



**Bedienungsanleitung
Operating instructions
Mode d'emploi
Manual del usuario
Manuale d'istruzione**

DJS-1200

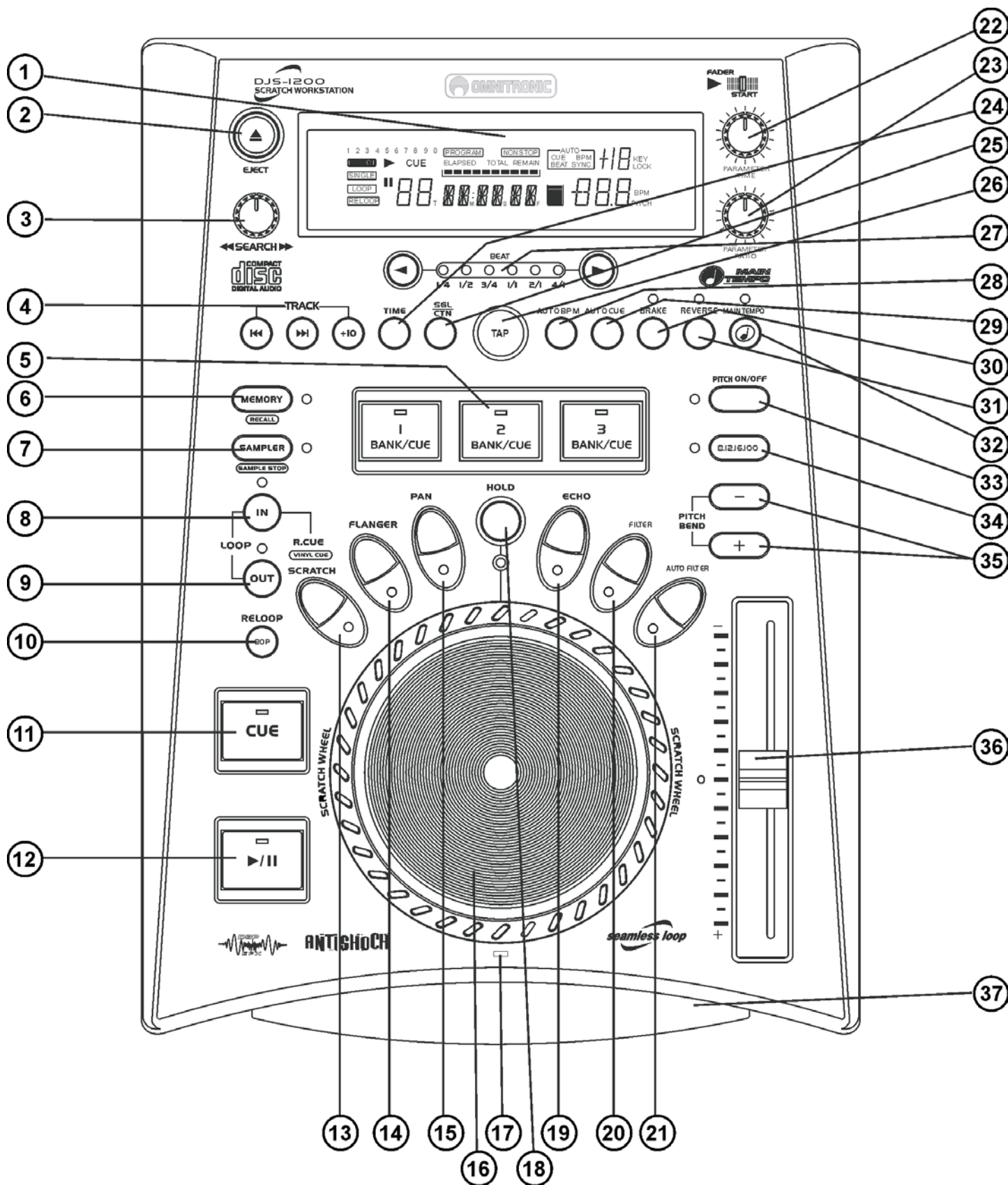
Scratch-Workstation

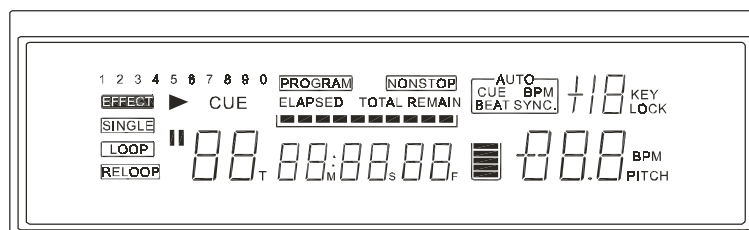
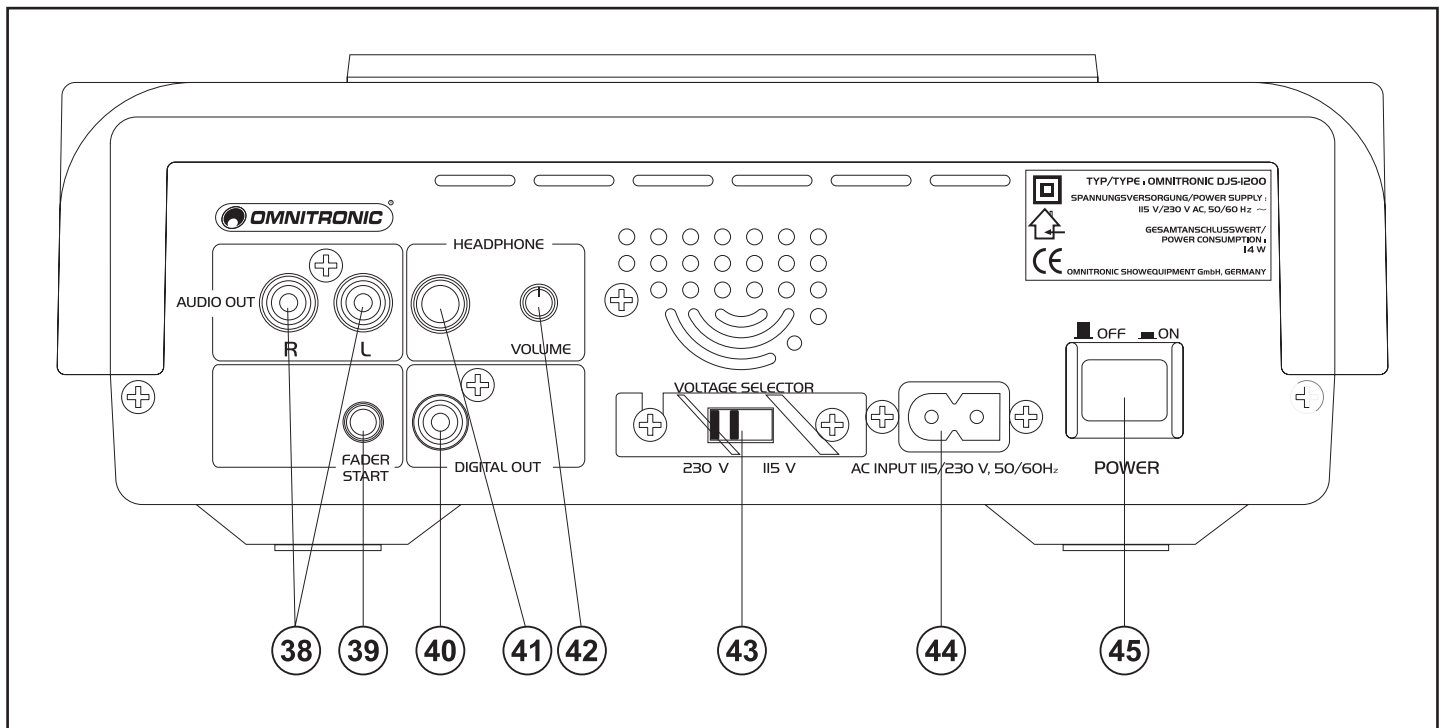
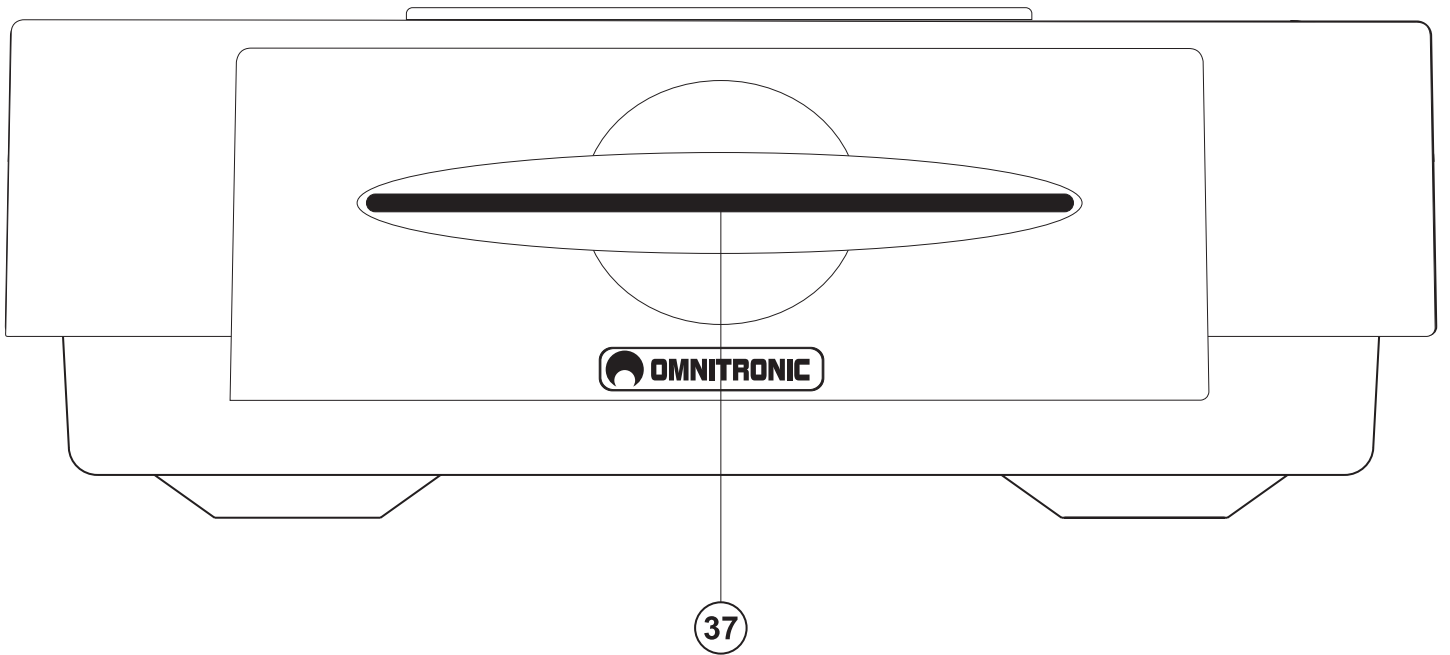


Für weiteren Gebrauch aufbewahren!
Keep this manual for future needs!
Gardez ce mode d'emploi pour des
utilisations ultérieures!
Guarde este manual para posteriores usos.
Tenere il manuale per utilizzazioni ulteriori!



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MULTI-LANGUAGE-INSTRUCTIONS

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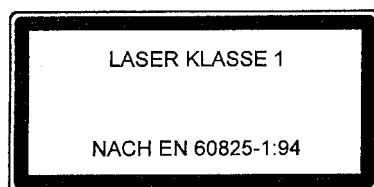
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You can find the latest update of this user manual in the Internet under:
Vous pouvez trouver la dernière version de ce mode d'emploi dans l'Internet sous:
Vd. puede encontrar la versión más reciente de este manual en el Internet bajo:**

www.omnitronic.com

Vorsicht Laserstrahlung!

Dieses Gerät enthält eine Laserdiode
sicheren Betrieb zu gewährleisten,
entfernt werden, noch darf versucht
Geräteinneren zu verschaffen.

Im Geräteinneren befinden sich keine
arbeiten nur durch qualifiziertes Fach-



der Klasse 1. Um einen
dürfen weder Abdeckungen
werden, sich Zugang zum

zu wartenden Teile. Wartungs-
personal!

OPERATING INSTRUCTIONS



DJS-1200 SCRATCH-WORKSTATION



CAUTION!

Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully
before you initial start-up.

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

- be qualified
- follow the instructions of this manual
- consider this manual to be part of the total product
- keep this manual for the entire service life of the product
- pass this manual on to every further owner or user of the product
- include every supplementay update with the original manual

1. INTRODUCTION

Thank you for having chosen a OMNITRONIC DJS-1200 Scratch-Workstation. You have acquired a reliable and powerful device. If you follow the instructions given in this manual, we can assure you that you will enjoy this device for many years.

Unpack your OMNITRONIC DJS-1200.

Please make sure that there are no obvious transport damages. Should you notice any damages on the A/C connection cable or on the casing, do not take the device into operation and immediately consult your local dealer.

2. SAFETY INSTRUCTIONS



CAUTION!

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

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.



Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

Always plug in the power plug least. Make sure that the power-switch is set to OFF position before you connect the device to the mains.

Keep away from heaters and other heating sources!

If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

Never put any liquids on the device or close to it. Should any liquid enter the device nevertheless, disconnect from mains immediately. Please let the device be checked by a qualified service technician before you operate it again. Any damages caused by liquids having entered the device are not subject to warranty!

This device falls under protection-class II and features a protective insulation.

Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!

Make sure that the available voltage is not higher than stated on the AC voltage selector.

Make sure that the power-cord is never crimped or damaged by sharp edges. Check the device and the power-cord from time to time.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Make sure that the volume control of the headphones is set to "min" position before the device is switched on.

CAUTION: Turn the amplifier on last and off first!

Please note that damages caused by manual modifications on the device or unauthorized operation by unqualified persons are not subject to warranty.

Keep away children and amateurs!

CAUTION: High volumes can cause hearing damage!

There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

3. OPERATING DETERMINATIONS

This device is a professional CD-player for playing CDs. This product is allowed to be operated with an alternating current of 115/230 V, 50/60 Hz and was designed for indoor use only.

Do not shake the device. Avoid brute force when installing or operating the device.

When choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!

Do not operate the device in extremely hot (more than 30° C) or extremely cold (less than 5° C) surroundings. Keep away from direct insulation (particularly in cars) and heaters.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!

Never use solvents or aggressive detergents in order to clean the device! Rather use a soft and damp cloth.

Please use the original packaging if the device is to be transported.

Never remove the serial barcode from the device as this would make the guarantee void.

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

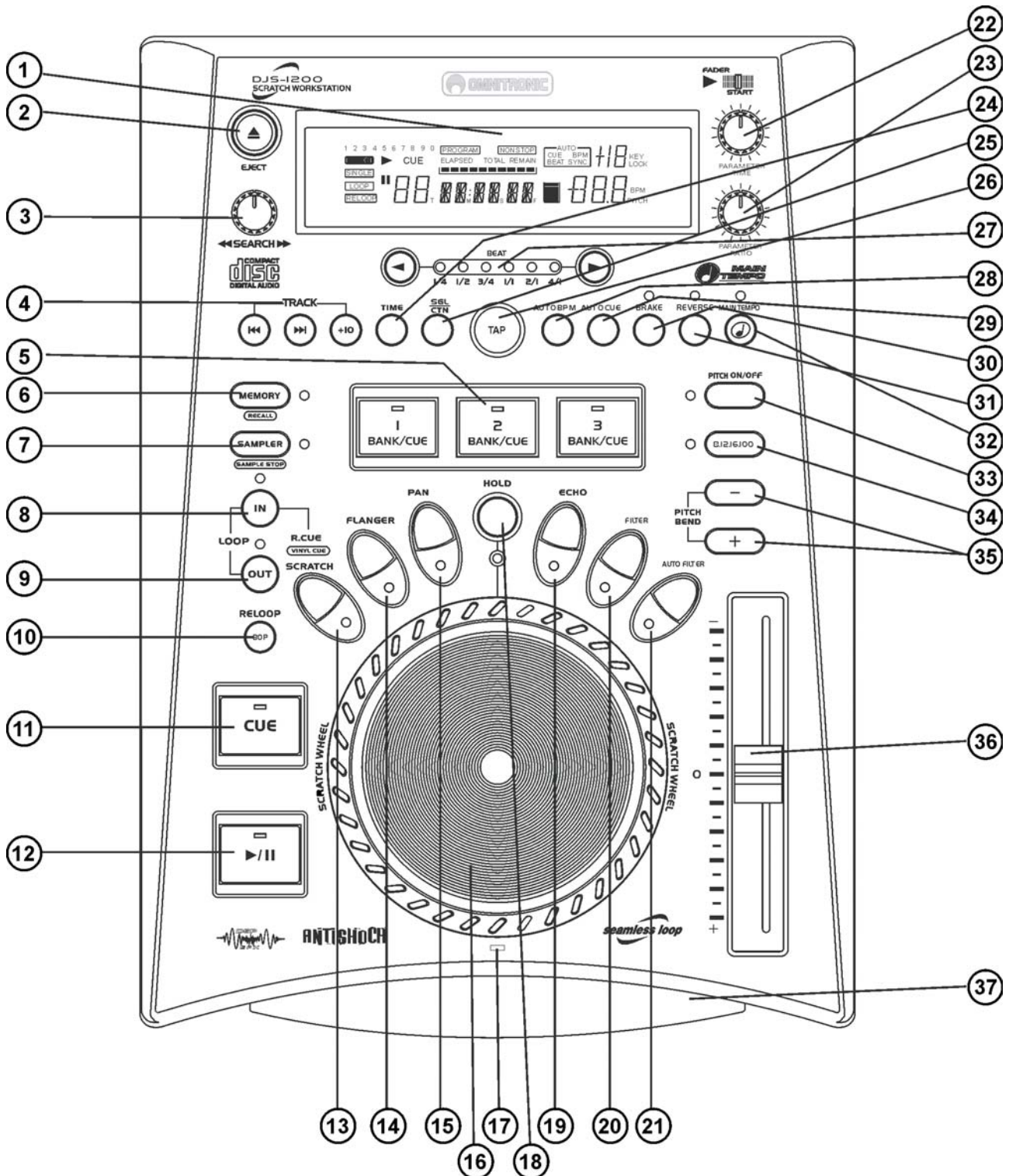
4. DESCRIPTION

4.1 Features

The ultimate Scratch-Workstation

Touch sensitive scratch-wheel made of aluminium • Cue Scratch-function: when touching the scratch-wheel back to cue-point • Cue Sequence Scratch-function: when touching the scratch-wheel the player jumps from one memorized cue-point to the next • Realtime-scratch-function without delay and time limit • Vinyl Cue-function for searching Cue-points like with a turntable • The Vinyl Cue-function disables the frame-function of the CD-player • Auto Beatcounter or via Tap-button • Different DSP-sound-effects like brake, reverse, motor off, flanger, echo and auto pan with adjustable parameters • Time and Ratio-parameters individually adjustable • All sound-effects can be combined with one another (e.g. scratch and echo and flanger or reverse and echo and then brake...) • Beat Sync-function: all effects can be adjusted in accordance with the track speed • All adjusted effect-parameters can be memorized and recalled from up to 128 CDs • Sampler-unit with 3 x 7 seconds sampler-time, adjustable sample-pitch and sample-volume • All adjusted sample-parameters can be memorized and recalled from up to 128 CDs • One-shot-mode: when the desired Bank/Cue-button is pressed, the sample is only played once • Three cue-point hotkeys, which can be recalled from up to 128 CDs • Bop-function: when calling the Cue-point via the Bop-button, the player remains in the play-mode • Seamless loop-function and reloop-function • 10-second anti-shock-function • Faderstart-function • Speed-control range adjustable to +/- 8 %, +/- 12 %, +/- 16 % or +/- 100 % • With Main Tempo-function • Track-buttons for selecting the track • Additional +10-button • Front-loading CD-slot for fast and easy CD-exchange • Headphones-output with volume control • Stable 44.1 kHz S/PDIF digital output via RCA • Search-encoder • Relay-function via Faderstart-socket • Depth like a turntable

4.2 Frontpanel



1. DISPLAY

VFD-display for displaying the different modes and functions. Please refer to the explanations under 6.3 VFD-display.

2. EJECT BUTTON

Via the EJECT-button, you can stop and eject the CD. Please refer to the explanations under 6.2 CD Slot In.

3. SEARCH-ENCODER

Via the Search-encoder, you can quickly scan forwards and backwards. Turn the Search-encoder to the right in order to scan forwards and turn it to the left in order to scan backwards. The further you turn the Search-

encoder the higher the scanning-speed. In the pause-mode, the current frame is repeated as soon as you turn the Search-encoder.

4. TRACK-BUTTONS

Via the Track-buttons, you can select the desired track. Please refer to the explanations under 6.5 Selecting a track via the Track-buttons.

5. BANK/CUE-BUTTONS

You can memorize a Cue-point and a sample on every Bank/Cue-button. The memorized Cue-button or the sample (press Sampler-button first) can be recalled via the respective Bank/Cue-button.

6. MEMORY/RECALL-BUTTON

With this button, you can memorize the current Cue-point, the current sample or the sample-parameter via one of the three Bank/Cue-buttons. Press the Memory/Recall-button (LED on) and the desired Bank/Cue-button. Please refer to the explanations under 6.7 Cueing and 6.10 Sampler-mode.

You can memorize up to 3 Cue-points and samples with sample-parameters of different titles and recall them via the respective Bank/Cue-button.

Please note that the maximum sample-length is 7 seconds.

In the Effect-mode, you can memorize the adjusted effect parameters by adjusting the parameter and pressing the Memory/Recall-button.

You can recall all memorized Cue-points, samples and effect-parameters from up to 128 CDs by switching the CD-player on, pressing the Memory/Recall-button (LED on) and inserting the respective CD.

7. SAMPLER-BUTTON

By pressing the Sampler-button (Sampler LED on), you can recall a sample you memorized on one of the Bank/Cue-buttons before. You can select between Continuous-mode and One-shot-mode.

The memorized samples of a CD remain in the memory until you switch off the CD-player or overwrite the samples.

You can recall all memorized Cue-points, samples and effect-parameters from up to 128 CDs by switching the CD-player on, pressing the Memory/Recall-button (LED on) and inserting the respective CD.

Please refer to the explanations under 6.10 Sampler-mode.

8. LOOP IN/REALTIME CUE-BUTTON

By pressing the In-button, you can memorize the Cue-point. Furthermore, you can program the In-button of a sequence which will be repeated then.

Please refer to the explanations under 6.9 Memorizing a sequence (Loop-function) and 6.8 Interactive scratch-wheel.

9. LOOP OUT-BUTTON

By pressing the Out-button, you can memorize the Loop Out-button. The player will repeat the memorized sequence until you press the Out-button once more.

10. RELOOP-BUTTON

Via the RELOOP-button, you can call up a memorized sequence once more.

11. CUE-BUTTON

Pause-mode:

In the pause-mode, you can cue by pressing and holding the Cue-button. As soon as you let the Cue-button loose, the player returns to the track-start or the Cue-point.

Playback-mode:

If you press the Cue-button during playback, the player returns to the track-start or the Cue-point and goes into Pause-mode.

On the Cue-button, you can memorize the fourth Cue-point.

Please refer to the explanations under 6.7 Cueing.

12. PLAY/PAUSE-BUTTON

With the Play/Pause-button, you can start the playback and stop it again. Please refer to the explanations under 6.4 Play/Pause.

13. SCRATCH/VINYL CUE-BUTTON

With the Scratch-button, you can activate the Scratch-function. Please refer to the explanations under 6.8 Interactive scratch-wheel and 6.11 Effects.

14. FLANGER-BUTTON

With the Flanger-button, you can activate the Flanger-effect. Please refer to the explanations under 6.11 Effects.

15. PAN-BUTTON

With the Pan-button, you can activate the Pan-effect. Please refer to the explanations under 6.11 Effects.

16. SCRATCH-WHEEL

Playback-mode:

Via the Scratch-wheel, you can adjust the playback-speed by +/- 100 %. Please refer to the explanations under 6.6 Adjusting the playback-speed.

Pause-mode:

In the pause-mode, the current frame is repeated as soon as you turn the Scratch-wheel.

Via the Scratch-wheel, you can slowly search within a title forwards and backwards. In this way, you can easily find a Cue-point for example. Turn the Scratch-wheel to the right in order to search forwards and turn it to the left in order to search backwards. The faster you turn the Scratch-wheel the higher the searching-speed. Please refer to the explanations under 6.7 Cueing.

Vinyl Cue-function:

If you press the Scratch-button, you can activate the VINYL CUE-function. This function disables the frame-function of the CD-player and you can search for the Cue-point as with a turntable. Please refer to the explanations under 6.8 Interactive scratch-wheel.

Cue Scratch-function:

Press and hold the Scratch-button until the LED is lit. The aluminium surface of the scratch-wheel is now activated. When touching the scratch-wheel, the player returns to the cue-point.

Cue Sequence Scratch-function:

Press and hold the Scratch-button until the LED flashes. Everytime you touch the scratch-wheel, the player jumps from one memorized cue-point to the next.

17. CD LED

This LED is illuminated when a CD is inserted in the CD Slot In and the player is ready for use.

18. HOLD-BUTTON

With the Hold-button, you can hold the settings of the effect-parameters and sample-parameters. Please refer to the explanations under 6.11 Effects.

19. ECHO-BUTTON

With the Echo-button, you can activate the Echo-effect. Please refer to the explanations under 6.11 Effects.

20. FILTER-BUTTON

With the Filter-button, you can activate the Filter-function. Please refer to the explanations under 6.11 Effects.

21. AUTO FILTER-BUTTON

With the Auto Filter-button, you can activate the Auto Filter-function. Please refer to the explanations under 6.11 Effects.

22. PARAMETER TIME-CONTROL

With the Parameter Time-control, you can adjust the effect time.

23. PARAMETER RATIO-CONTROL

With the Parameter Ratio-control, you can adjust the effect ratio.

24. TIME-BUTTON

The display can be switched from track remain time (Remain) to total remain time (total remain) or track playback time (Elapsed).

25. SINGLE-BUTTON

For choosing single playback or continuous play. By pressing this button once, the display shows „SINGLE“. The current track is then played once and the player goes into Pause-mode at the next track-start.

26. TAP-BUTTON

Via the Tap-button, you can display the beats per minute of a track. Press the button in the rhythm of the music. The display shows the current beats per minute (BPM).

27. BEAT SYNC-BUTTONS

Via the Beat Sync-buttons, you can adjust the effects to the current track's beat. Please refer to the explanations under 6.12 Beat Sync-function.

28. AUTO BPM-BUTTON

Via the Auto BPM-button, you can switch the display from beats per minute (BPM) to speed-adjustment in %. Press and hold the Auto BPM-button in order to switch from manual to automatic beatcounter.

29. AUTO CUE-BUTTON

With the Auto Cue-button, you can activate the Auto Cue-function. Please refer to the explanations under 6.7 Cueing.

30. BRAKE-BUTTON

With the Brake-button, you can activate the Brake-effect and the Motor Off-effect. Please refer to the explanations under 6.11 Effects.

31. REVERSE-BUTTON

With the Reverse-button, you can activate the Reverse-function. Please refer to the explanations under 6.11 Effects.

32. MAIN TEMPO-BUTTON

With the MAIN TEMPO-button, you can adjust the pitch of an adjusted playback speed. Press the MAIN TEMPO-button in order to adjust the pitch.

33. PITCH CONTROL-BUTTON

With this button, you can switch the speed-adjustment via the pitchfader off (LED off). Please refer to 6.6 Adjusting the playback-speed.

34. 8/12/16/100%-BUTTON

With this button, you can select the speed-adjusting range between +/- 8 % (LED green), +/- 12 % (LED orange) +/- 16 % (LED red) or +/- 100 % (LED flashes red). Please refer to 6.6 Adjusting the playback-speed.

35. PITCH BEND-BUTTONS

With the Pitch Bend-buttons, you can adjust the playback-speed temporarily by up to +/- 100 %. Please refer to 6.6 Adjusting the playback-speed.

If you press and hold the Pitch Bend - button, the playback speed decreases down to 0. This effect is comparable with the Motor Off-effect.

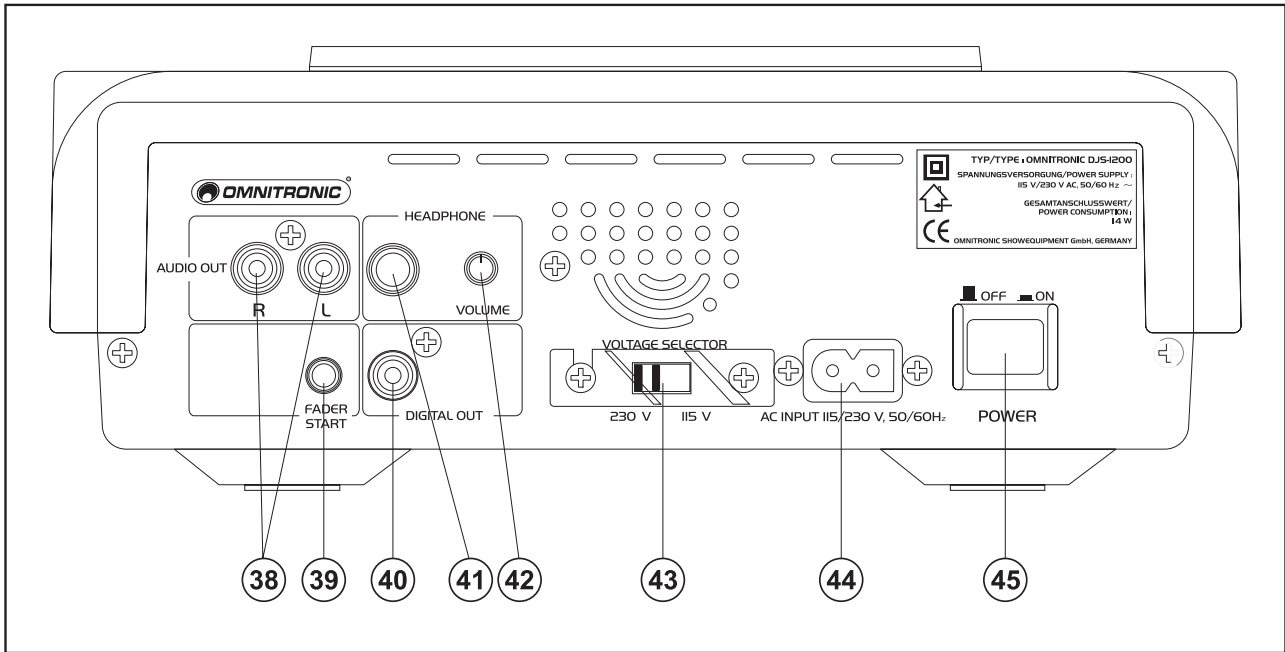
36. PITCHFADER

You can adjust the desired speed with the Pitchfader. The display shows the current percentage.

37. CD SLOT IN

Insert the disc here. If a CD is inserted and the CD-player is ready for operation, the CD LED is shining. Please refer to the explanations under 6.2 CD Slot In.

4.3 Rearpanel



38. AUDIO OUT-SOCKETS

The music-signal of these sockets is analogue. Connect the output to the respective input of your mixer.

39. FADERSTART-SOCKET

Via the Faderstart-socket, the CD-player can be remotely controlled. If you are using a mixer with Faderstart-function connect the player with the Control Out-socket. Please note that these sockets must never be connected with any voltage. Please refer to the explanations 6.13 Faderstart.

40. DIGITAL OUT-SOCKET

The music-signal of this socket is digital. Connect the output to the respective input of a digital amplifier for example.

41. HEADPHONES SOCKET

With this socket, you can connect headphones with an impedance between 8 Ohms and 600 Ohms.

42. VOLUME-CONTROL

With the Volume-control, you can adjust the headphones volume.

43. VOLTAGE SELECTOR

Make sure that the indication corresponds to the available voltage.

44. AC CONNECTION

Plug the power supply cable in here.

45. POWER SWITCH

Press this button to start operation.

5. INSTALLATION

Install the CD-player on a plane surface.

Make sure that the inclination angle will not exceed 15°, as the CD cannot be read correctly otherwise.

Connect the CD-player with the RCA-cable to your mixer via the Audio Out-sockets. Make sure that the right/left occupation (plug-colour red/white) is the same at both devices.

CAUTION: Make sure that the CD-player is switched off (power-switch in outer position) before you connect it to the mains in order to avoid damages on your loudspeakers.

Make sure that the indication on the Voltage-selector corresponds to the available voltage in order to avoid severe damages.

Connect your CD-player with the mains.

CAUTION: Turn the amplifier on last and off first!

6. OPERATION

6.1 Setup

Switch the CD-player on via the Power-switch.

When the device is on and the tray has no disc, "NO DISC" appears on the display.

6.2 CD Slot In

Insert your CD in the CD Slot In. Make sure that you only hold the CD with 2 fingers on the edge. Avoid touching the inside area of the CD.

You can recall all memorized Cue-points, samples and effect-parameters from up to 128 CDs after switching the CD-player off. Therefore, you have to switch the CD-player on, press the Memory/Recall-button (LED on) and insert the respective CD. The CD source code is read and the Cue-points, samples and effect-parameters memorized before will be loaded from the memory. The display shows "Recall" until the loading process is finished.

The CD LED is illuminated when a CD is inserted in the CD Slot In and the player is ready for use.

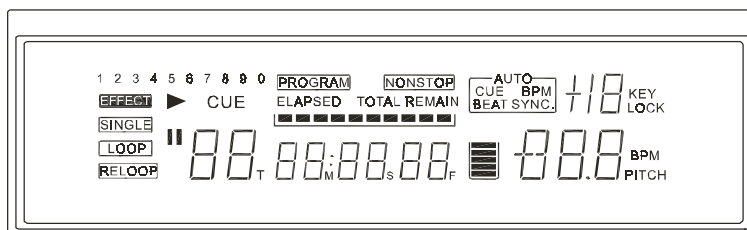
6.3 VFD-display

If the CD is improperly positioned, "ERR" or "NO DISC" appears on the display.

If the CD is properly positioned, the CD-player reads the CD.

The player jumps to the first track and is in the Pause-mode (Pause-symbol flashes). Please note that the player automatically jumps to the section where the music starts.

Next to "T" the track number is displayed. The track remain time is displayed in M (MIN), S (SEC) and F (FRAME).



By using the Time-button, the time-indication can be switched from track remain time (Remain) to total remain time (Total Remain) to track playback time (Elapsed).

Above the time-indication, 10 bars are displayed showing the remaining track-time visually. The shorter the track remain time becomes, the less bars are displayed. 15 seconds before the track-end, the bars in the display start flashing.

By pressing the Single-button, the CD-player is put into Single-mode and the display shows "SINGLE".

The indication "0.0" means that the playback-speed has not been changed. If you adjust the playback-speed via the Pitchfader (Pitch-LED of the selected speed is flashing), the respective percentage is indicated in the display.

6.4 Play/Pause

In the Pause-mode the the time-indication in the display stands still and the Pause-symbol flashes. The playback of the first track can be started by pressing the Play/Pause button. In the Playback-mode, the time-indication in the display is running and the Play-symbol shines permanently.

If you wish to interrupt the playback, press the Play/Pause-button and the laser stops at the position where you stopped.

If you wish to stop the playback, press the EJECT-button. The display shows the total number of track and the total playback time.

6.5 Selecting a track via the Track-buttons

You can select the desired track via the Track-buttons.

In order to play a track from the beginning, press the Track-buttons until the desired track number is displayed. If you hold the respective Track-button, the CD-player will run through the track numbers until you let the button loose.

«-button:

If you press the «-button once, playback starts at the beginning of the previous track. If a track is already played back, you can start the current track from the beginning.

»-button:

If you press the »-button once, the playback starts at the beginning of the next track, if you press it twice the following track, etc.

Please note that the CD-player calls the track up in the mode you pressed the Track-button. If the CD-player is in the Play-mode at track 1 for example and you press the »-button, the player jumps to track 2 and immediately starts playback.

+10-button:

By pressing the +10-button, the CD-player jumps 10-stepwise from track number to track number (e. g. 06, 16, 26, 06).

6.6 Adjusting the playback-speed

Possibility 1:

Via the Pitchfader, you can adjust the playback-speed by up to +/-100 %.

Put the CD-player into playback-mode. Press the Pitch Control-button in order to activate the Pitchfader (LED on).

Select the speed-adjustment range by pressing the 8/12/16/100%-button: +/- 8 % (LED green), +/- 12 % (LED orange) +/- 16 % (LED red) or +/- 100 % (LED flashes red).

Adjust the playback-speed via the Pitchfader (Pitch-LED of the respective speed is on).

Possibility 2:

Via the Pitch Bend-buttons you can adjust the playback-speed temporarily.

Put the CD-player into playback-mode. Press the desired Pitch Bend-button. After letting the Pitch Bend-button loose, the player automatically returns to the original playback-speed.

Motor Off-effect:

The Motor Off-effect equals the slow stopping of the turntable, if the motor is switched off. This effect is activated via the Pitch Bend - button. If you hold the Pitch Bend - button, the playback-speeds decreases down to 0. If the CD has "stopped", you can re-activate playback by releasing the Pitch Bend - button.

Possibility 3:

In the playback-mode, you can adjust the playback-speed by +/- 100 % via the Scratch-wheel. The adjustment will be temporary with the Hold-button not activated and permanent with pressed Hold-button.

6.7 Cueing

Auto-Cue function:

After switching on and after pressing the Track-buttons, the player automatically jumps to the section where the music starts. This function enable to minimize the transitions between two tracks.

If the Auto Cue-function is disabled, a time interval remains between two tracks until the music starts. If the Auto Cue-function is activated (the display shows "Auto Cue"), the music starts immediately.

Back-Cue function:

If you press the Cue-button during playback, the player returns to the track-start or Cue-point (In-button) and goes into Pause-mode. Please note that this function is only available within one track.

Bop-function:

When calling the Cue-point via the Bop-button, the player remains in the play-mode.

Memorizing the Cue-point:**Possibility 1:**

The player is in Playback-mode.

Press the In-button and the Cue-point is memorized. The Cue-indicator shortly flashes.

As soon as you press the Cue-button, the player returns the Cue-point and goes into Pause-mode.

Possibility 2:

The player is in Playback-mode.

Press the Play/Pause-button and the player goes into Pause-mode.

Select the Cue-point via the Scratch-wheel. The display shows the selected starting-point (e.g. 3:42 22).

Press the In-button and the Cue-point is memorized. The Cue-indicator shortly flashes.

As soon as you press the Cue-button, the player returns the Cue-point and goes into Pause-mode.

Possibility 3:

The player is in Pause-mode or in Playback-mode.

Press the Track-button to select the desired track. The Cue-indicator shortly flashes and the Cue-point is set to the track-start.

Memorizing several Cue-points:

With the DJS-1200, you can memorize up to 4 different Cue-points of different tracks and recall them via the Bank/Cue-button or the Cue-button, respectively.

Press the Memory/Recall-button (LED on) and the desired Bank/Cue-button in order to memorize the current Cue-point on the Bank/Cue-button.

By pressing the respective Bank/Cue-button, you can recall the Cue-points memorized via the Memory/Recall-button. The last memorized Cue-point can be recalled by pressing the Cue-button.

The memorized Cue-points can be overridden at any time. Please note that the Cue-points can only be deleted by switching the CD-player off and on again.

You can recall all memorized Cue-points from up to 128 CDs after switching the CD-player off. Therefore, you have to switch the CD-player on, press the Memory/Recall-button (LED on) and insert the respective CD. The display shows "Recall" until the loading process is finished.

6.8 Interactive scratch-wheel

With the Scratch-button, you can activate the Scratch-function. This button features 4 different functions.

Pitch Bend-function

Please refer to the explanations under 6.6 Adjusting the playback-speed.

Vinyl Cue-function:

The DJS-1200 features a Vinyl Cue-function for searching Cue-points like with a turntable.

Realtime programming of the Cue-points or Loop-points, respectively:

The player is in Playback-mode.

Press the Play/Pause-button and the player goes into Pause-mode.

Press the Scratch-button in order to disable the frame-function of the CD-player. The CD-player is now in the Realtime Cue-mode. Select the Cue-point by turning the Scratch-wheel forwards and backwards. Repeated turning forwards of the Scratch-wheel produces a playback resembling the playback-speed via the Play/Pause-button. Press the In-button in order to memorize the Cue-point.

Cue Scratch-function:

Press and hold the Scratch-button until the LED is lit. The aluminium surface of the scratch-wheel is now activated. When touching the scratch-wheel, the player returns to the cue-point.

Cue Sequence Scratch-function:

Press and hold the Scratch-button until the LED flashes. Everytime you touch the scratch-wheel, the player jumps from one memorized cue-point to the next.

6.9 Memorizing a sequence (Loop-function)

With the Loop-function, you can repeat a programmable sequence. Please note that you can only recall this sequence within one track. If you also wish to insert in other tracks, you need to memorize the sequence as sample on one of the Bank/Cue-buttons.

Memorizing the Loop-points:**Possibility 1:**

The player is in Playback-mode.

If the In-button is pressed in the playback-mode, the CD keeps running and the A-point (starting-point) is marked. By pressing the Out-button, the B-point (end-point) of the sequence is marked.

The player repeats the sequence between A-point and B-point until you press the Out-button once more.

Possibility 2:

The player is in Playback-mode.

Press the Play/Pause-button and the player goes into Pause-mode.

Select the A-point (starting-point) via the Scratch-wheel. The display shows the selected A-point (e.g. 3:42 22). Press the In-button and the selected A-point is marked.

Select the B-point (end-point) via the Scratch-wheel. The display shows the selected B-point (e.g. 3:51 11).

Press the Out-button and the selected B-point is marked.

The player repeats the sequence between A-point and B-point until you press the Out-button once more.

You can repeat the sequence once more if you press the Re-loop-button.

6.10 Sampler-mode

Set the Loop In-point and Loop Out-point like described above. If a sample is to be memorized on a Bank/Cue-button, only the first 7 seconds will be memorized.

Memorizing several samples:

With the DJS-1200, you can memorize up to 3 different samples of different tracks and recall them via the Bank/Cue-button.

Press the Memory/Recall-button (LED on) and the desired Bank/Cue-button in order to memorize the current sample on the Bank/Cue-button.

The memorized samples can be overwritten at any time. Please note that the samples can only be deleted by switching the CD-player off and on again.

You can recall all memorized samples from up to 128 CDs after switching the CD-player off. Therefore, you have to switch the CD-player on, press the Memory/Recall-button (LED on) and insert the respective CD. The display shows "Recall" until the loading process is finished.

Playback of memorized samples:**Continuous-mode:**

By pressing the Sampler-button (LED on) and the respective Bank/Cue-button, you can recall the samples memorized via the Memory/Recall-button. The sample will be repeated until you press the Sampler-button again (LED off).

The memorized samples can be played back at any time. If the Sampler-button is pressed during the playback of the CD, the sample mixes with the CD-playback. If the Sampler-button is pressed in the Pause-mode, the sample alone is being played back. The sample playback-speed can temporarily be adjusted via the Pitch Bend-buttons.

One-shot-mode:

Press the Sampler-button until the LED flashes. The current sample is stopped and the player goes into one-shot-mode. When you press the desired Bank/Cue-button now, the sample is only played once.

Press the Sampler-button again (LED off) in order to leave this mode.

Adjusting and memorizing the sample-pitch and sample-volume

The sample-pitch and the sample-volume can individually be adjusted and memorized for every sample.

Press the Sampler-button (LED on) and the respective Bank/Cue-button in order to recall the sample.

Press the Hold-button (LED on) in order to hold the parameter-adjustments. If you do not press the Hold-button, the adjustments are only temporary and the CD-player returns to the memorized settings.

By turning the Parameter Time-control, you can adjust the sample-pitch to SP 1000 (maximum pitch-adjustment) to SP -1000 (minimum pitch-adjustment).

By turning the Parameter Ratio-control, you can adjust the sample-volume to SV 255 (maximum sample-volume) to SV 000 (minimum sample-volume).

These temporary settings remain until you switch off the CD-player.

If you wish to memorize these settings with the sample, press the Memory/Recall-button (LED on) and hold it for one second. In this way, the adjusted parameters can be recalled via the Recall-function.

Using temporary samples

The temporary samples on the Bank/Cue-buttons remain in the buffer memory if you change the CD without switching the CD-player off. Please note that these samples are only temporarily available and cannot be memorized on the new CD. This means, that such temporary samples will be deleted from the buffer memory when you will switch off the CD-player. However, the original samples can be recalled from the respective CD using the Recall-function.

6.11 Effects

The different effects can be activated via the respective Effect-button. If the effect is activated, the respective LED is on.

The effect-parameters can be adjusted via the Parameter Time-control and the Parameter Ratio-control.

Press the Hold-button (LED on) in order to hold the parameter-adjustments. If you do not press the Hold-button, the adjustments are only temporary and the CD-player returns to the memorized settings.

If you wish to memorize these settings press the Memory/Recall-button (LED on) and hold it for one second. In this way, the adjusted parameters can be recalled via the Recall-function.

You can recall all memorized effect-parameters from up to 128 CDs after switching the CD-player off. Therefore, you have to switch the CD-player on, press the Memory/Recall-button (LED on) and insert the respective CD. The display shows "Recall" until the loading process is finished.

Scratch-function:

The scratch-function resembles the scratching with a turntable. By turning the Scratch-wheel forwards and backwards, different scratching-effects can be produced. If you turn the Scratch-wheel continuously forwards, the playback resembles the playback-speed via the Play/Pause-button.

Flanger-effect:

When choosing the Flanger-effect, the effect of a jet engine is added to the original sound. The Flanger-time (PT) modifies the sound of the flanger-effect and can be adjusted between 0 and 9990 ms.

The Flanger-rate (PR) modifies the depth of the flanger-effect and can be adjusted between 0 and 255.

Pan-effect:

When choosing the Pan-effect, the sound is cyclically directed to the left and right side. The Pan-time (PT) modifies the changing speed and can be adjusted between 0 and 9990 ms.

Echo-effect:

When choosing the Echo-effect, an echo is added to the original sound. The Echo-time (PT) modifies the repeating frequency and size of the echo and can be adjusted between 0 and 2000 ms.

The Echo-rate (PR) modifies the feedback of the echo-effect and can be adjusted between 0 and 255.

Filter-effect:

When choosing the Filter-effect, the original sound is modified in accordance with the Parameter-control.

The Filter-rate (PR) can be adjusted between 0 and 255.

Auto Filter-effect:

When choosing the Auto Filter-effect, the original sound is modified in accordance with the Parameter-controls. The Auto Filter-time (PT) can be adjusted between 0 and 9990 ms.

The Filter-rate (PR) modifies the feedback of the echo-effect and can be adjusted between 0 and 255.

Brake-effect:

The Brake-effect-effect equals the immediate stop/brake and starting of the track of the turntable, if the Start/Stop-button is pressed. The Brake-time (PT) modifies the braking and starting speed of the track and can be adjusted between 10 and 9990 ms. The ideal value for the Brake-effect lies between 600 and 800 ms.

Reverse-function:

The unlimited reverse play can be activated via the Reverse-function. The playback-direction can be changed as often as you like by pressing the Reverse-button. The Reverse-time (PT) modifies the playback-speed and can be adjusted between -1000 and 1000 as pitch change from -100 % to +100 %.

Overview over the effect-parameters:

Effects	Parameter PT		Parameter PR	
	Adjustable value	Default value	Adjustable value	Default value
Flanger	0 - 9990 ms	1000 ms	0 - 255	179
Pan	0 - 9990 ms	450 ms		
Echo	0 - 2000 ms	350 ms	0 - 255	128
Filter			0 - 255	0
Auto Filter	0 - 9990 ms	6000 ms	0 - 255	0
Reverse	-100 - 100 %			
Brake	0 - 9990 ms	0 ms	0 - 9990 ms	0 ms

6.12 Beat Sync-function

You can either adjust the effect-time via the Parameter Time-control or more comfortably via the Presets of the Beat Sync-function.

Example:

Press the Auto BPM-button during playback and wait until the display shows the current value.

Press the Echo-button. Adjust the Parameter Time-control and watch the Beat Sync-LEDs.

When the Echo-time corresponds to a whole note, the 1/1 LED is lit.

In this way, the Beat Sync-LEDs show the most common time adjustments.

Via the Beat Sync-buttons, you can quickly and easily select the desired tact.

6.13 Faderstart

With the DJS-1200, you have the possibility to start the CD-player directly from the mixer. Make sure that the Faderstart-socket is connected with the respective socket on the mixer. Additionally, the Audio Out-sockets have to be connected with the Line-input sockets of your mixer. Please note that the Faderstart-function only works with the appropriate mixers. Insert the CD and select the desired track (Pause-mode). Start playback from your mixer.

Please note that the Faderstart-function is a Cue-point Faderstart-function. This means that the CD-player starts playback after activating the respective channel of the mixer and goes into Pause-mode and returns to the Cue-point after activating the channel again.

Prerequisites for the Faderstart-operation:

The mixer has to be connected via a 3.5 mm mono jack with the CD-player. For starting the playback, the jack's positive pin (tip) is to be connected with the audio mass via a short impulse. For pausing the playback, the jack's negative pin (sleeve) is to be connected with the audio mass via a short impulse. The mixer has to be equipped with a switch, button or fader that will connect the tip with the audio mass for starting the playback and the sleeve for pausing the playback when the respective channel is activated.

Relay-function

In the Relay-operation, the device automatically switches to the other player after every track. In this way, you have the possibility to enlarge the music program by using several CDs.

Possibility 1:

Connect the Faderstart-sockets of the two CD-players with one another. Choose Single or Continuous via the SGL/CTN-button. The playback switches from one player to the other.

Example:

Press the Single-button (The display shows "SINGLE") on both CD-players. Start playback of CD1. As soon as the current track of CD1 is finished, the player automatically starts CD2. The first CD-player goes into Pause-mode. You can enter a new CD or memorize a Cue-point at the respective player in the Pause-Mode.

6.14 End of operation

Before you switch off the device, please make sure that no CD remains in the player. All memorized Cue-points, samples and effect-parameters are stored inside the CD-player and can be also be recalled after switching the CD-player off.

7. PRECAUTIONS

This CD player cannot be compared to conventional Hifi CD players. This player is much more rugged in order to withstand the strenuous road use and consistent transports of mobile discotheques.

Should you have further problems, please refer to the chart below.

The adjustments of the Pitchfader change the FM frequencies. Should the display repeatedly show "ERR" adjust the frequencies.

Have the connections correctly been carried out?

Is your amplifier and your mixer properly adjusted?

Have you kept to all instructions given in this manual?

SYMPTOMS	POSSIBLE CAUSES	SOLUTION
Device does not react when switching on.	Connection to mains disrupted.	Check AC plug and AC connection.
Player does not start operation	CD is badly positioned or dirty	Reposition CD with label atop or clean with a dry and soft cloth.
No sound	Check the mixer and amplifier connections	Possibly exchange connections.
Does not read the program	The player is in normal playback mode	Press the Play/Pause-button and re-program
Pop noise	Mixer or amplifier connections inappropriate	Check cable and jack quality
Faderstart does not work	Missing Audio Out-connection	Connect the Audio Out-sockets with the Line-input sockets of your mixer

8. CLEANING AND MAINTENANCE



DANGER TO LIFE!

Disconnect from mains before starting maintenance operation!

We recommend a frequent cleaning of the device. Please use a soft lint-free and moistened cloth. Never use alcohol or solvents!

There are no servicable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

Should you need any spare parts, please use genuine parts.

If the power supply cable of this device becomes damaged, it has to be replaced by a special power supply cable available at your dealer.

Should you have further questions, please contact your dealer.

9. TECHNICAL SPECIFICATIONS

Power supply:	115/230 V AC, 50/60 Hz
Power consumption:	14 W
Type:	Slot-drive Compact Disc Player
Available disc:	Standard CDs 12 cm
Quantisation:	16 Bit
Sampler frequency:	44.1 kHz
Pitch adjustment:	+/- 8 %, +/- 12 %, +/- 16 %, +/- 100 %
Distortion:	0.03 %
S/N-ratio:	90 dB
Channel separation:	>75 dB
Frequency range:	20 - 20,000 Hz; +/- 1 dB
Audio output:	unbalanced via RCA
Output level:	2 Vrms
Digital output:	unbalanced via RCA, 44.1 kHz stable
Dimensions (WxTxH):	250 x 350 x 120 mm
Weight:	3 kg

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