Numark®

CDN35

Professional CD Player

Quick Start Owner's Manual

BOX CONTENTS
- *CD PLAYER TRANSPORT UNIT*
- *CD PLAYER CONTROL UNIT*
- *IEC POWER CORD*
- *RCA CONNECTING CABLES (2 pair)*
- *CONTROL CABLE*

Manual de inicio rápido del usuario *(ESPAÑOL)*

CONTENIDO DE LA CAJA
- *UNIDAD TRANSPORTADORA DE REPRODUCTOR DE CD*
- *UNIDAD DE CONTROL DE REPRODUCTOR DE CD*
- *CABLE DE ALIMENTACIÓN IEC*
- *CABLES CONECTORES*

Schnellbedienungsanleitung *(DEUTSCH)*

INHALT DER SCHACHTEL
- *TRANSPORT EINHEIT F. CD-SPIELER*
- *STEUERUNGSEINHEIT F. CD-SPIELER*
- *IEC-GENORMTES STROMKABEL*
- *RCA-VERBINDUNGSKABEL (DOPPELPAAR)*
- *STEUERUNGSKABEL*

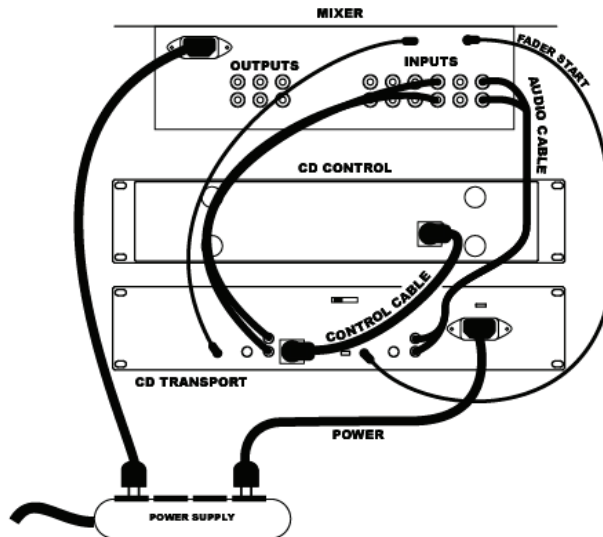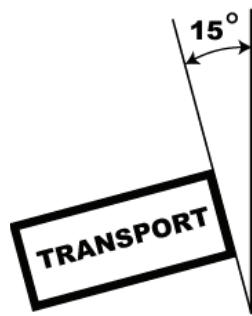## Manuale Rapido di Utilizzazione *(ITALIANO)*

CONTENUTO DELLA CONFEZIONE:
- *UNITÀ DI TRASPORTO LETTORE CD*
- *UNITÀ DI CONTROLLO LETTORE CD*
- *CAVO DI ALIMENTAZIONE IEC*
- *CAVI DI CONNESSIONE RCA (2 paia)*
- *CAVO DI CONTROLLO*

Guide d'utilisation simplifié *(FRANÇAIS)*

CONTENU DE LA BOÎTE
- *UNITÉ DE TRANSPORT DU LECTEUR CD*
- *UNITÉ DE COMMANDE POUR LECTEUR CD*
- *CÂBLES DE CONNEXION RCA (2 paires)*
- *CÂBLE D'ALIMENTATION IEC*
- *CÂBLE DE COMMANDE*

15°

TRANSPORT

MIXER

OUTPUTS INPUTS FADER START

AUDIO CABLE

CD CONTROL

CONTROL CABLE

CD TRANSPORT

POWER

POWER SUPPLY

CD PLAYER QUICK SETUP

1. Make sure all items listed on the front of this guide are included in the box.
2. **READ SAFETY INSTRUCTION BOOKLET BEFORE USING THE PRODUCT.**
3. Study this setup diagram.
4. Mount the units in your console or rack with 19" EIA rails.
5. The transport should be mounted not to exceed an angle of 15 degrees.
6. Make sure all devices are turned off and all faders and gain knobs are set to "zero"
7. Connect all devices as indicated in the diagram.
8. Connect the stereo outputs to power amplifier(s), tape decks, and/or other audio sources.
9. Plug all devices into AC power.

10. Switch everything on in the following order.
    - audio input sources (i.e. turntables or CD players)
    - Mixers
    - last, any amplifiers or output devices
11. When turning off, always reverse this operation by,
    - turning off amplifiers
    - Mixers
    - last, any input devices
12. Go to http://www.numark.com for product registration.

More information about this product may be found at http://www.numark.com

FRONT PANEL FEATURES
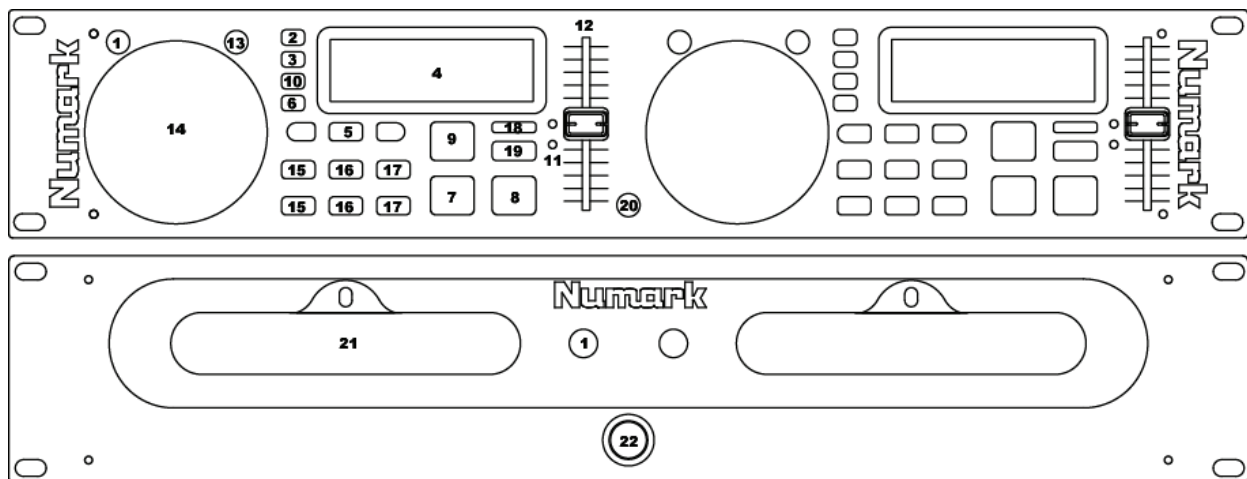
1. **Open/Close:** Press to load or eject the disc. The tray will not open if a disc is in play. The tray door will automatic close in 30 seconds if left open. This is to protect the tray from accidental damage while open.
2. **Time:** switches the time modes on the display between elapsed playing time, remaining time on the track, and remaining time on the total CD. When toggled to remaining time total the total number of remaining tracks will also show.
3. **Single:** toggles the unit to play back just one track at a time (single) or play continuously through all tracks and then start over repeating the CD infinitely (continuous).
4. **LCD Display:** Indicates all the functions, as they are occurring, with the CD.
5. **Track Buttons:** These buttons are used to select the track to be played.
6. **Program:** Depress this button and the unit will stop and the program indicator will light. Select each track to be programmed and press the PROGRAM button between

selections. You can program up to 30 tracks. Press PLAY to start the program. To exit and erase program, either hold the program button down for more than 2 seconds while the unit is stopped, open the disc tray, or turn off the power.

7. **Cue:** Returns and pauses the music at the last set cue point. The cue point is where the music will begin when play is pressed. The cue point is set as the initial start point on a track or can be moved when play is started at a different point. For instance if the music is paused, then play is pressed, a new cue point is set. You can easily edit the cue point by turning the wheel during pause. As you rotate the wheel the music will sound. By stopping the wheel and pressing play, a new point is set. Alternately, pressing the PLAY button and the CUE button allows the CD to be played from the same position any number of times. *Note: Pressing cue 2 times plays music temporarily from this point until the button is released.*

8. **Play/Pause**: Starts the music from the cue point or pauses it while in play. By pressing play after pause, a new cue point will be set
9. **Stutter:** To start the music from the initial cue point.
10. **Pitch Range:** activates the pitch slider and adjusts the amount of control the pitch slider has on the overall speed of music. Tapping the pitch will toggle slider between 8% and 16% pitch ranges. Holding the pitch for 3 seconds will deactivate the pitch control.
11. **Pitch Range LEDs:** indicate current pitch range. When both LEDs are off the pitch slider is not active
12. **Pitch Slider:** By moving the slider in the (+) direction the speed of the music permanently speeds up. By moving the slider in the (-) direction the speed of the music permanently slows down. To match the speeds of two CDs you can adjust the pitch. When the tempo of the music of the CD you wish to match is slow compared to the tempo of the other music, move the slider to the (+) side and match the speed. When faster, move the pitch slider to the (-) side. By making this adjustment the speeds will be matched though the beats may not yet be aligned.
13. **Search Button:** Pressing this button allows you to use the wheel and rapidly scan the music to find a cue point. The search function automatically shuts off after 8 seconds of non-use or you may toggle it off.
14. **Jog Wheel:**
    Cue Function: As explained under "CUE", when the music is paused and you rotate the wheel, music will sound. By pressing play a new cue point is set.
    Search Function: As explained under "SEARCH BUTTON", when search is pressed and you rotate the wheel, the music will rapidly scan the music to find a cue point.

Pitch Bend Function: allows the user to temporarily change the speed of the music to align beats. When the beats of the music of the CD you wish to match is fast compared to the tempo of the other music rotate the jog wheel counter clockwise (to the left). When the CD is behind rotate the jog wheel clockwise (to the right). The pitch changes temporarily while the jog wheel is rotated. The faster you rotate the wheel the more pitch is changed. Releasing the wheel results in a return to the original pitch.
15. **LOOP IN:** Used to set stutter and loop-in points.
16. **LOOP OUT:** Used to set loop-out points and release the loop.
17. **RELOOP/STUTTER**: Used for repeated play (stutter) from the loop-in point, repeating a previously set, and hot start.
18. **BPM/PITCH Button:** Switches the mode of the display between showing the BPM and the percentage change in pitch.
19. **TAP Button:** Tap this button with the beat of the music to determine the current Beats Per Minute (BPM).
20. **Relay:** Used for setting alternating play start between attached units
21. **CD Drawer:** Place your CDs you wish to play in here. This unit is designed to play commercially available CD and properly burned and finalized CDR formats. Due to variances on the specification of certain CD burners and CDs some discs home made CDs may not play properly.
22. **Power Switch:** Turn on and turn off the machine with this button. The unit should always be shut down with this button first before any external power is removed.

REAR CONNECTIONS
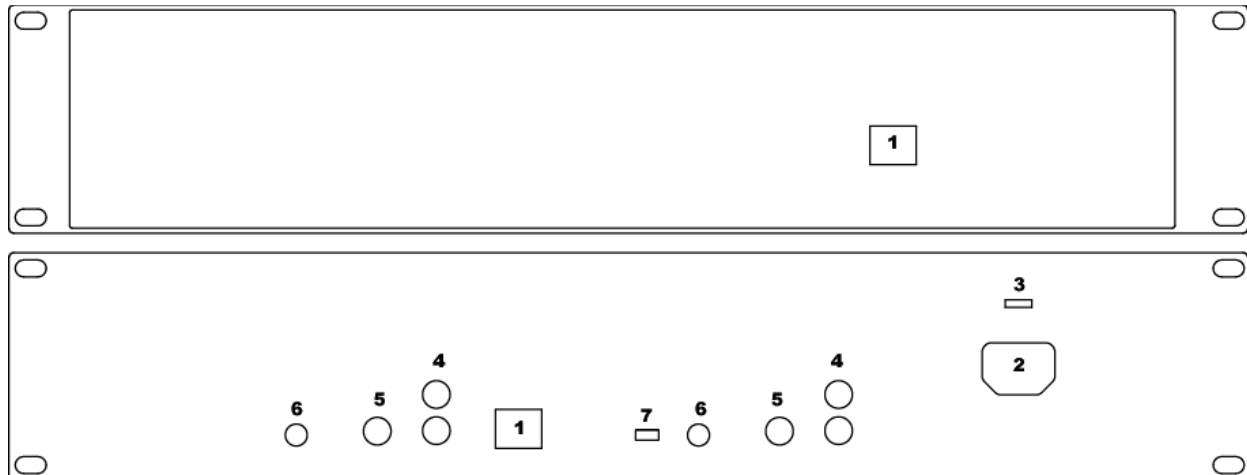
1. **Control Cable Connector-** Plug in the 8-pin cable included in here to connect the remote control and main CD unit together
2. **IEC Power Plug Connector -** Plug your supplied power cord in here.
3. **Voltage Selector -** Set this switch to the voltage for your location.
4. **RCA Audio Connectors -** Connect your CD player to your mixer from this line level output.
5. **Digital Output -** The format is type 2, form 1, also known as S/PDIF (Sony/Phillips Digital Interface Format). In order to use the digital output you should not use variable pitch slider and the pitch bend buttons. *If you adjust the pitch, other devices may not read the digital output properly because the sampling rate changes*
6. **Remote Start Connector:** Use this connector to plug into your Fader Start-compatible mixer or remote switch. This function is always active.
    a. Fader - allows you to use an industry-standard fader-start mixer by attaching an 1/8" fader-start cable between the unit and your mixer. Typically, if you move the crossfader toward the active channel, the attached CD player will play. When it is moved away

the unit will Cue or Pause, depending upon the CD player setting. Some mixers allow the input channel also to start the player**.**
    b. Alternatively, a footswitch (found in most music shops) can be attached to this jack for creative mixing techniques. Connector plugs are often ¼", so an adapter to 1/8" will be needed. There are also two types of footswitches that will work with this connector. The first type is an on/off pushbutton switch, and is generally used for switching channels on guitar amps. The second is a momentary switch, and is usually used for keyboard sustain pedals.
7. **Remote Assignment Switch:** This switch determines the function of the Remote Start Connector. The choices are below:
    - **ON-OFF –** for use with an ON-OFF switch.
    - **MOMENTARY –** for use with a momentary-style switch.
    - **MIXER –** for use with a Fader Start-compatible DJ mixer

## PLAY / PAUSE & CUE OPERATIONS

PLAY & CUE
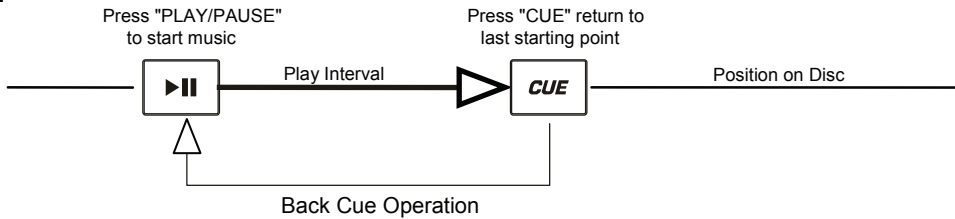
Pressing the "PLAY/PAUSE" button starts the disc. Pressing the "CUE" button will reset the disc to the last place where the disc was started.   This is called the cue point. By alternately pressing the "PLAY/PAUSE" button and the "CUE" button, the disc may be returned and played from the cue point any number of times. This function is called back cue.

PLAY, PAUSE & CUE
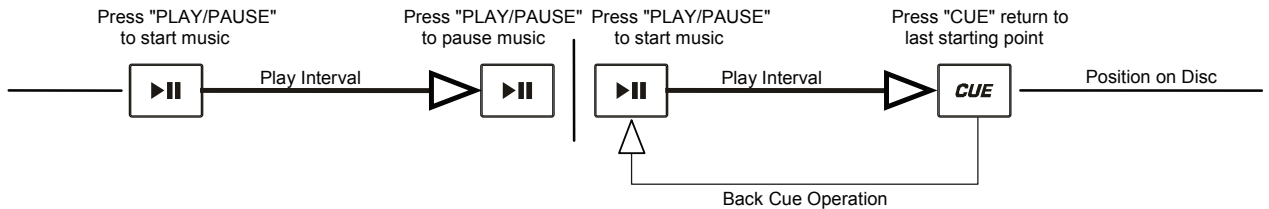
When play has been paused and then started again, the return position for the back cue will be updated to this new position.

EDITING CUE POINT
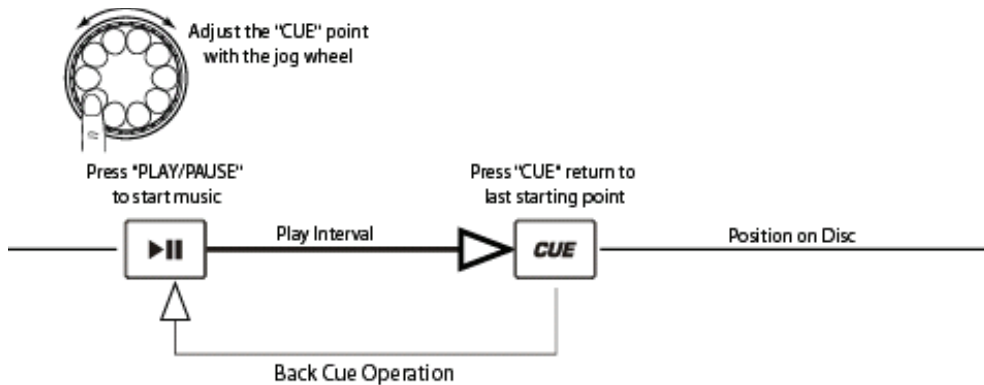
When the inner dial is turned while a cue point is set, a new cue point can be located. The CD player will repeatedly play small parts of the CD as you move it to the desired position. By pressing "PLAY/PAUSE" then "CUE" you can confirm that the new cue point is desirable.

Matching the Beats Per Minute

Match the tempo by monitoring the music of both PLAYER 1 and PLAYER 2 by ear and adjusting the pitch. When the tempo of the music of the selected CD player is slow compared to the tempo of the other player, move the slider to the (+) side and match the tempo. When faster, move the pitch slider to the (-) side. The following illustration shows the case of matching the pitch of PLAYER 2 to the pitch of the music being played on PLAYER 1.

1. Press PLAY/PAUSE to start PLAYER 1.
PLAYER 1 is playing

2. Press PLAY/PAUSE to start PLAYER 2
Both CD players are playing discs.

3. Listen to PLAYER 2 in your headphones. If the beat of channel 2 (in the headphones) is faster than channel 1, slow down the beat of channel 2 using the pitch control.

4. If the beat of channel 2 (in the headphones) slower than the beat of channel 1, speed up the beat using the pitch control.
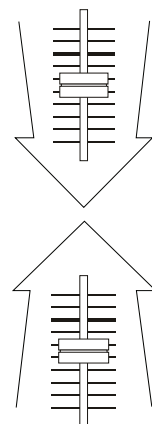
BEAT MATCHING USING PITCH BEND

If you find the BPM's (Beats Per Minute or Tempos) are the same, however, the drum beats are not matched you will need to temporarily change the pitch. The illustration below shows how to match the beat of PLAYER 2 to the beat of the music being played on PLAYER 1. (This procedure can be done on either PLAYER).

After matching the BPM's adjust the pitch temporarily as follows:

When PLAYER 2 is rotate the jog wheel counter clockwise
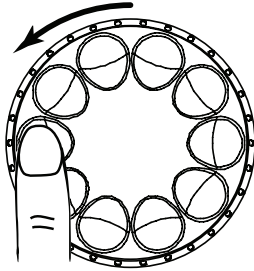
When PLAYER 2 is behind rotate the jog wheel clockwise
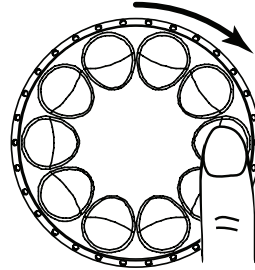
The pitch changes automatically while the jog wheel is rotated. The faster you rotate the wheel the more you change.   Releasing the wheel results in a return to the original pitch. (So the BPM's are once again the same.)

EXAMPLE OF MIXING USING BOTH PLAYERS OF YOUR CD PLAYER
While playing a disc on PLAYER 1, load a disc into PLAYER 2 and select your next track, match its pitch to the track playing on PLAYER1 and when you are ready use the crossfader on your mixer to fade from PLAYER 1 to PLAYER 2.

Load a disc in PLAYER 1 and select the track and press PLAY.

PLAYER 1	PLAYER 1	PLAYER 1
Load a disc and press the OPEN/CLOSE button.	TRACK — Select the track to be played.	Press the PLAY button

Load a disc in PLAYER 2 and select the track then play.

PLAYER 2	PLAYER 2	PLAYER 2
Load a disc and press the OPEN/CLOSE button.	TRACK — Select the track to be played.	Press the PLAY button

Set and edit a start cue point on PLAYER 2

PLAYER 2	PLAYER 2	PLAYER 2
Press the Pause button of PLAYER 2.	Press search and rotate wheel to rapidly look for a cue point.	Press search to release. Slowly set the right cue point using the jog wheel

Check your new cue point

PLAYER 2	PLAYER 2	PLAYER 2
Listen with the monitor and press the play button.	Press the cue button then play to be sure of the set cue point.	Reset the player to the Cue point by pressing Cue

Do a MIX!

PLAYER 2	PLAYER 2	MIXER
With a matching downbeat from Player 1 press the play button.	PITCH — If you are beat mixing, turn on your Pitch adjust and follow the directions for beat matching.	CROSS FADER — When you are happy with your mix move the crossfader accordingly.