SW	09	48	

- **CC-ABSOLUTE绝对 (VR) (0xXX代表16进制)**

控制改变(Control Change) 信息被送出状态0xBn, n代表通道给指定的CC控制器。因此控制器的 MIDI ID 用通道编号与CC编号表示。数值从0x00 到0x7F, 直接对应到控制器的位址。

- **CC-RELATIVE相对 (ENC)**

控制改变(Control Change) 信息被送出状态0xBn, n代表通道给指定的CC控制器。因此控制器的MIDI ID 用通道编号与CC编号表示。数值从0x40到控制器的标示改变, 0x40是补偿标识。

信息0x43表示"正的"改变3。

信息0x31表示"负的"改变15。

- **开关SWITCH ON/OFF (SW,CENTER,CW,CCW)**

针对开关所使用的信息, 控制改变(Control Change) 信息被送出状态0x9n, 开关打开值0x7F, 关闭值0x00, n代表通道LED ON/OFF (LED)。

- **LED背光LED ON/OFF (LED)**

针对LED背光所使用的信息。

控制改变(Control Change) 信息被送出状态0x9n, 开关打开值0x7F, 关闭值0x00, n代表通道。

规格

消耗功率：

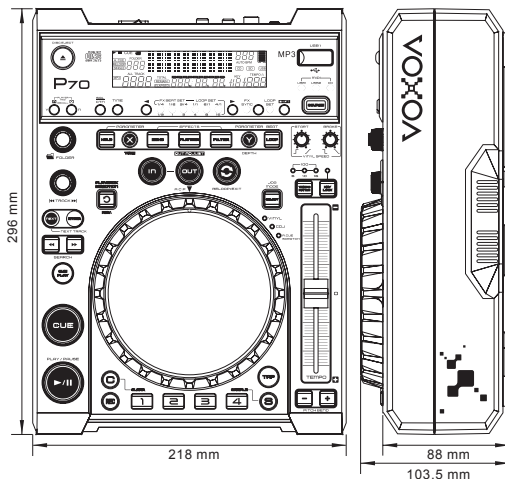
AC100-240V, 50/60Hz, 19Watts

尺寸：

296 (W) X 218 (D) X 103.5 (H) mm

重量：

2.42 kg



声音特性：(CD光盘测试: TCD-782; USB 测试格式: MP3, 128kbps; 承载=100K ohm)

项目		标准	限制	状况
(1) 输出范围	CD	2V +/-0.5dB	2V +/-1dB	1KHz, 0dB
	USB1,2	1.85V +/-0.5dB	1.85V +/-1dB	
(2) 频道平衡		WITHIN 0.2dB	WITHIN 1dB	1KHz, 0dB
(3) 频率响应	CD	17 - 20 KHz +/-0.4dB	17 - 20 KHz +/-1dB	0dB OUTPUT
	USB1,2	17 - 16 KHz +/-0.2dB	17 - 16 KHz +/-1dB	
(4) 信号还原	CD	-20dB +/-0.2dB	-20dB +/-1dB	16KHz, -20dB
(5) 频道分隔(*2)	CD, USB1,2	91dB	85dB	1KHz, 0dB
(6) 总谐波失真加噪音(*1)	CD	0.006%	0.01%	1KHz, 0dB
	USB1,2	0.007%	0.01%	1KHz, 0dB
(7) 杂讯比(*2)		126dB	90dB	1KHz, 0dB (TCD-782 TRK.2 & 8)
(8) PHONES输出范围	CD	0.35V +/-0.5dB	0.35V +/-1dB	1KHz, -20dB (TCD-782 TK16)
(9) 数码输出范围		0.5 +/-0.03V P-P	0.5 +/-0.1V P-P	75 ohm load
<p>NOTE : *1 : 20KHz低通滤波器 *2 : 20KHz 低通滤波器, "IHF-A"加权的</p>				

规格

MP3 格式

光盘格式	可读取的延伸档名	mp3 . MP3 . mP3 . Mp3
	ISO9660	最多 63 字节
	Joliet	最多63字节
	CD-ROM 区段格式	mode-1 only
	最大资料夹数	255
	最大档案数	最多999档案(* note #1)
USB 格式	档案系统	FAT 12/16/32
	可读取的延伸档名	mp3. MP3. mP3. Mp3
	最大资料夹数	999
MP3格式	最大档案数	最多999 档案
	标准MPEG 1 Layer 3 (ISO/IEC 11172-3), 提供单音轨 ('mono') 与双音轨 ('stereo') 编码取样率32, 44.1 与 48kHz.	32/40/48/56/80/96/112/128/160/192/224/256/320 kbps Xing/VBRI VBR
	标准MPEG 2 Layer 3 (ISO/IEC 13818-3), 提供类似的编码取样率16, 22.05 and 24 kHz.	32/40/48/56/64/80/96/112/144/160 Kbps Xing/VBRI VBR
光盘写入方式	标准MPEG 2.5 Layer 3提供类似的编码取样率8, 11.025 and 12 kHz.	32/40/48/56/64/80/96/112/144/160 Kbps Xing/VBRI VBR
	Disc at Once and Track at Once	
	多重区段	If the 1 st session is CDDA, you can playback Only CDDA track, If the 1 st session is MP3, you can playback only MP3 file.

NOTE #1 : 最多每个资料夹255档案

IMPORTANT SAFETY INSTRUCTIONS

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use the apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/ accessories specified by the manufacturer.
12. Use only with a cart, stand, tripod, bracket or table specified by the manufacturer, or sold with the apparatus.
When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lighting storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. When the mains plug or appliance coupler used as the disconnect device, it shall remain readily operable.
16. Please keep the unit in a good ventilation environment.

**WARNING**

To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



CAUTION : To reduce the risk of electric shock, do not remove any cover. No user-serviceable parts inside. Refer servicing to qualified service personnel only.



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



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

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.

IMPORTANT SAFETY INSTRUCTIONS

17. All warnings on the appliance and in the operating instructions should be adhered to.
18. Heat - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
19. Power Sources - This product should be operated only from the type of power source indicated on the rating label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company. For products intended to operate from battery power, or other sources, refer the operating instructions.
20. Grounding or Polarization - This product may be equipped with a polarized alternation-current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.
21. Power-Cord Protection - Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to the cord in correspondence of plugs, convenience receptacles, and the point where they exit from the appliance.
22. For AC line powered units - Before returning repaired unit to user, use an ohm-meter to measure from both AC plug blades to all exposed metallic parts. The resistance should be more than 100,000 ohms.
23. Non-use Periods - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
24. Object and Liquid Entry - Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
25. 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.
26. Servicing - The user should not attempt any service to the appliance beyond that that described in the operating instructions. All other servicing should be referred to qualified service personnel.
27. Lightning - For added protection for this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the antenna or cable system. This will prevent damage to the product due to lightning and power-line surges.
28. Replacement Parts - When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.
29. Safety Check - Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

FEATURES

MAIN FEATURES

MP3 Playback

The P70 can read, display and play MP3 files written to CD-Rs providing DJs with the ability to store more music on a single media or for extended playback time. Files can be searched for easily either manually, or by scanning or using a number of file search functions including File search and File/Folder search. Additionally MP3 ID3 tag information can be viewed on the display.

External USB Device Support

In this digital era, USB devices become the most convenient for music collection. P70 can support external USB mass storage devices. Connect an MP3 player, thumb drive and large hard drives for easy access to small or extensive MP3/WAV libraries up to 255 folders and each folder 999 files.

DATABASE BUILDER software

Free download the DATABASE BUILDER software makes reading and searching files much quicker and easier. The DATABASE BUILDER can scan all of music files in your USB mass storage devices and then create database files to locate the files in your music library.

MIDI Interface Controller (PC/MAC)

In this new era of DJing, more and more DJs utilize computer and DJ software for their performances. In order to satisfy DJs requirement, the P70 is also designed to interface and control a variety of popular DJ software applications that support USB MIDI interface. DJs can assign virtually every button on the control panel to trigger functions of various DJ software programs. Moreover, The A/B deck switch design can expand one play deck control to two deck control.

Memo Points with 4 Trigger Pads

Every track can be saved 4 memo points for Hot Cues and Loops. With 2000 memo points on-board, the P70 can store your Hot Cues and Loops on any audio CD/MP3 track and recall them at a later time when that track is cued in CD drive. For your USB device, the memo points are unlimited. It is all depend on your USB memory capacity. This memo function can be used like a mini sampler for vocals, stabs, or breaks, adding that touch of creativity to any DJ set.

4 Independent 5 sec. Sample Bank

The innovative design for P70 with on-board sampler function can provide DJs more creative and fun during performance. The sampler mode can be activated by pressing the Samper button. The player will play sample from the internal memory banks simultaneously with the playback. For every sample bank, 5-second sample can be saved and played back. Moreover, when the sample is playing, you can adjust the pitch and volume for the sample through the jog wheel.

FEATURES

Effects

The P70 supplies the DJ with three different types of on-board effects to enhance creativity and performance. Including ECHO, FLANGER, and FILTER. Moreover, DJs can independently adjust effect's parameters Time and Depth via the jog wheel.

Multi-functional Touch Sensitive Jog Wheel

The Jog Wheel is constructed with a superb high-resolution and touch sensitivity to accurately reproduce the vinyl emulation scratching movements made by the hand. The Jog Wheel also can perform other vital functions such as, pitch bending, scanning, frame searching, parameters control for effects and pitch/volume control for sampling.

Lighting Ring

The lighting ring is disposed around the jog wheel for showing information of the music playing now. Although, the jog wheel can not spin like traditional turntable, the lighting ring visual indicator can help DJs to realize the music playing current point and direction. There are 9 different adjustable display modes for the lighting ring.

Vinyl Speed Start/Break Adjust

To perfectly emulate Vinyl turntable, P70 has two separate control knobs for adjusting Start and Break timing. As you turn on and turn off the traditional turntable.

A.C.P. Active Cue Point

Innovative design for the P70 makes DJs have ability to control up to five cues including one normal cue and four hot cues. DJs can use this cues to generate creative perform. The Active Cue Point (A.C.P.) is visual indicator located in the 12 o'clock position of the jog wheel to help DJs to find the cue point and scratching. Every time DJs active a cue from one of the cues, the start point of cue instantly shift to the 12 o'clock position. The cue always began from the 12 o'clock position and the lighting ring can indicate a blue light on the position. DJs are provided an intuitive reminder and convenient operation on the vision and the operational control.

Next Track Function

This unique function allows DJs to select the next track during playback, without interruption the currently playing track. It is benefit for DJs to make a smooth and perfect mixing.

Link Up Several P70s

With VOXOA's new technology "LINK UP" you can link up several P70s via USB cable to share a single external USB mass storage device from just one player. DJs don't need to have several USB storage devices for different players and can easy manage your music resource from one storage device.

Disc Slot-in Loading Mechanism

The Slot-In, quick loading and fast data reading mechanism offers a variety of audio CD/MP3 disc support: CD, CD-R, CD-RW and CD-Text is also supported.

FEATURES

FEATURES & FUNCTIONS

Player

- Reliable Anti-Shock playback with buffer memory
- Disc Slot-in loading mechanism
- Link up two players
- Automatic and manual tap beat counter

Media Types

- Support for CD / MP3/WAV playback with text display
- 2 USB sockets for external USB device support
- All control elements are MIDI compatible
- A, B deck switchable MIDI setup
- ID3 TAG and CD text support

Playback

- Instant start via 1 bit technology (8 fold)
- Next Track pre-selection track function
- Instant playback from cue point
- Fader start to control playback on fader move
- Relay play function
- Single and Continuous play modes
- Vinyl emulation with adjustable Start /Brake Speed
- Reverse play mode for special effects
- Cue Play function can back to cue and play instantly

Data search

- Track and folder searching system
- Search/Scan via large jog wheel
- Frame search for precisely searching
- DATABASE BUILDER software for fast searching massive USB device
- Onboard file and folder browsing

Cues/Loops

- Innovate A.C.P. Active Cue Point indicator system
- Auto cue function cues track to start of music
- Seamless loop function / reloop function
- Loop out point real-time adjustment
- 4 independent hot cues/loops banks with real-time adjustment

FEATURES

- Auto Loop function with 11 selectable bar lengths
- Every track can save 4 hot cues/loops up to 2000 for CD and unlimited for USB drive
- 4 independent 5 second samples with pitch and volume adjustable

Pitch Control

- Adjustable pitch rang $\pm 6\%$, $\pm 10\%$, $\pm 16\%$ and $\pm 100\%$
- High quality 100 mm long pitch fader
- Micro pitch with a resolution up to 0.02%
- Pitch bend up to $\pm 100\%$
- Key Lock allow a track's tempo to be changed without affecting the original key of the track

Jog Wheel

- Touch sensitive jog wheel for scratching
- Jog wheel lighting ring provides instantaneous visual feedback
- Jog Wheel illumination with 9 different modes
- Multifunctional jog wheel for frame search, pitch bend, sample adjustment and effects adjustment
- 3 modes for jog wheel: Normal CDJ, Scratch, Auto Cue Scratch
- A Cue Scratch mode – touch wheel return-to-cue function

Effects

- 3 superb beat synchronized DSP digital effects
- Build-in Effects: Echo, Flanger, Filter
- Effect parameters Time and Depth adjustable via Jog Wheel
- Beat select/bank button

Display

- Especially bright dot-matrix VFD display for all functions
- Large extra bright display for all important functions
- Display playing address
- Elapsed/remain time display
- Displays text for ID3 tags and folder names for easy navigation
- Text display for navigating folders on MP3 CDs and USB flash drives

Output

- Digital S/PDIF output
- Headphones output with volume control
- Analog RCA outputs

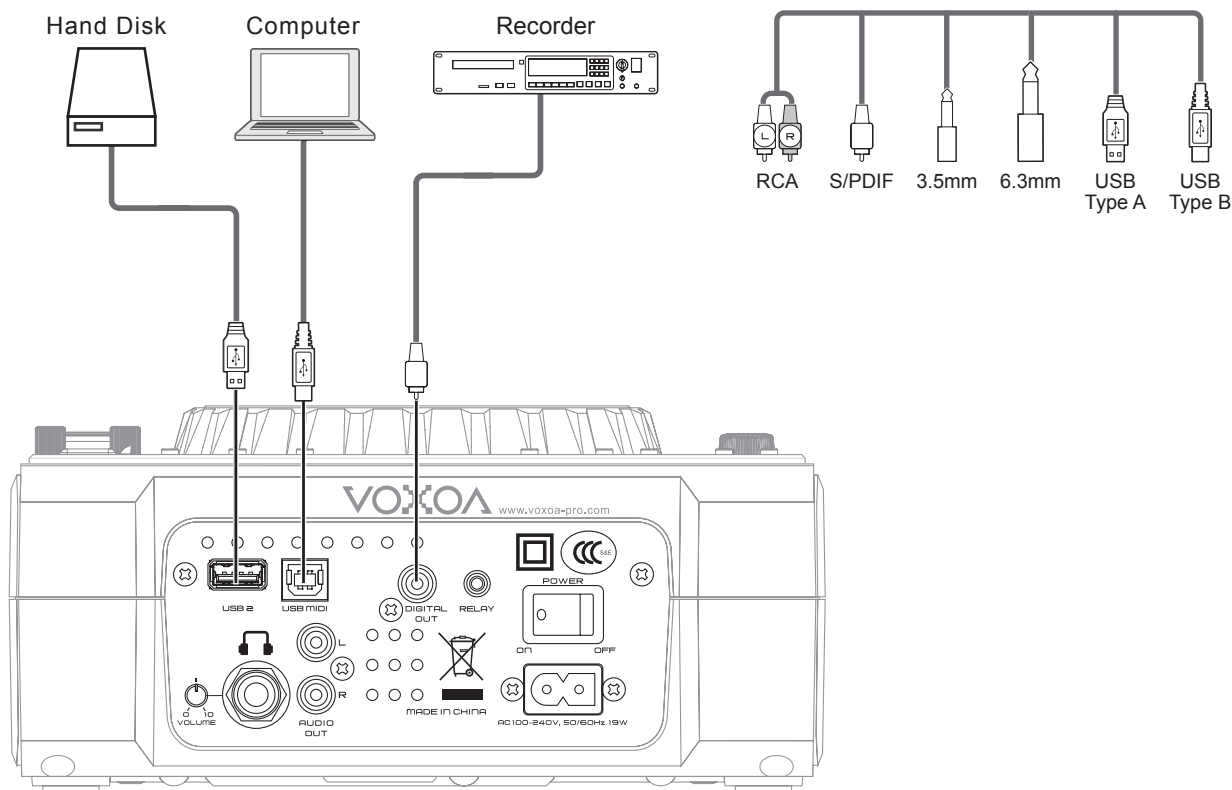
CONNECTIONS

1. Before making or changing connections, switch off the power and disconnect the power cord from the AC outlet.
2. Quality cables make a big difference in fidelity and punch. Use high-quality, audio cables.
3. Do not use excessively long cables. Be sure plugs and jacks are securely fastened. Loose connections cause hum, noise, or intermittence that could damage your speakers.
4. Connect the RCA pin cords to the inputs on your mixer.

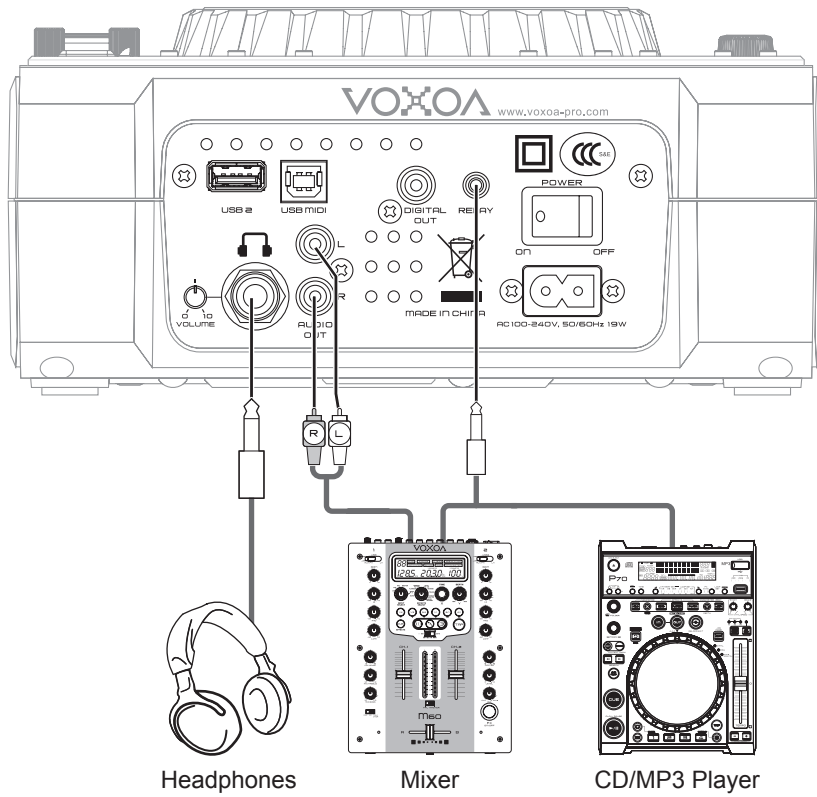
CAUTION : Be sure to use the supplied control cord. Using another type of cable may result in damage.

Connecting to a Computer

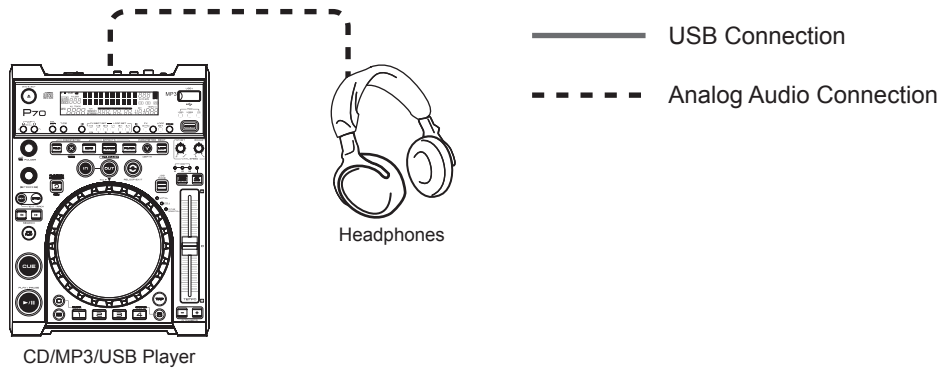
Support computer operating systems include Windows Vista, Window XP, and MAC OS X or later.



CONNECTIONS

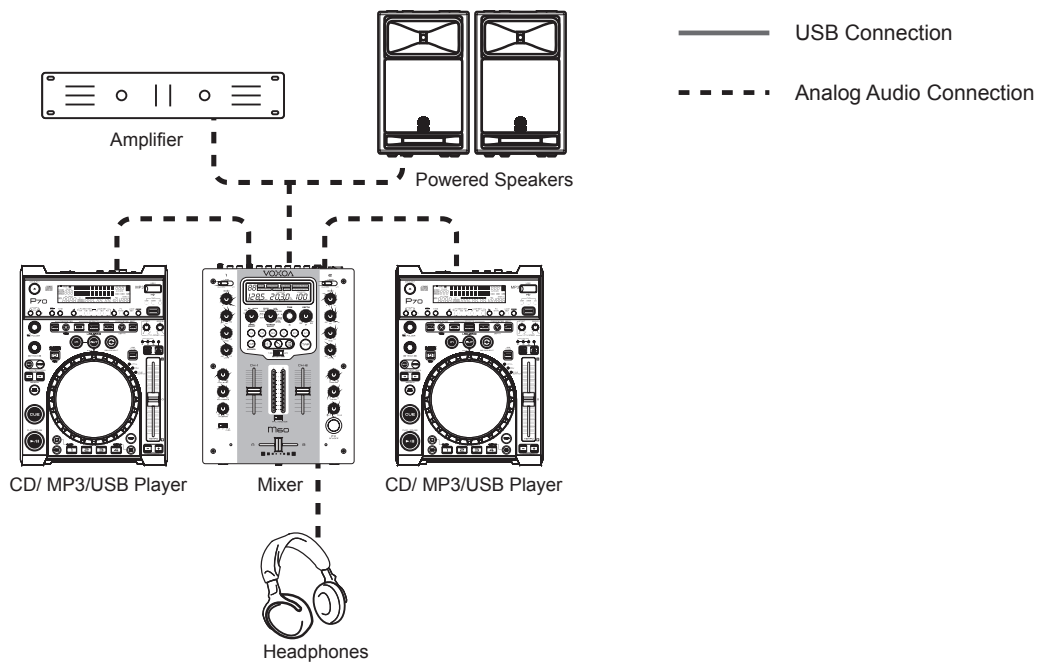


Basic Connection

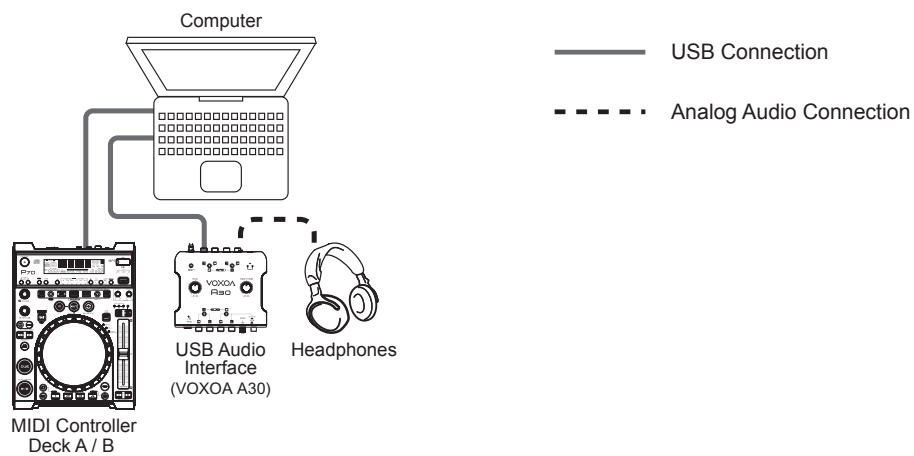


CONNECTIONS

Basic Connection

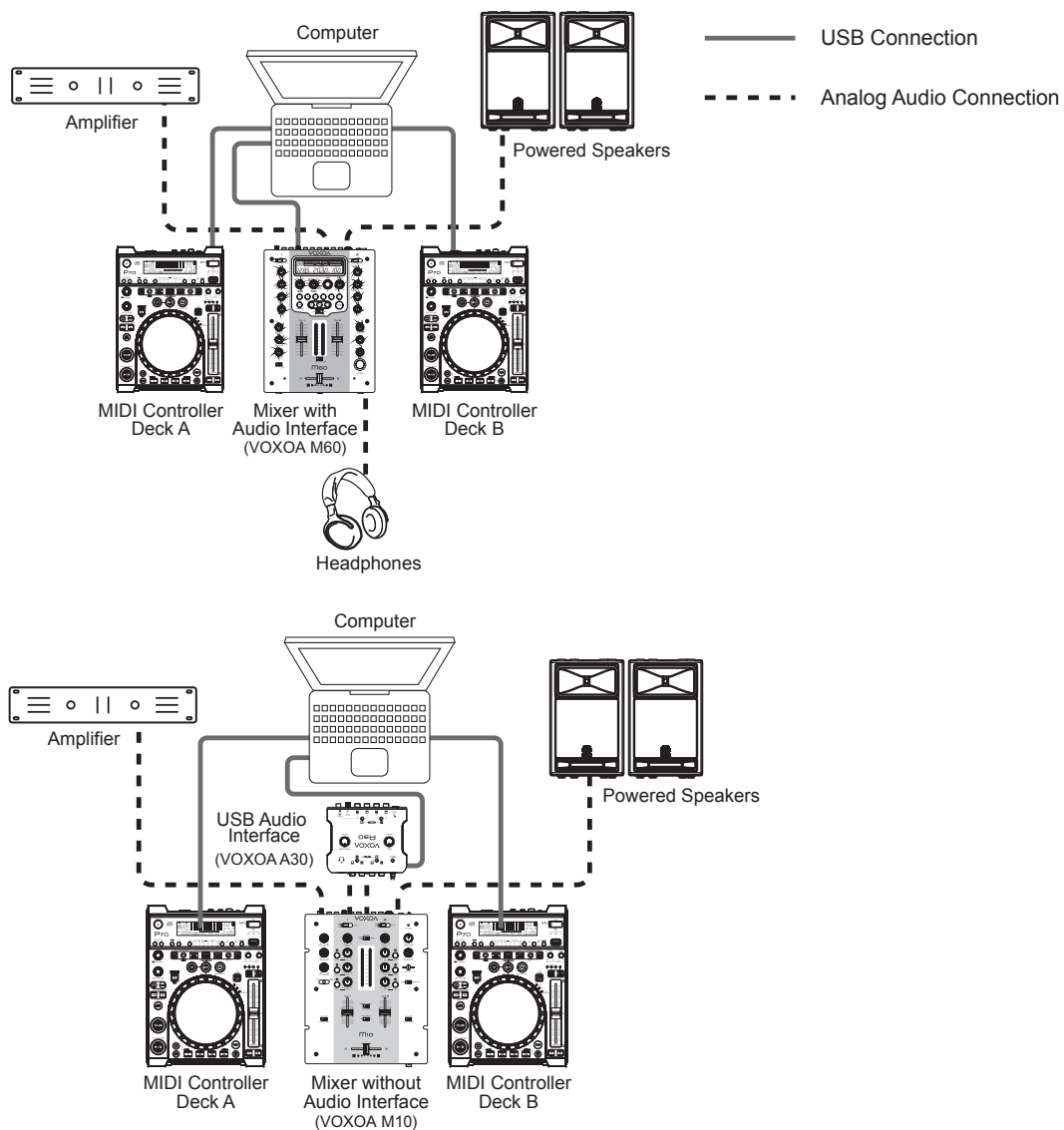


MIDI Controller Connection



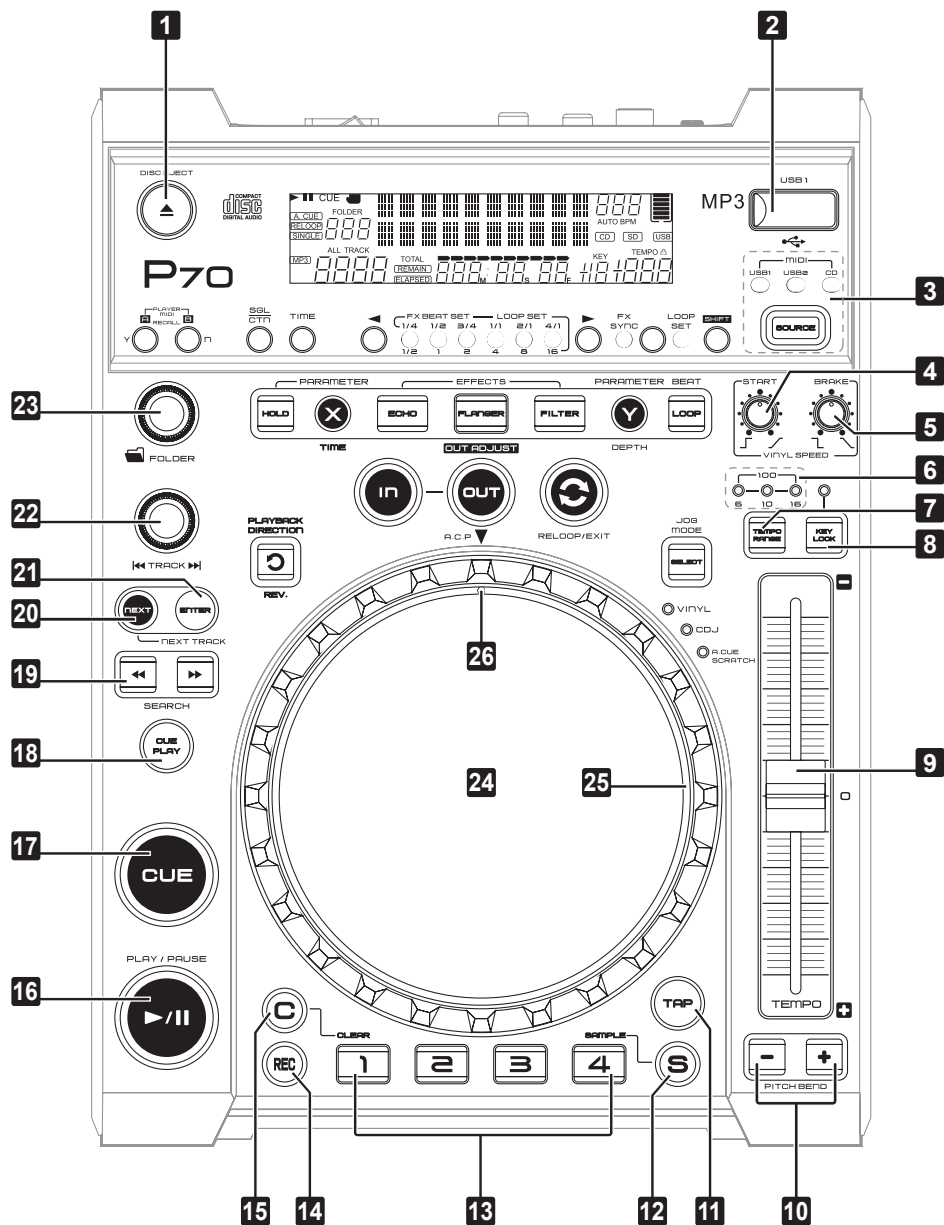
CONNECTIONS

MIDI Controller Connection

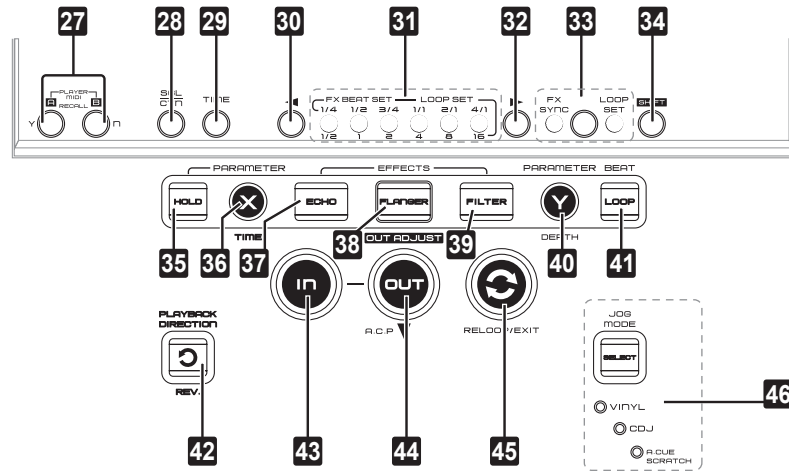


PART NAMES AND FUNCTIONS

TOP PANEL



PART NAMES AND FUNCTIONS



1. Disc Eject Button

Pressing this button will eject the CD. The eject function will only when the unit is in cue or pause mode, this is to prevent accidentally ejecting the disc when in play mode.

2. USB PORT

The port use to connect a USB memory device.

3. Source Select Button

Use this button to switch between the four media modes – CD/USB1/USB2/MIDI. When turning on the P70 will automatically be in CD mode.

NOTE : Hold the **SOURCE SELECT** button for 2 sec. to enter MIDI mode.

4. Vinyl Speed Adjust Start Dial

When in the VINYL and A.Cue Scratch mode, this Start Dial determines the acceleration speed until full playback speed is reached when the jog dial is backspin or the Play/Pause button is pressed. When the Start Dial is rotated counterclockwise, play accelerates to full speed quickly; when the dial is rotated clockwise, play accelerates more slowly before reaching full speed.

5. Vinyl Speed Adjust Break Dial

When in the VINYL and A.Cue Scratch mode, this Break Dial determines the deceleration speed until play stops when the jog wheel is touched or the Play/Pause button is pressed. When the Break Dial is rotated counterclockwise, play stops quickly. When the dial is rotated clockwise, play decelerates more slowly before coming to a stop.

6. Tempo Range Indicators

Indicates the pitch range in percent as selected by **7**.

PART NAMES AND FUNCTIONS

7. Tempo Control Range selector button

Each time this button is pressed, the tempo adjust slider's variable range alternates between $\pm 6\%$, $\pm 10\%$, $\pm 16\%$, and 100% .

8. Key Lock

This function allows the tempo or BPM of the music to be altered without affecting the musical key. While this button is illuminated, the key will be locked at zero.

9. Tempo Adjust Slider

This slider is used to adjust the playback pitch percentage.

10. Pitch Bend +/- Button

The desired pitch decrease or increase when button is pressing and returns to the original pitch when the button is released.

11. TAP /Auto BPM button

Tap along with the music to enter manual BPM values for use with FX & Auto Loop. This is generally used to manually calculate BPMs when the Auto BPM function is unable to lock onto a consistent beat. You must tap at least four times in order for a calculation to occur, and the calculation will only be as accurate as your tapping.

NOTE : Using this button will disengage the Auto BPM function. To return to Auto BPM, simply hold down the Tap button until the display reads A.BPM in the display screen.

12. Sample Button

Press this button, then press the desired BANK button to set the sample loop mode (LED is on). When sample mode is set, then sampler will mix the music together. And press the SAMPLE button again to set the sample single mode (LED is flash). Press the SAMPLE button again to cancel sample function.

13. Bank Pads 1,2,3,4

These buttons are used to store either four cue points or four samples. Each Bank Button can store either a sample or a cue point. For Hot Cue the illumination is Orange. For Loops the illumination is Blue.

NOTE : While the Pad is flashing, you can modify the saved data in this pad.

14. Hot Cues/Loops Record and Recall button

This button can be used in couple of ways:

- 1) Press this button to activate the record mode, the button LED will glow when active. After the record mode is activated, press your desired bank button **13** to store your Hot-cue point or playing loop. The bank pad can also be overwritten in the same way.
- 2) To store your loops and hot-cue points saved in the BANKS to the system memory for next time. Press the REC button for 1 second and the button flashes.

NOTE : **RECALL MEMORY: The Player can store 2000 programmed cue points in CDs and 4 programmed cue points per track in the USB device. These setting may be recalled at any time, even when an audio source has been removed and loaded at a later time.**

PART NAMES AND FUNCTIONS

To recall the bank memory with USB device and CD/MP3

Approach 1 : Turn the TRACK knob **22** to select the track which with the BANKS and “Load Cues?” will be indicated on the display screen, press MIDI PLAYER A (Y) **27** to load or press MIDI PLAYER B (N) **27** to quit the recall function.

NOTE : You can recall the bank memory anytime you like. Just press SHIFT **34** and REC button **14** to recall stored cues and loops. However, the playback will be interrupted.

Approach 2 : Press the REC button **14**, the button is lighted up, and turns the TRACK knob **22** to select the TRACK with BANKS that you would like to recall.

15. Clear button

Clears cue points and loops stored in the Bank PADS. Press CLEAR button, the button is lighted up, and then select the BANK buttons (1~ 4) you would like to clear. Press the button again to quit the clear function.

16. PLAY/PAUSE Button

Each press of the button to change from play to pause or from pause to play.



17. CUE Button

A Cue Point is self-defined starting point, usually at the beginning of a beat. Pressing the cue button during playback immediately pause playback and returns the tracks to the last set cue point. By pressing and holding the Cue Button you will return to Play mode until you release the button again. The player will then returns to the Cue Point and go into Pause mode.

18. CUE PLAY Button

Press the button to return to cue point and playing immediately. You can also tap the button to create a BOP effect

19. Search Buttons

 This search button allows you to quickly scan backwards through a track.  This search button allows you to quickly scan forwards through a track.

PART NAMES AND FUNCTIONS

20. Next Track Button

This function allows you to select the next track during playback, without interrupting the currently playing track.

Step 1 : Press this button to turn the next track mode on.

Step 2 : To select the next track you want to play from CD or current USB folder. You can use the Track knob **22** to search the track.

Step 3 : Press the Enter button **21** to search your desired track.

Step 4 : The display screen will show “next track” found. Once searching is completed and the standby mode is set, the Next Track Button flashes.

Step 5 : Press the Enter Button **21** to start next track playback. When the Enter button is pressed, playback of current track stops and playback of the next track starts.

NOTE : When the Next Track button is pressed again while the next track mode is on, the next track mode is turned off.

21. Enter button

This button has two functions.

- 1) To active next track playback .
- 2) Press this to enter the “Utility” setup menu.

22. Track Knob

This knob has three functions.

- 1) The knob is used to select a track. Turning track knob will forward/backward skip to next track.
- 2) Holding down and turning track knob will rapidly forward/backward skip through the tracks by 10 tracks per click.
- 3) Press track knob to switch file name/title (ID3)/artist (ID3)/Album (ID3)/Genre (ID3) on the display screen.

23. Folder Search Knob

If an CD/MP3 or USB driver is divided into folders, change directly into these folders use the Folder Search Knob. Turn the knob to search the desired folder.

24. Jog Wheel

This touch-sensitive wheel has multiple functions:

- 1) **Frame Search** - The jog wheel will act as a frame search control when the track in the pause or cue mode (without vinyl mode engaged), allowing you to set a point.
- 2) **Pitch Bend** - During CDJ mode playback, the wheel also works as a pitch bend during playback, similar to a “push” or a “drag” on a turntable. Turning the wheel clockwise will increase the pitch percentage up to 100%, and turning the wheel counterclockwise will decrease the pitch percentage down to -100%. The pitch bend will be determined on how long you turn the jog wheel continuously.

PART NAMES AND FUNCTIONS

- 3) **Vinyl Simulation** - When in VINYL mode, the top platter acts just like a vinyl turntable, moving the playback position forward or back in response to your movements. The outer jog wheel still performs the pitch bend function
- 4) **LOOP IN/OUT Adjustment** - The jog wheel can be used to adjust the LOOP IN or LOOP Out point. For detail information please refer to “Operation Section”
- 5) **Effects & Samples Parameter Adjustment** - The jog wheel can be used with pressing the X Parameter (Time) **36** button or Y Parameter (Depth) **40** button to set effects and samples parameter adjustment.

25. Jog Wheel Indicator

There are several varied modes can be adjusted for Jog Wheel Indicator.

Step 1 : To select Jog Wheel Indicator you desired by press the Enter button **21** to enter Utility menu, and turn FOLDER knob **23** to search “1 JOG MODE” menu.

Step 2 : Turn the TRACK knob **22** to select the MODEs you want to adjust.

MODE 1 - The indicator will show the playing point indicator around the ring. You can adjust the setting value range 1 of smallest indicator to 23 of full circle indicator. Presee Shifte button **34** and turn the knob **22** to adjust the indicator number.

MODE 2 - It is a reverse mode of MODE 1

MODE 3 - The indicator will indicate the playing point opposite (on->off / off->on) when the Jog Wheel is touched. You can adjust the setting value range 1 of smallest indicator off to 23 of full circle off.

MODE 4 - The indicator will show the playing point indicator around the ring and flash to the playing level in both sides. You can adjust the setting value range 1 of smallest playing point indicator to 23 of full circle indicator.

MODE 5 - The indicator will flash according to the playing volume level.

MODE 6 - It will always on. You can adjust the setting brightness range 1 to 100.

MODE 7 - The indicator will flash related to the setting speed. You can adjust the setting speed range 1 of fast flash to 100 of slow flash.

MODE 8 - The indicator will show the playing point similar to trail effect.

MODE 9 - The indicator will light when the Jog Wheel is touched.

Step 3 : Press the Enter button **21** again to exit Utility menu and save the changes.

26. Active Cue Point (A.C.P) Indicator

Every time you active one of the cue points, the P70 will reset the cue point to the 12 o'clock position. The position as a reference point called Active Cue Point can help you to simulate viny-like scratching.

The indicator provides a reminding function. When you operate the P70, the music keeps playing and the time displaying now is away from the Active Cue Point. In order to assist you to access the Active Cue Point, the reminding function is designed. While accessing the Active Cue Point, the indicator is lighting up with Blue color.

PART NAMES AND FUNCTIONS

27. MIDI A/B / Recall Cues Yes or No buttons

Under the MIDI mode, press this button to switch PLAYER A/B. Under recall cues mode, Y(Yes) for recall the cues and N (No) for quit recall mode.

28. SGL/CTN Switch button

This function allows you to switch single track play or continuous track play (all tracks in order).

SGL = Single → The current title is played; the player goes into pause mode.

CTN = Continue → The entire CD or folder will be played; afterwards the player switches to pause mode.

29. Time display mode Switch button

The button will switch the time display mode in the Time Mode Indicator between ELAPSED playing time and TRACK Remaining time.

30. Minus Button

Moves the Time Division Indicator **31** to the left.

31. Time Division Indicator

Indicates the time division used by the FX Sync (in beats) and Loop Set (in bars).

FX Beat SYNC (Yellow LED) - This is used to select the delay time of an effect to the beat of music. The beat delay ratios are 1/4, 1/2, 3/4, 1/1, 2/1, and 4/1.

LOOP SET (Red LED) - When the loop set function is activated, select the loop length of 1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16 (1 bar = 4 beat) at which you would like to start your desired loop.

32. Plus Button

Moves the Time Division Indicator **31** to the right

33. FX Sync & Auto Loop Set Switch Button

Use this button to switch time division for FX SYNC (Yellow LED) or LOOP SET (Red LED).

34. Shift Button

Hold the SHIFT button enables to call up a second function.

MIDI Shift Function : When in MIDI mode a second MIDI command can be carried out by using the Shift Button. Further details regarding this function can be found in the chapter MIDI MAP.

35. Hold button

This button allows you to set and lock any new parameters you set to the effects. Otherwise, the effect parameters always return to the original value. This button will glow when the hold function is activated.

PART NAMES AND FUNCTIONS

36. X Parameter (Time) button

This button is used to adjust the parameter time value. You can push the X parameter (Time) button, LED on, and turn the JOG WHEEL to adjust the parameter time value. If the hold function is selected any changes to the effect parameters will be momentary. During hold function is selected the auto beat sync will be turned off.

37. ECHO Effect

This button is used to activate and deactivate the echo effect. The echo effect adds an echo to your output signal.

38. FLANGER Effect

This button is used to activate and deactivate the flanger effect. The flanger effect distorts the output signal and creates an effect similar to the frequency phasing in and out of each other. This frequently applied effect is similar to the Phase effect, but slightly more harmonious, emphasizes the upper pitch more and is reminiscent of a flying aircraft. Your device synchronizes the effects automatically with the current BPM value. Use the FX Beat Sync Plus button **32** and Minus button **30** to precisely set the frequency.

To manually change the beat frequency of the effect, press the X Parameter (Time) Button **36** and regulate the frequency value with the Jog Wheel (from 0 - 9990 mSec.). To influence the intensity of the effect, press the Y Parameter (Depth) Button **40** and set the volume with the Jog Wheel (from 0 – 255).

TIP : The Flanger effect is best when set to 4/1 beat with the Beat Link Button.

39. Filter Effect

This button is used to activate and deactivate the filter effect. The filter effect tweaks the original sound to add different tonal definition.

The player synchronizes the effects automatically for the current BPM value. Use the FX Beat Sync Plus button **32** and Minus button **30** to precisely adjust the frequency to match the beat.

To manually change the beat frequency of the effect, press the X Parameter (Time) Button **36** and regulate the frequency mean of the Jog Wheel (von 0 - 9990 mSec.). To influence the intensity of the effect, press the Y Parameter Button **40** and adjust the volume with the Jog Wheel (from 0 – 255).

TIP : To create a great filter sweep effect, set the Time Parameter value to „0“ mSec. and activate „Hold“ **35 . Use the Parameter Ratio Button and the Jog Wheel to infinitely filter the frequency of your track from the value „0“ (High Pass Filter) to the value of „255“ (Low Pass Filter).**

PART NAMES AND FUNCTIONS

40. Y Parameter (Depth) Button

This button is used to adjust the Y parameter (Depth) value. You can push the button and turn the JOG WHEEL to adjust the parameter value.

41. Auto Loop Button

Press this button to activate AUTO LOOP function. Press IN button, and OUT point will be found automatically according to the BPM value.

CAUTION : The Auto Loop Function is based on BPM. Therefore, without correct BPM the function can't work. Before use the Auto Loop function, please make sure the BPM counter already count the correct BPM.

42. Reverse Button

When engaged (illuminated) playback will occur in the opposite direction (backwards). This function works for normal playback, sample playback and loop playback. Press the button again to deactivate the reverse effect. The LED goes off.

43. LOOP IN & REAL TIME CUE Button

This function allows you to set a CUE POINT without music interruption. This button also sets the starting point of a seamless loop.

44. LOOP OUT Button

This button is used to set the ending point of a loop. A loop is started by pressing the IN button, pressing the OUT button set the loop ending point. The loop will continue to play until the RELOOP/EXIT button **45** is pressed once again. During loop playback, press the LOOP OUT button. The display will show the loop-out point time, and the LOOP OUT button will flash, while the LOOP IN button indicator turns off. Rotate the jog wheel to adjust the loop out point. Press Loop Out again to save the new out point and exit the adjust mode.

45. RELOOP/EXIT Button

If a SEAMLESS LOOP has been made, but the player is not actively in seamless loop mode, pressing the reloop button will instantly reactivate the seamless loop mode. To exit loop, press the button again. RELOOP will appear in the VFD display when the RELOOP function is available.

During play mode, pressing the RELOOP button will instantly return play to the last set point without interrupting playback.

PART NAMES AND FUNCTIONS

46. Jog Wheel Mode Switch Button

Each time press the Select button to switch three Jog Wheel modes between VINYL, CDJ, and A.CUE SCRATCH mode.

- **VINYL mode** - When the mode is set to VINYL, during playback, touch the surface of the JOG WHEEL to activate the scratch effect.
- **CDJ mode** - When wheel mode is set to CDJ, scratch mode is exit, JOG WHEEL can be used as pitch bend and frame search.
- **A. CUE SCRATCH mode**

IN PLAYBACK MODE

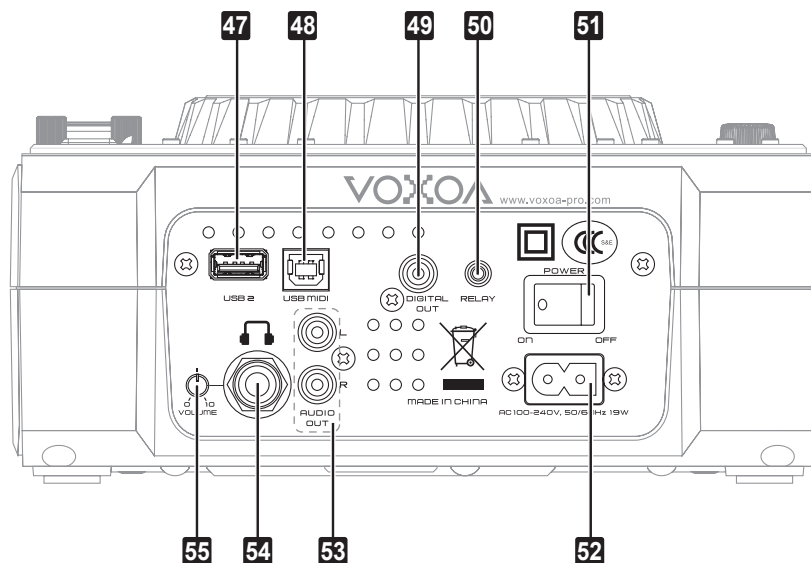
While in playback mode the JOG WHEEL can be used to return the unit to last IN point. Simply touch the surface of the JOG WHEEL and unit will immediately return to the last set CUE point and playback without music interruption.

IN CUE MODE

While in cue mode and when the touch sensitivity function is active, tapping on the JOG WHEEL can be used to start playback. The unit will continue to playback until the JOG WHEEL is released. Once the JOG WHEEL is released the unit will return to the last IN point.

PART NAMES AND FUNCTIONS

REAR PANEL



47. USB 2 PORT

This is the USB port where you insert your USB mass storage device.

48. USB MIDI PORT

Connect the included USB cord to the USB MIDI Port and to your computer. This port is intended only for MIDI assignments (e.g. control of DJ software). In the operation system the player will be automatically recognized without any special drivers. Moreover, this port can use to link with another Host USB player.

49. Digital Output Hub

This digital output signal requires one S/PDIF (75Ohm, coaxial) cable to be connected to a S/PDIF input on your mixer or any other digital recording device.

50. Relay/Fader Start Connection Hub

Via the relay socket, two CD/MP3 players can RELAY PLAY. If you connect with a mixer which supporting FADER START, you can also relay play via mixer's crossfader. More detail operation please refers OPERATIONS/How to Use Relay Play and Fader Start section.

51. Power Switch

This switch is used to turn your unit's power on and off.

PART NAMES AND FUNCTIONS

52. Power Connector

This connection is used to connect your main power supply. The plug can only be inserted in one direction, so do not force it.

53. RCA Audio output hub

This analog output signal requires a pair of RCA cables (Left and Right) to be connected to a mixing console or amplifier.

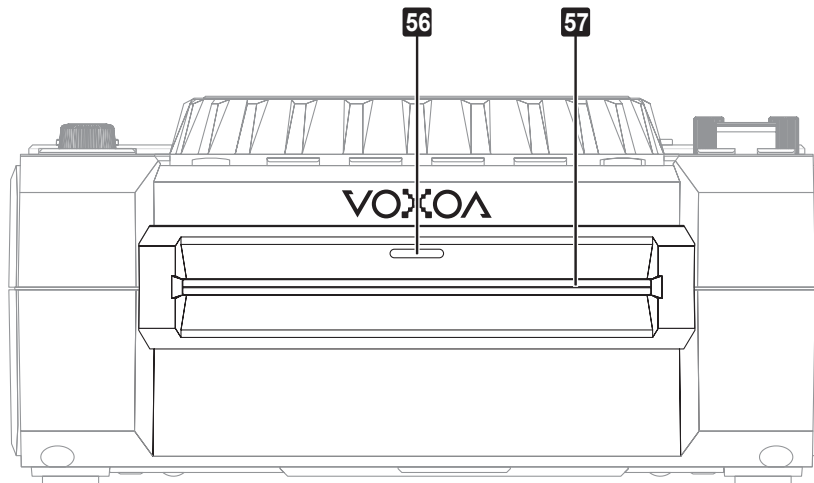
54. 1/4" Headphones Connection

Attach your headphones with a 1/4" jack cable for monitoring to this output.

55. Volume Control for Headphones

This control knob is to control the volume of the headphones.

FRONT PANEL



56. Disc loading indicator

The indicator is on when the slot is empty. Insert disc into the slot and the indicator flashes.

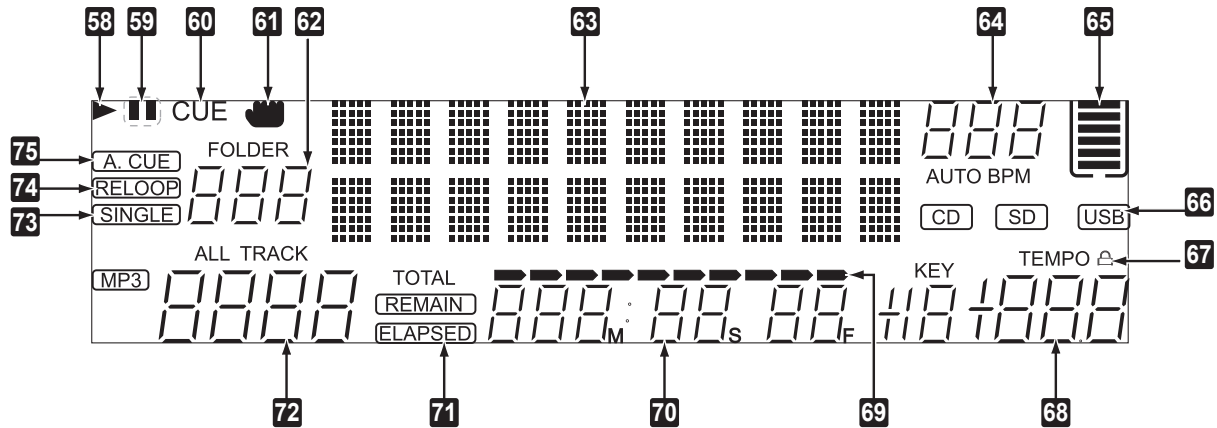
57. Disc loading slot

Hold the disc with label surface upwards and insert evenly into the front-panel disc loading slot.

WARNING : Do not attempt to force a disc into the slot when the Power Switch **51** is turned OFF, since the disc or loading mechanism may be damaged.

PART NAMES AND FUNCTIONS

DISPLAY SECTION



58. Play Indicator

The play indicator will glow when the unit is in play mode.

59. Pause Indicator

The pause indicator will glow when the unit is in pause mode.

60. CUE Indicator

This indicator will glow when the unit is in CUE mode and will flash every time a new CUE POINT is set.

61. Touch Indicator

This appears when you touch the surface of the jog wheel.

62. Folder Display

Indicates the number of the current folder.

63. Dot Matrix Information Display

Indicates the name of the folder, artist, file, album, genre and title while playing a CD/MP3 with ID3 TAG or an audio CD with CD text. To change between the name of a folder, artist and title of a CD/MP3, press the Track Knob **22**.

64. BPM Display

Indicates the current BPM value of the track. AUTO BPM - This will indicate that the AUTO BPM counter is active.

PART NAMES AND FUNCTIONS

65. Memory Bucket

This indicator serves two functions. The bucket outline details the cue memory status; a full bucket outline indicates the cue memory is full. The six bars in the memory bucket detail the digital buffer. Each bar indicates 2 second. The search functions will not operate until all the bars are full.

66. Source Indicator

Indicates which source port is active. Use the Source Select button **3** to switch your desired source port.

67. Tempo Lock

Indicates the Tempo Lock function has been activated.

68. Pitch Display

Indicates the set pitch value of a track in percent.

69. Playing Address

This bar gives a visual approximation of a track's or disc's time. This bar will begin to flash when a track is ending.

70. Time Display

These indicators will detail the current Minutes, Seconds, and Frames. The display will indicate either the elapse, total, or remaining time of a track or the entire disc. The display time will depend on the selected time function. The selected time function will be displayed above the Time Display as total remaining, remaining track time, or elapsed track name.

71. Time Mode Indicator

Indicates if the player shows the elapsed time of a track (the display reads „ELAPSED“), the remaining time of a track (the display reads „REMAIN“) or the remaining time of the entire CD or folder (the display reads „TOTAL REMAIN“). Use the Time Display Mode Button **29** to switch between the modes.

72. Track Display

This indicator describes which track is currently cued or is playing.

73. Play Mode Indicator

Indicates if the player is in Single mode (the display reads “SINGLE”) or in Continue mode (nothing on display). In single play mode, the track will play once and return to CUE mode.

74. Reloop Indicator

Indicates if the player has stored a loop which can be prompted with the RELOOP/EXIT button **45** . When “RELOOP” flashes, the loop is active.

75. AUTO CUE

This will indicate if the Auto Cue is on or off. Press and hold the SGL/CTN **28** for 1 sec. to turn the Auto Cue function on and off.

UTILITY MENU

Press Enter button **21** to enter the Utility Menu, and turn FOLDER SEARCH KNOB **23** to search through the different menu. Turn the TRACK KNOB **22** to change the submenus; Rotate the jog wheel to adjust detail setting. Press Enter button to save your setting and exit the menu.

1. JOG MODE

This function is to set Jog Wheel Indicator illumination. There are 9 different modes for illumination style.

MODE 1 - The indicator will show the playing point indicator around the ring. You can adjust the setting value range 1 of smallest indicator to 23 of full circle indicator. Press SHIFT button **34** and turn the knob **22** to adjust the indicator number.

MODE 2 - It is a reverse mode of MODE 1.

MODE 3 - The indicator will indicate the playing point opposite (on->off / off->on) when the Jog Wheel is touched. You can adjust the setting value range 1 of smallest indicator off to 23 of full circle off.

MODE 4 - The indicator will show the playing point indicator around the ring and flash to the playing level in both sides. You can adjust the setting value range 1 of smallest playing point indicator to 23 of full circle indicator.

MODE 5 - The indicator will flash according to the playing volume level.

MODE 6 - It will always on. You can adjust the setting brightness range 0 to 100.

MODE 7 - The indicator will flash related to the setting speed. You can adjust the setting speed range 1 of fast flash to 100 of slow flash.

MODE 8 - The indicator will show the playing point similar to trail effect.

MODE 9 - The indicator will light when the Jog Wheel is touched.

2. Playlist

Normal / Title/ Artist / Album/ Genre (for USB only)

The DATABASE BUILDER can generate "Playlist" for USB drives. You can adjust various criteria in order to filter track in this setting.

You can turn the TRACK SEARCH KNOB **22** to select "Normal / Title/ Artist / Album/ Genre (for USB only)" and press the Enter button **21** again to save your setting and exit the utility menu.

Normal: This is the default setting. The tracks are played corresponding to the established hierarchical data structure.

- **Title** : It is possible to continuously and alphabetically browse track database through the title structure.
- **Artist** : It is possible to continuously and alphabetically browse track database through the Artist's name structure.
- **Album** : It is possible to continuously and alphabetically browse track database through the album structure.
- **Genre** : It is possible to continuously and alphabetically browse track database through the track's genre structure.

3. Sensitivity

Jog Wheel Sensitivity Adjustment (Adjustment range is -20~+20).

The touch sensitivity of the jog wheel can be adjusted to fit the needs and feel of different users. When adjusting the sensitivity, be conscious of extreme settings which may affect your performance. Setting the sensitivity too high would engage the touch sensitivity with the hand just above the wheel. Setting the sensitivity too low may not engage the touch even while pressing firmly on the wheel.

4. Pitch Bend

Adjust Pitch range from +/-1% to 100%

UTILITY MENU

5. Line Setup

- **L1 mode** = 1~3 (Line 1 mode)
- **L2 mode** = 1~3 (Line 2 mode)
- **Dis** = 0.5~12.0 sec. (LINE NAME start/stop time adjustment)
- **Run** = 50~2000 msec. (LINE NAME move time adjustment)

6. Intensity

Adjust the display Brightness. You can adjust the Brightness Range from 1 to 4.

7. A.CUE LEVEL

To adjust the AUTO CUE Volume Level (Level Range is -36~-78db)

8. MIDI CC TYPE

Change the send of REL. (RELATIVE), ABS. (ABSOLUTE), Note for FOLDER/TRACK/ WHEEL under MIDI mode.

9. MIDI SETUP

- **USB** = MIDI/LINK (USB MIDI JACK function for USB port **48**)
- **LINK** = USB1 or USB2
- **MIDI CH** = Player MIDI CH 1~16 selection
- **SHIFT** = HOLD or SW
- **JOG OUTPUT** (0~30 ms) (Control JOG MIDI max. send time)
- **Pulse** = (1024 or 512) (Select sensor to send Pulse)
- **I/O DISPLAY/Hide** (display/hidden MIDI I/O value)
- **EDIT** = ON/OFF (Set MIDI NOTE and MIDI LED code on/off; ON default value)
- **NAME** = MIDI (B~H) (2 more devices connection)

A. MIDI NOTE EDIT - Edit the send MIDI NOTE code (Please refer MIDI MAP)

B. MIDI LED EDIT - Edit the received MIDI LED code (Please refer MIDI MAP)

C. Repeat Mode - Play FOLDER repeat

D. Bit Rate - Display ON/OFF

E. Version - To display the firmware version.

- CON: VerXX(Control version)
- SER: VerXX(Servo version)
- BUF: VerXX(Buffer version)
- DSP: VerXX(DSP version)

F. Load Default - Press TRACK Knob **22** to enter load defaults.

NOTE : Save: PITCH ON/OFF, PITCH RANGE, SGL/CTN, AUTO CUE, TIME MODE, HOLD, KEY LOCK, EFFECTS ON/OFF, SENSITIVITY, DISPLAY/SCROLL TIME/JOG MODE/ INTENSITY/ A.CUE LEVEL/ MIDI CC TYPE/ MIDI CH/ MIDI SETUP.

Defaults : PITCH (ON), PITCH RANGE (10%), (CTN), AUTO CUE(ON), TIME MODE (REMAIN), HOLD(OFF), KEY LOCK(OFF), EFFECTS(OFF), SENSITIVITY(0), PITCH BEND(PITCH RANGE), BIT RATE(Disp. ON), JOG MODE(MODE1,1), INTENSITY(4), A. CUE LEVEL(-48db), MIDI CC TYPE (REL.), MIDI CH (CH 1, 2), MIDI SETUP (JOGOUT 0 ms) (PULSE 1024) (I/O HIDE), REPEAT MODE (OFF), LINE SETUP (LINE 1 DISPLAY=2/LINE 2 DISPLAY=1), (DISPLAY (1 sec)/RUN (150msec) TIME), PLAYLIST (NORMAL), SLEEP TIME (15 min).

LINK UP Two P70s

With this function a USB device can be loaded into one VOXOA P70, and played by a connected Host USB Player. Follow the directions below to setup the link function. This function ONLY work for USB device.

MAIN PLAYER :

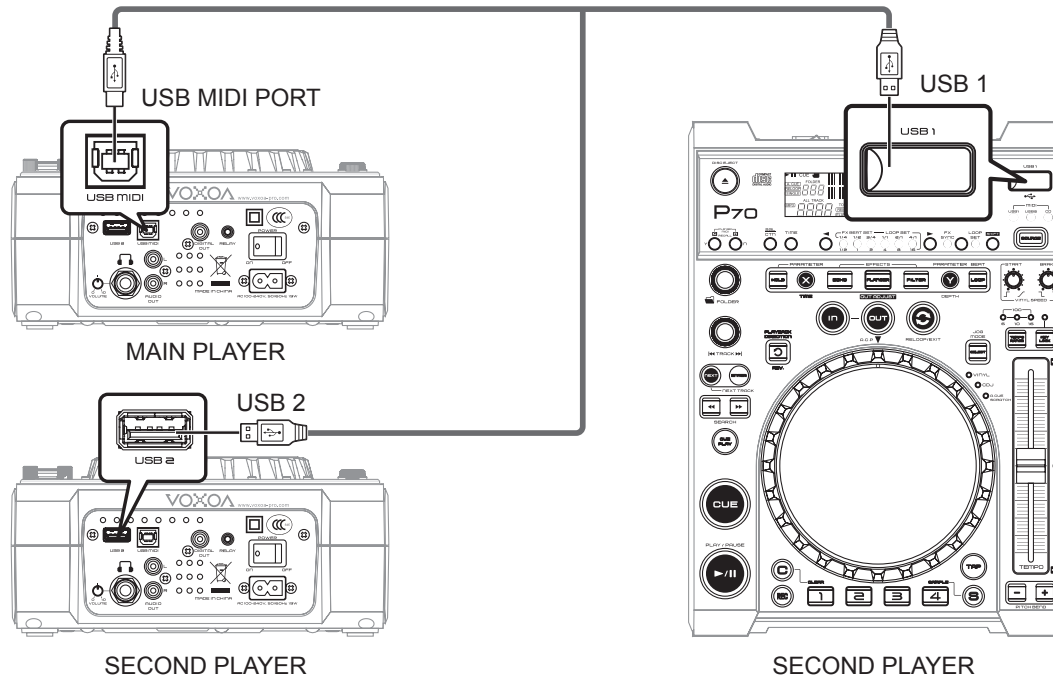
1. Press the Enter button **21** to enter the Utility Menu.
2. Once you are in the utility menu, turn the FOLDER knob **23** until MIDI SETUP is displayed.
3. Rotate the jog wheel until the USB = LINK is displayed, and press the Enter button **21** to save the setting and exit.
4. Now load your USB device into the MAIN PLAYER. You can load the USB device into USB 1 port **2** or USB 2 port **47**.

NOTE : Choosing USB1(2) Port or USB 2 Port **47** are depended on the “Utility Setting”. You can setup this function via the Utility Menu/MIDI SETUP/LINK/ USB1 or USB2.

5. Connect the MAIN PLAYER using the rear panel USB MIDI port **48** to the second player top panel USB 1port **2**.
6. You should now be able to access the main player loaded USB device using the second player controls.

NOTE : Before the second player can read the sharing external USB device, the main player must read the USB device first.

NOTE : Using LIKE UP function actually you can connect several players together. However, this might cause reading data delay or unexpected error. We highly recommend LINK UP TWO PLAYERS ONLY.



OPERATIONS

Starting and Stopping Playback

- **Starting Playback**

Press the PLAY/PAUSE button **16** during the pause or cue mode to start playback. The PLAY/PAUSE button illuminates with a solid green light during playback.

- **Stopping Playback**

There are two ways to stop playback. Press the PLAY/PAUSE button **16** during playback to pause at that point, or press the CUE button **17** during playback to return to the position at which playback started.

How to Set a Cue Point

Cueing is the action of preparing tracks for playback. Once a cue point has been stored in memory when the CUE button is pressed, playback returns to the cue point and enters pause mode. When the PLAY/PAUSE button is pressed during the cue mode, playback starts. Playback can also be resumed from cue mode by pressing the PLAY/PAUSE button while holding the CUE button. You also can simply press the CUE PLAY button **18**. This same action can be performed on the Hot cues/Loops Bank Pads **13**.

Step 1 : During playback, press the Play/Pause button **16** to pause playback at the point you wish to begin playback.

Step 2 : Search for the precise position of the cue point. Using the jog wheel or Search button **19** to advance frames.

Step 3 : Press the CUE button **17** when you reach the desired point. Cue point memory setting is completed when the IN button **43** is flashing. When a new cue point is stored in memory the previous setting will be erased.

- **Real-time Cue**

During playback, press the IN button **43** at the desired cue point to save the Cue Point. With a little practice, this is a faster way to set the desired Cue Point.

- **Auto Cue**

The Auto Cue function will automatically set the first cue point at the beginning of each track. To turn Auto Cue on and off, hold down the SGL/CTN button **28**. When Auto Cue is on, the display will show A. Cue

HINT : Anytime the CUE button is flashing, it means it is ready to save a new cue point.

How to Adjust the Pitch

- **Pitch Slider**

With your first deck playing and your second deck cued, start playback in sync with the downbeat of the song playing on the other deck. Quickly adjust the pitch using the PITCH SLIDER **9** to match the tempo of deck one. Moving the slider up (-) will decrease the tempo, while moving it down (+) will increase the tempo.

OPERATIONS

- **Pitch Bending**

- **Use Pitch Bend Button 10**

As you are finding the right tempo, the track position will drift until it is fine-tuned and the tempo is matched. Pitch Bending provides a quick fix to keep the position as close as possible to deck one. Pressing the PITCH BEND – or PITCH BEND + buttons will decrease or increase the speed of playback temporarily. The extent to which the speed is changed is proportionate to the amount of time the button is pressed. For example, if the PITCH BEND + button is held in continuously, the speed continues to increase until the maximum limit set by the PITCH RANGE is reached. Once the PITCH BEND + button is released the pitch will return to the pitch set by the PITCH SLIDER.

- **Use Jog Wheel 24**

The jog wheel can also be used to temporarily bend the pitch of the music during normal playback. During playback rotate the wheel clockwise to speed up and counterclockwise to slow down. The speed that you rotate the jog wheel determines the percent of pitch bend. It is recommended that you use the outer edge of the jog wheel for this type of control, as touching the top surface may cause interruption of playback in certain modes of operation.

- **Key Lock**

This function allows the tempo or BPM of the music to be altered without affecting the musical key. While this button is illuminated, the key will be locked at zero.

How to Set a Seamless Loop

- **Creating a Seamless Loop**

Step 1 : Press the PLAY/PAUSE button **16** to begin playback. The button illuminates solid green (not flashing).

Step 2 : Set the start point of the seamless loop by pressing the IN button **43** at the desired point in time.

Step 3 : Set the out point of the loop by pressing the OUT button **44** at the desired point in time. Playback will immediately return to the previously set IN point and play to the OUT point, creating a seamless loop without interruption. When the loop has been set, the RELOOP/EXIT button **45** lights and the LOOP indicator on the LCD screen will now be flashing. In the same time, the LOOP IN and LOOP OUT button are flashing.

- **To Exit the Loop**

During loop playback, press the RELOOP/EXIT button **45** to exit the loop. When the music reaches the OUT point, it will play through it instead of looping back to the IN point.

- **To replay a seamless loop (Reloop)**

To replay the loop, press the RELOOP/EXIT button **45**. The loop can be re-triggered by pressing the button (until a new loop is created). Press the RELOOP/EXIT button to exit the loop again.

OPERATIONS

• Modifying Loops

- To Adjust LOOP Out point

Once a seamless loop is created, the OUT point can be changed without stopping the loop play.

Step 1 : During loop play, press the LOOP OUT button **44** . The time display will show the out-point time; the LOOP OUT button will change to quick flashing, while the LOOP IN button **43** light will off.

Step 2 : Rotate the jog wheel to the desired OUT point. The loop out point will change in one-frame increments.

Step 3 : Press Loop OUT button **44** again to save the new OUT point and exit the modifying loops mode to loop play mode.

- To Adjust LOOP IN point

When a seamless loop is created, you also adjust the LOOP IN point. However, the loop play will be paused.

Step 1 : During loop play, press the LOOP IN button **43** . The loop play is paused and the time display will show the in-point time. The LOOP IN button will keep flashing, while the LOOP OUT button **44** light will off.

Step 2 : Rotate the jog wheel to the desired IN point. The loop IN point will change in one-frame increments.

Step 3 : Press Loop IN button **43** again to save the new IN point and exit the modifying loops mode to loop play mode.

How to Set Auto Loops

Auto loop enables BPM determined sections to be recorded by only defining the in-point of the loop. The BPM engine determines the out-point, based on the selected Time Division. For example, if the tempo is 120 BPM and the time division is 1/1, a loop will be created that is 2 seconds in length.

• To set a Auto Loop

Step 1 : Setting the Auto Loop length

Switch the FX Sync & Auto Loop Set Switch Button **33** to LOOP SET.

Press the desired Loop Length **31** by using the Plus button **32** and the Minus button **30** . Select the loop length of 1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16 (1 bar = 4 beat) at which you would like to start your desired loop.

Step 2 : To active the Auto Loop Mode

Press the Auto Loop button **41** to active the Mode.

Step 3 : Setting the LOOP IN point

Press the LOOP IN button **43** to set the start point of the loop. The end of the Auto Loop is determined by the loop length and current BPM. And the Auto Loop begins.

Step 4 : Changing the Auto Loop Length

During the Auto Loop playing, you can change the loop length by press Plus button **32** and Minus button **30** . The display indicates loop length as "LOOP Length" .

Step 5 : Stop a loop

Press the RELOOP/EXIT button **45** to exit the loop.

OPERATIONS

Setting Hot Cues / Loops

To save a Hot-cue points/Loops point to an empty bank pad, simply press one of the empty bank pad. It will flash orange, and then turn solid orange, letting you know that a Hot-cue point/Loop has been stored.

- Buttons containing hot cue points will light orange.
- Buttons containing loop data will light Blue

Setting Hot Loops, Loops must be created using the main loop interface (LOOP IN/OUT button **43 44**). Once a loop is created, following the setting process.

Step 1 : During playback (loop play) or pause, press the REC button **14**. Now the record mode is active and the REC button **14** is light.

Step 2 : Press the desired pad from the Bank Pads (1, 2, 3, 4) **13** at the point you wish to set as a hot-cue points or loops in that pad. You can overwrite any existed Hot-cue.

Step 3 : Press the REC button **14** again to exit the Hot Cues setting mode.

Press the stored Hot-cue pads again, and playback will seamlessly restart from the stored Hot-cue point and the pad will flash. You can repeatedly press the pads to create a stuttering effect. If the player is in pause or cue mode, pressing the button will start playback from the stored cue point, but will only keep playing while the button is depressed, just like the main CUE button **17**.

Clearing the stored Hot-Cues/Loops

Press the CLEAR button **15** to active clear memory function. While the button is on, press the pad(s) you wish to clear and those pads will also flash. The cleared pads' light is off, letting you know that there is no information stored in them. Press the CLEAR button **15** again to exit the clear memory mode.

How to Record Hot Cues/Loops

Every track can be record 4 cue points or loops. The player will record and recall cue points and loops saved to the four pads for up to 2000 memos.

For the external USB device, the numbers depended on the available memory space of the USB device. In general, the saved data size is very small so you don't worry about the quantity.

To save current cue points, loops, and setting, press and hold the REC button **14** until the display reads SAVING.

• Using CD/MP3 or external USB device

First of all, you have to insert the USB or CD/MP3 and then press the REC button **14** to active the Recall function. Rotating the knob **22** to choose the music. If the music had saved Hot Cues/Loops, the player will recall the saved automately. The LCD display will display "RECALL". The pads will flash one after another. When the last pad has reloaded, then you can press a pad to recall a cue point or loop.

OPERATIONS

If the track had saved Hot Cues/Loops, every time you choose the track the display will show “Load Cues?”. In 3 secs, press the Y(Yes) button **27** to recall the saved Hot Cues/Loops from the track. Actually, anytime you can recall the saved hot cue or loop. Just press the SHIFT button **34** and REC button **14**, the LCD display will display “RECALL”.

CAUTION : Do not power off the unit right after saving. You must wait at least 3 seconds in order for the new presets / cue points to be stored in memory.

How to Use Samples

The on-board sampler simply uses cue points and loops, and plays them back from the internal memory, independently of the audio from the disc or USB driver.

Once cue points or loops are stored to one or more of the Bank Pads **13**, pressing the SAMPLE button **12** once will engage SAMPLE MODE. The SAMPLE button will illuminate in blue. And then press any Bank Pads **13** to trigger stored cues or loops as a sample. In saved loop buttons, the sample will continue playing. In saved hot cue buttons, the sample will play once. The max for the sample is 5 sec.

- **Changing the Sample Pitch and Level**

The pitch and level of each sample can be adjusted individually. In order to do so, sample mode must be active, and the sample you wish to adjust must be playing.

- **To adjust the pitch**

With the sample playing, press the X Parameter button **36** and rotate the Jog Wheel to adjust the pitch. The display indicates the adjustment. Press the HOLD button **35** to keep the adjustment.

- **To adjust the level**

With the sample playing, press the Y Parameter button **37** and rotate the Jog Wheel to adjust the sample level. The display indicates the adjustment. Press the HOLD button **35** to keep the adjustment.

NOTE : If you didn't press the HOLD button during you adjust the pitch of sampler, rotating the jog wheel only for Pitch Bend. Likewise, you only can temporary adjust the volume of the sample.

NOTE : Every sample can have independent pitch and volume value.

HINT : The audio sample can even play after the disc has been ejected or USB drives has been removed.

OPERATIONS

How to Use Effects

There are 3 on-board DSP digital effects: Echo **37** , FLANGER **38** and FILTER **39** .To activates an effect, simply tap the desired Effect button.

ECHO Effect - The echo effect adds an echo to your output signal.

FLANGER Effect - The flanger effect distorts the output signal and creates an effect similar to the frequency phasing in and out of each other. This frequently applied effect is similar to the Phase effect, but slightly more harmonious, emphasizes the upper pitch more and is reminiscent of a flying aircraft.

Filter Effect - The filter effect tweaks the original sound to add different tonal definition.

- **Adjust Beat Sync**

Use the Time Division Minus **30** & Plus **32** button to change the effects time in sync with the music. When 1/4 is selected, the activated effect will modulate with every quarter beat; 1/2 signifies half beats; 3/4 signifies three quarter beats; 1/1 signifies one beat; 2/1 signifies 2 beats; and 4/1 signifies 4 beats (1 measure).

- **Adjust X (Time) & Y (Level/Depth) Parameter**

Press the X (Time) button **36** and use the Jog Wheel to adjust the parameter. The Y parameter controls the depth, feedback or level, depending on the effect. Press the Y button **40** and rotate the Jog Wheel to adjust the parameter. Each time you only can adjust one parameter.

NOTE : As soon as the X Parameter Button **36** or Y Parameter Button **40** are activated, the Scratch mode is temporarily deactivated.

Vinyl and Scratching

- **Under Vinyl Mode or Auto Cue Scratch**

In vinyl mode or auto cue scratch mode the inner jog wheel will simulate the behavior of a turntable. The top surface of the wheel is touch-sensitive. Putting your hand on the wheel will stop playback, as it would on a vinyl record. Once playback is stopped, moving the wheel back and forth will create a scratching effect, like on an analog turntable. Under Auto Cue Scratch mode, simply touch the surface of the JOG WHEEL and player will immediately return to the last set CUE point and playback without music interruption.

NOTE : To activate VINYL mode, press Jog Wheel Mode Switch button **46** to the VINYL mode. To activate AUTO CUE SCRATCH mode, press Jog Wheel Mode Switch button **46** to the A. CUE SCRATCH mode.

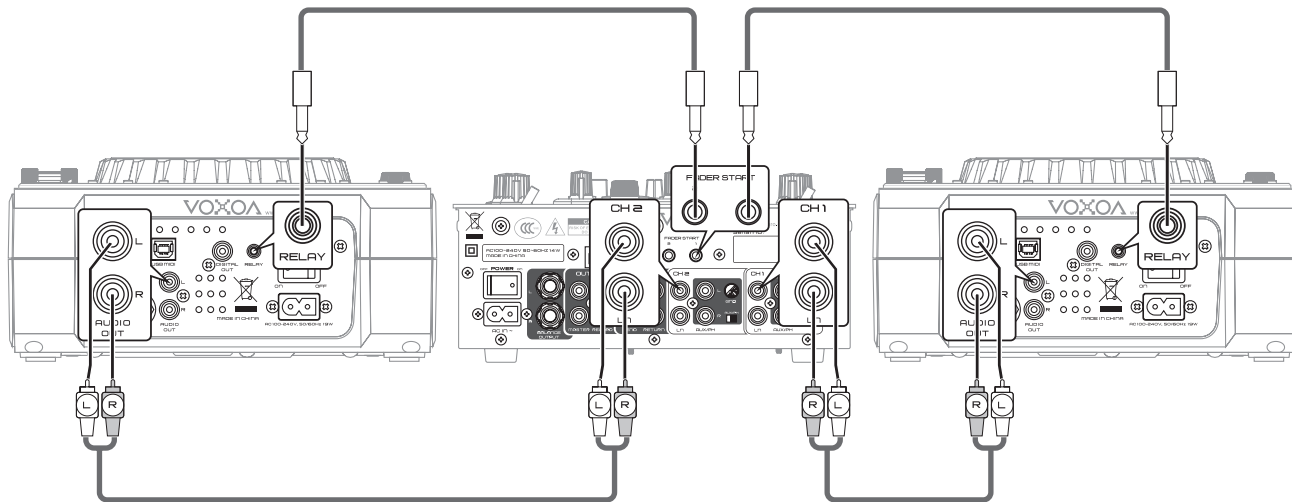
OPERATIONS

How to Use Relay Play and Fader Start

- **Relay Play Using Two Players**

When both players are connected to each other via their Relay/Fader Star Connection Hub **50**, the players can work in unison by playing tracks one after another from both units.

- **Connecting Two Players**



For this, select the Single Play mode on both players, using the Single/Continue Buttons **28**. Both displays read „Single“. Then activate the Play mode on one of the players with the Play/ Pause Button **16**. The first track is played; the player then goes into Pause mode. The first track of the other player is then played; then this player goes into Pause mode. After that, the second track of the first player is played, etc.

TIP : You can set a cue point on the standby player to jump directly to that point.

- **Fader Start**

By connecting the player to a mixing board that has the fader start feature, the crossfader will engage playback or cue mode depending on its location. If the player is connected to the left side of the crossfader, playback will start once the fader is moved from the left most position towards the right. The player will re-cue itself when the crossfader is brought back to the left most position. Two players can be hooked up in this fashion to work on both sides of the crossfader.

DATA BASE BUILDER

DATABASE BUILDER

Free bundle database management software enables you to search for your files by Title, Artist, Album, and Genre.

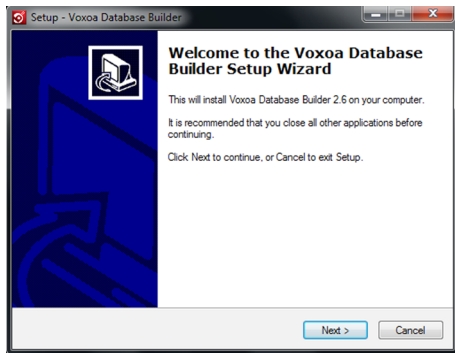
• SYSTEM REQUIREMENTS

- CPU: Intel Pentium 4, 1 GHz processor, Intel Centrino Mobile Technology 1.6 GHz or above.
- RAM: 512 MB.
- DISK SPACE: 100MB of free disk space need.
- OS: Microsoft Windows XP SP3, Vista SP2 or later version.

Installation : Refer to the following figures for installing database management software on your computer.

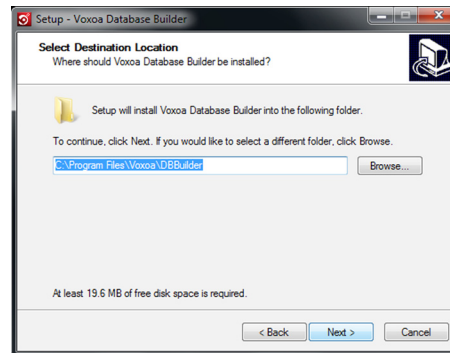
Step 1 :

Execute the DATABASE BUILDER software.

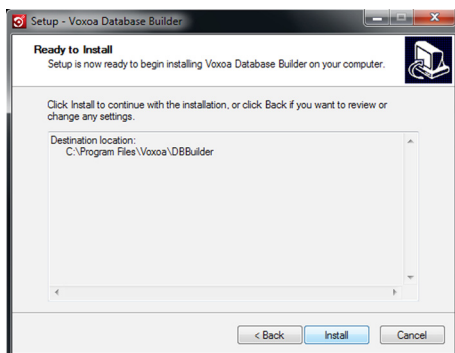


Step 2:

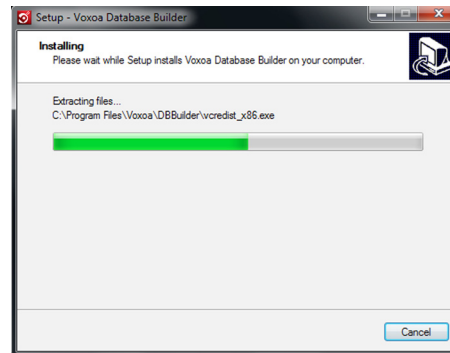
Select the desired folder to install the Database builder in your computer.



Step 3 : Ready to install.

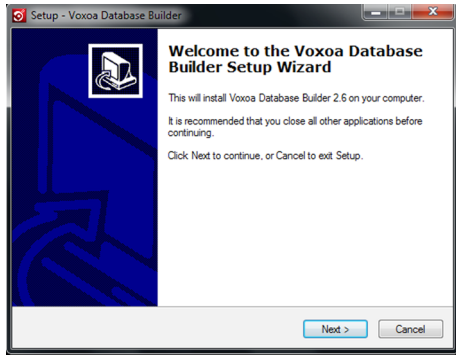


Step 4 : Installing.



DATA BASE BUILDER

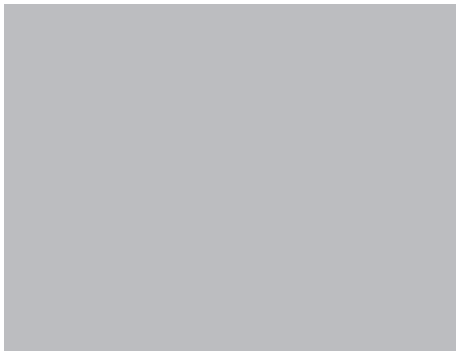
Step 5 : Completing the Database Builder setup. Click the Finish to quit the installation.



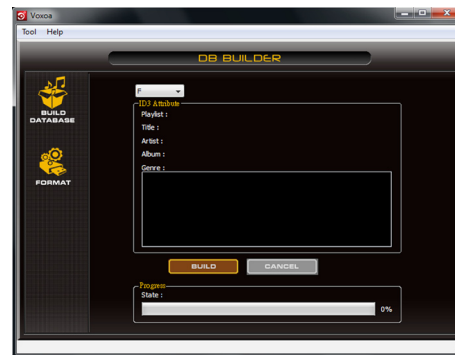
How to use the DATABASER BUILDER

The DATABASER BUILDER can scan all of music files in your USB hard driver and then create database files to locate the files in your music library. This makes the P70 read music files from USB hard drive much quicker and easier.

Step 1 : Double click the icon on your computer desktop to execute the DATABASER BUILDER program.



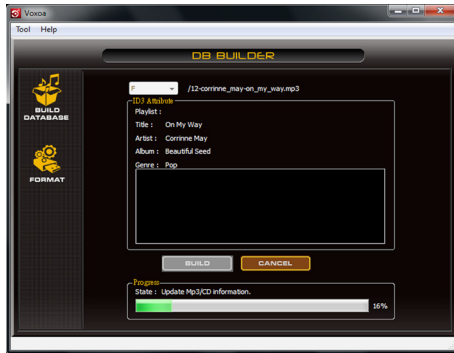
Step 2 : Select the desired USB driver and click “Build” to build a music database of your driver.



DATA BASE BUILDER

Step 3 :

The DATABASE BUILDER is working on building database.



Step 4 :

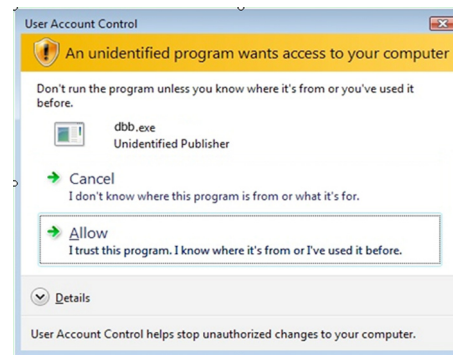
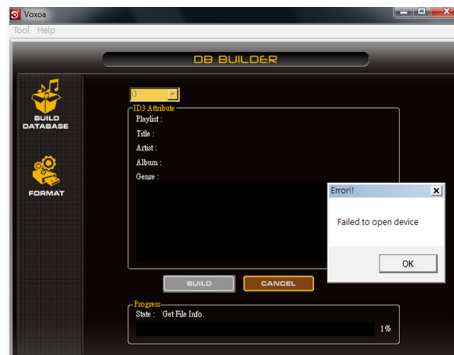
Complete the building process.










CAUTION : Every time your change the music contents in your USB driver, please re-execute the DATABASE BUILDER to re-build the music database.

The main reason for user failed to run db builder in Windows Vista.

1. User fail to run DATABASE BUILDER in Windows Vista because the User Account Control limitation.
2. User should press the right button of mouse to run the DATABASE BUILDER with the option of Run as administrator
3. Allow the DATABASE BUILDER to run.



MIDI MAP

SW name	Type	MIDI	MIDI2 (Hold SHIFT)	Remarks
 FOLDER 23	SW/ENC	2B/31	6A/70	CC TYPE = RELATIVE
 TRACK 22	SW/ENC	25/33	64/72	CC TYPE = RELATIVE
JOG 24	SW/ENC	13/35	52/74	CC TYPE = RELATIVE
 FOLDER 23	CW/CCW	31/32	70/71	CC TYPE = NOTE
 TRACK 22	CW/CCW	33/34	72/73	CC TYPE = NOTE
JOG 24	CW/CCW	35/36	74/75	CC TYPE = NOTE
 FOLDER 23	ENC/CENTER	31/0F	70/4E	CC TYPE = ABSOLUTE
 TRACK 24	ENC/CENTER	33/15	72/54	CC TYPE = ABSOLUTE
Pitch Slider 9	VR/CENTER	PITCHBEND/18	76/57	
START 4	VR	27	66	
BRAKE 5	VR	2D	6C	
 16	SW/LED	02/02	41/02	
CUE 17	SW/LED	2E/2E	6D/2E	
NEXT TRACK 20	SW/LED	10/10	4F/10	
HOLD 35	SW/LED	11/11	50/11	
FX TIME 36	SW/LED	0B/0B	4A/0B	
FX DEPTH 40	SW/LED	2F/2F	6E/2F	
ECHO 37	SW/LED	05/05	44/05	
FLANGER 38	SW/LED	29/29	68/29	
FILTER 39	SW/LED	23/23	62/23	
LOOP 41	SW/LED	30/30	6F/30	
IN 43	SW/LED	04/04	43/04	
OUT 44	SW/LED	17/17	56/17	
RELOOP 45	SW/LED	1D/1D	5C/1D	
REV 42	SW/LED	0A/0A	49/0A	
CLEAR 15	SW/LED	08/08	47/08	
REC. 14	SW/LED	0E/0E	4D/0E	

MIDI MAP

SW name	Type	MIDI	MIDI2 (Hold SHIFT)	Remarks
SAMPLE 12	SW/LED	2C/2C	6B/2C	
KEY LOCK 8	SW/LED	1E/1E	5D/1E	
< > 33	SW/LED (Fx SYNC)	0C/0C	4B/0C	
< 30	SW/LED (1/4)	19/19	58/19	
◀▶ 32	SW/LED (4/1)	12/12	51/12	
WHEEL MODE 46	SW/LED (VINYL)	24/24	63/24	
TEMP RANGE 7	SW/LED (10)	2A/2A	69/2A	
1 13	SW/LED/LED2	14/14/31	53/14/31	
2 13	SW/LED/LED2	1/A/1A/32	59/1A/32	
3 13	SW/LED/LED2	20/20/33	5F/20/33	
4 13	SW/LED/LED2	26/26/34	65/26/34	
1/2 (RED) 31	LED	35	35	
1 (LED) 31	LED	36	36	
2 (LED) 31	LED	37	37	
4 (LED) 31	LED	38	38	
8 (LED) 31	LED	39	39	
16 (LED) 31	LED	3A	3A	
1/2 (GREEN) 31	LED	3B	3B	
3/4 (GREEN) 31	LED	3C	3C	
1/1 (GREEN) 31	LED	3D	3D	
2/1 (GREEN) 31	LED	3E	3E	
TEMP RANGE 6 6	LED	3F	3F	
TEMP RANGE 16 6	LED	40	40	
LOOP SET 33	LED	41	41	
A. CUE SCRATCH 46	LED	42	42	
CDJ 46	LED	43	43	

MIDI MAP

SW name	Type	MIDI	MIDI2 (Hold SHIFT)	Remarks
DISC EJECT 1	SW	0D	4C	
SGL/CTN 28 (28)	SW	01	40	
TIME 29 (29)	SW	1F	5E	
SHIFT 34 (34)	SW	45	--	
ENTER 21 (21)	SW	16	55	
<< 19 (19)	SW	1C	5B	
>> 19 (19)	SW	22	61	
CUE PLAY 18 (18)	SW	28	67	
TAP 11 (11)	SW	07	46	
PITCH BEND - 10 (10)	SW	03	42	
PITCH BEND + 10 (10)	SW	09	48	

• CC-ABSOLUTE (VR)

Control Change messages are sent with status 0xBn, where n is the channel, for the specified CC controller. Thus the controller MIDI ID is indicated with the channel along with the CC number. The value from 0x00 to 0x7F, directly related to the location of the controller.

• CC-RELATIVE (ENC)

Control Change messages are status 0xBn, where n is the channel, for the specified CC controller. Thus the controller MIDI ID is indicated with the channel along with the CC number. The value from 0x40 to indicate the change in the controller. This is an offset to 0x40 "one's complement" notation.

A message with data 0x43 indicates a positive change of 3.

A message with data 0x31 indicates a negative change of 15.

• SWITCH ON/OFF (SW,CENTER,CW,CCW)

These messages are used for switches.

Control Change messages are sent with status 0x9n, SWITCH On and Off value are 0x7F and 0x00, where n is the channel.

• LED ON/OFF (LED)

These messages are used for LED.

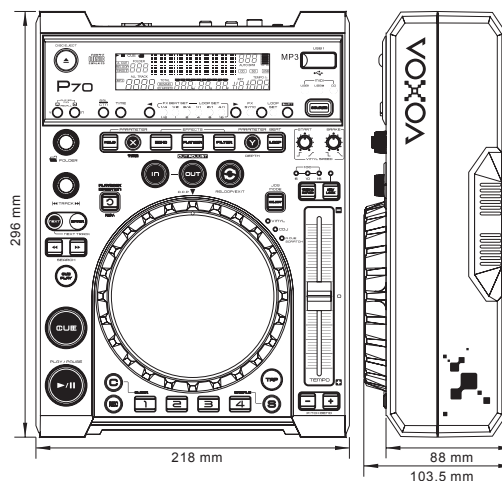
Control Change messages are sent with status 0x9n, LED On and Off value are 0x7F and 0x00, where n is the channel.

SPECIFICATIONS

POWER :
AC100-240V, 50/60Hz, 19Watts

DIMENSION :
296 (W) X 218 (D) X 10 3.5 (H) mm

WEIGHT :
2.42 kg



AUDIO CHARACTERISTICS : (CD Test disc: TCD-782; USB Test format: MP3, 128kbps; load=100K ohm)

ITEM		TYPICAL	LIMIT	CONDITION
(1) OUTPUT LEVEL	CD	2V +/-0.5dB	2V +/-1dB	1KHz, 0dB
	USB1,2	1.85V +/-0.5dB	1.85V +/-1dB	
(2) CHANNEL BALANCE		WITHIN 0.2dB	WITHIN 1dB	1KHz, 0dB
(3) FREQUENCY RESPONSE	CD	17-20KHz +/-0.4dB	17-20KHz +/-1dB	0dB OUTPUT
	USB1,2	17-16KHz +/-0.2dB	17-16KHz +/-1dB	
(4) DE-EMPHASIS	CD	-20dB +/-0.2dB	-20dB +/-1dB	16KHz, -20dB
(5) CHANNEL SEPARATION(*2)	CD, USB1,2	91dB	85dB	1KHz, 0dB
(6) THD+N (*1)	CD	0.006%	0.01%	1KHz, 0dB
	USB1,2	0.007%	0.01%	1KHz, 0dB
(7) S/N RATIO (*2)		126dB	90dB	1KHz, 0dB (TCD-782 TRK.2 & 8)
(8) PHONES OUTPUT LEVEL	CD	0.35V +/-0.5dB	0.35V +/-1dB	1KHz, -20dB (TCD-782 TK16)
(9) DIGITAL OUTPUT LEVEL		0.5 +/-0.03V P-P	0.5 +/-0.1V P-P	75 ohm load

NOTE : *1 : With 20KHz low pass filter
*2 : With 20KHz low pass filter, "IHF-A" weighted

SPECIFICATIONS

MP3 FORMAT

Disc Format	Applicable file extensions	mp3 . MP3 . mP3 . Mp3
	ISO9660	max. 63 characters
	Joliet	max. 63 characters
	CD-ROM sector format	mode-1 only
	Max. number of Folders	255
	Max. number of files	max. 999 files (* note #1)
USB Format	File System	FAT 12/16/32
	Applicable file extensions	mp3. MP3. mP3. Mp3
	Max. number of Folders	999
	Max. number of files	max. 999 files
MP3 Format	MPEG 1 Layer 3 standard (ISO/IEC 11172-3), which provides for single channel ('mono') and two-channel ('stereo') coding at sampling rates of 32, 44.1 and 48kHz.	32/40/48/56/80/96/112/128/160/192/224/256/320 kbps Xing/VBRI VBR
	MPEG 2 Layer 3 standard (ISO/IEC 13818-3), which provides for similar coding at sampling rates of 16, 22.05 and 24 kHz.	32/40/48/56/64/80/96/112/144/160 Kbps Xing/VBRI VBR
	MPEG 2.5 Layer 3 standard, which provides for similar coding at sampling rates of 8, 11.025 and 12 kHz.	32/40/48/56/64/80/96/112/144/160 Kbps Xing/VBRI VBR
Disc Writing Method	Disc at Once and Track at Once	
	Multi Session	If the 1 st session is CDDA, you can playback Only CDDA track, If the 1 st session is MP3, you can playback only MP3 file.

NOTE #1 : max.255 files each folder

VOXOA

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