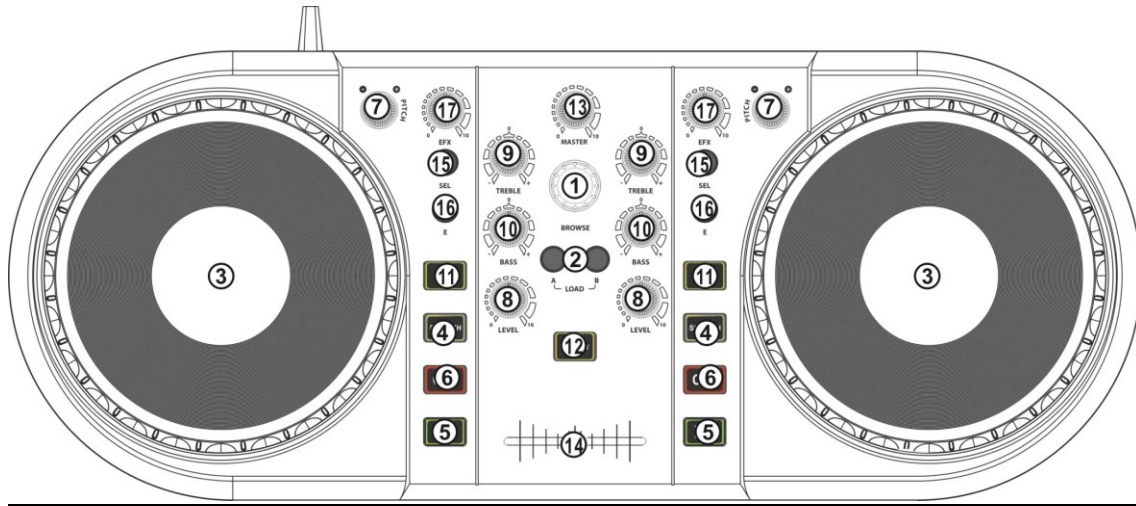


# INSTRUCTIONS



## FUNCTION

- 1. BROWSE**  
Allows you to navigate through folders or tracks. Turn the knob to the right to advance the selection, or turn the rotary to the left to reverse the selection. Push the knob to engage the selection.
- 2. LOAD A/B**  
When you have selected a file for playback, it is assigned to channel A or channel B by pressing the LOAD A or LOAD B button.
- 3. JOGWHEEL**  
Simulates a record feel and is used to SCRATCH or alter the PITCH of a track, depending on which mode is enabled.
- 4. SCRATCH**  
Pressing the SCRATCH button engages the unit in scratch mode. The jogwheel is used to simulate the effect of scratching a record. When disengaged, the unit is in PITCH mode. Turn the jogwheel clockwise to raise the pitch and counter-clockwise to lower the pitch.
- 5. PLAY/PAUSE**  
Engages the selected file. Pressing again temporarily stops the file from playing, and freezes it in its current location. Press again to start the file.
- 6. CUE**  
By default, when there is no CUE point set (or memorized), pressing the CUE button returns the unit to the beginning of the track (0:00.00) and pauses it. To set a CUE point during playback at a time of your choice, simply press PAUSE and

then use the SEARCH function to make any adjustments by frame. When the precise location is found, press CUE to store this point.

While the unit is playing and after the cue point has been programmed, pressing CUE will cause the player to enter the PAUSE mode (PLAY/PAUSE BUTTON blinks) at the programmed cue point (the CUE LED is lit).

7. PITCH  
Adjusts BPM of the music.
8. LEVEL  
Boosts the signal of each individual channel.
9. TREBLE  
Adjusts the high frequencies for each channel.
10. BASS  
Adjusts the Bass levels for each channel.
11. SYNC  
Pressing the SYNC button sets the tempo of the track in the corresponding channel to the tempo of the track in the other channel.
12. PREVIEW  
Allows the user to preview the track highlighted in the browser display in headphones if connected.
13. MASTER  
Adjusts the overall volume of the unit's output.
14. CROSSFADER  
Allows you to mix evenly from one channel to another.
15. SEL  
Allows you to select the effect desired.
16. E  
Enables/disables the effect.
17. EFX  
Allows you to adjust the dry/wet level (depth) or parameter of the effect selected.

## **SPECIFICATIONS**

Type of unit-----USB MIDI controller

Power-----USB-POWER

Connector type-----USB Type B

USB protocol support-----1.0, 1.1 and 2.0 (Hi-Speed)

**MADE IN CHINA**