

Pioneer

多媒体娱乐播放机

MULTI ENTERTAINMENT PLAYER

MEP-7000



<http://www.prodjnet.com/support/>

以上所列先锋网站提供了常见问题解答、软件相关问题和其他有助于客户的更新数据。

<http://www.prodjnet.com/support/>

The Pioneer website listed above provides answers to frequently asked questions, information about software, and other up-to-date data of assistance to our customers.

使用说明书

Operating Instructions

感谢惠购先锋产品。
请通读使用说明以了解本机型的正确操作方法。通读完毕之后，请妥善保存，以备日后参考。
在某些国家或地区，电源插头与电源插座的形状也许会与说明图纸中所示的不同。但本机的连接与操作方法在所有地方都是相同的。

重要



等边三角形内带有箭头的闪电符号旨在引起用户警惕，因本产品机壳内有绝缘“危险电压”，可能很大程度造成触电的危险。

注意

有触电危险请勿打开

注意
为避免触电危险，请勿拆卸盖子（或背面板）。机内没有可供用户自行修理的零部件。维修事宜交由有资格的维修人员进行。



等边三角形内的感叹号旨在提醒用户注意本机附带的资料中有关操作和维护（修理）的重要说明。

D3-4-2-1-1_A1_Zhcn

小心

本产品为 1 类激光产品，但本产品包含高于 1 类的激光二极管。为确保持续的安全，请勿卸下任何机盖或试图接触产品内部。
全部维修服务事项需委托领有许可证的人员来进行。
下面的提醒标签位于本装置上。
位置：本装置内部

CAUTION

注意

CLASS 3B VISIBLE AND INVISIBLE LASER RADIATION WHEN OPEN, AVOID EXPOSURE TO THE BEAM.
如打开此处，存在3B类可见以及不可见激光辐射。请不要直接接触或触碰发射器光束。 DRW2372-A

1类激光产品

D3-4-2-1-8*_C_ChK

工作环境
工作环境的温度和湿度：
+5℃ 至 +35℃；小于85 %RH（冷却口未堵塞）
请勿将本装置安装在通风不良的场所，或暴露于高湿或太阳直射的场所。

D3-4-2-1-7c*_A1_Zhcn

注意
本装置的POWER开关不会完全断开来自AC电源插座的全部电力。由于电源线对本装置起主断开器件的作用，将需要从AC电源插座拔除电源线来断开全部电力。因此，确保本装置安装成在发生事故时能够容易从AC电源插座拔除电源线。为了避免火灾事故，如长时间（如假期等）不使用时，电源线也应从AC电源插座拔除。

D3-4-2-2-a_A_ChK

如果本装置的AC插头与希望使用的AC电源插座不符合，则本插头必须拆下并换上合适的。本装置电源线上AC插头的更换和安装只能由领有许可证的维修人员进行。如果断线的插头连接到AC电源插座，可能会造成严重的触电危险。拆卸后必须予以妥善处理。
如长时间（如假期等）不使用时，本装置必须通过从墙壁插座拔除主电源插头来断开电源。

D3-4-2-2-1a_A_ChK

使用本产品时，请遵守记载在控制装置底面上有关额定电压等的指示。

D3-4-2-2-4_ChK



此标志适用于在中国销售的电子信息产品，依据 2006 年 2 月 28 日公布的《电子信息产品污染控制管理办法》以及 SJ/T11364-2006《电子信息产品污染控制标识要求》，表示该产品在使用完结后可再利用。数字表示的是环境保护使用期限，只要遵守与本产品有关的安全和使用上的注意事项，从制造日算起在数字所表示的年限内，产品不会产生环境污染和对人体、财产的影响。
产品适当使用后报废的方法请遵从电子信息产品的回收、再利用相关法令。详细请咨询各级政府主管部门。

产品中有毒有害物质或元素名称及其含量

部件名称	有毒有害物质或元素					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr ⁶⁺)	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
实装基板 / 电气部件	×	○	○	○	○	○
机械 (光学引擎 / 装入器)	×	○	○	○	○	○
机体 / 外装	○	○	○	○	○	○
线材类	×	○	○	○	○	○
备注						
○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。						
×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。						
因为在现有技术下还没有可替代的物质。						

警告
本装置不具备防水性。为防止火灾或触电事故，请勿将任何装满液体的容器（如花瓶或花盆）放在本装置附近，或将其暴露于滴水、飞溅、雨或湿气之中。

D3-4-2-1-3_A_ChK

警告
在第一次插入电源之前，请仔细阅读下一节说明。
可使用电源的电压依国家或地区而异。确保使用本装置地区的电源电压符合后面板上记载的所需电压（如 230 V 或 120 V）。

D3-4-2-1-4_A_ChK

警告
为防止火灾事故，请勿将任何明火源（如点燃的蜡烛等）放在本装置上。

通风注意
在安装本装置时，确保在本装置四周留下足够的通风用空间，以便改善通风散热（背面 5 cm 和左右侧面 5 cm 的空间）。

警告
机壳上备有的细缝和开口用于通风，以确保本产品可靠的动作，以及防止过热。为防止火灾事故，切勿用物件（如报纸、桌布、幕帘等）堵住或盖住这些开口，或在厚地毯或床上操作本装置。

D3-4-2-1-7b_B_ChK

电源线注意事项
请手持插头部分挪动电源线。拔下插头时勿拉拽电源线，且勿用湿手去碰电源线，因为这样可能会导致短路或电击。勿将本装置、家具或其他物件压在电源线上，或以其他方式挤压电源线。切勿将电源线打结或和其他的线绑缚。电源线的布线应防止被人踩在上面。电源线受损可能会导致火灾，或造成人员触电。经常检查电源线。如果您发现电源线受损，请就近至先锋公司授权维修中心或销售商进行更换。

S002*_ChK

2
ChK

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特点

本机专门为聚会和社交活动而设计，是一台具有广泛性能且具备卓越操作特征的多媒体娱乐播放机，是专业移动 DJ 的理想选择。本机可执行常规类型和操纵器类型播放，它代表了为下一代 DJ 性能提供的最佳支持。

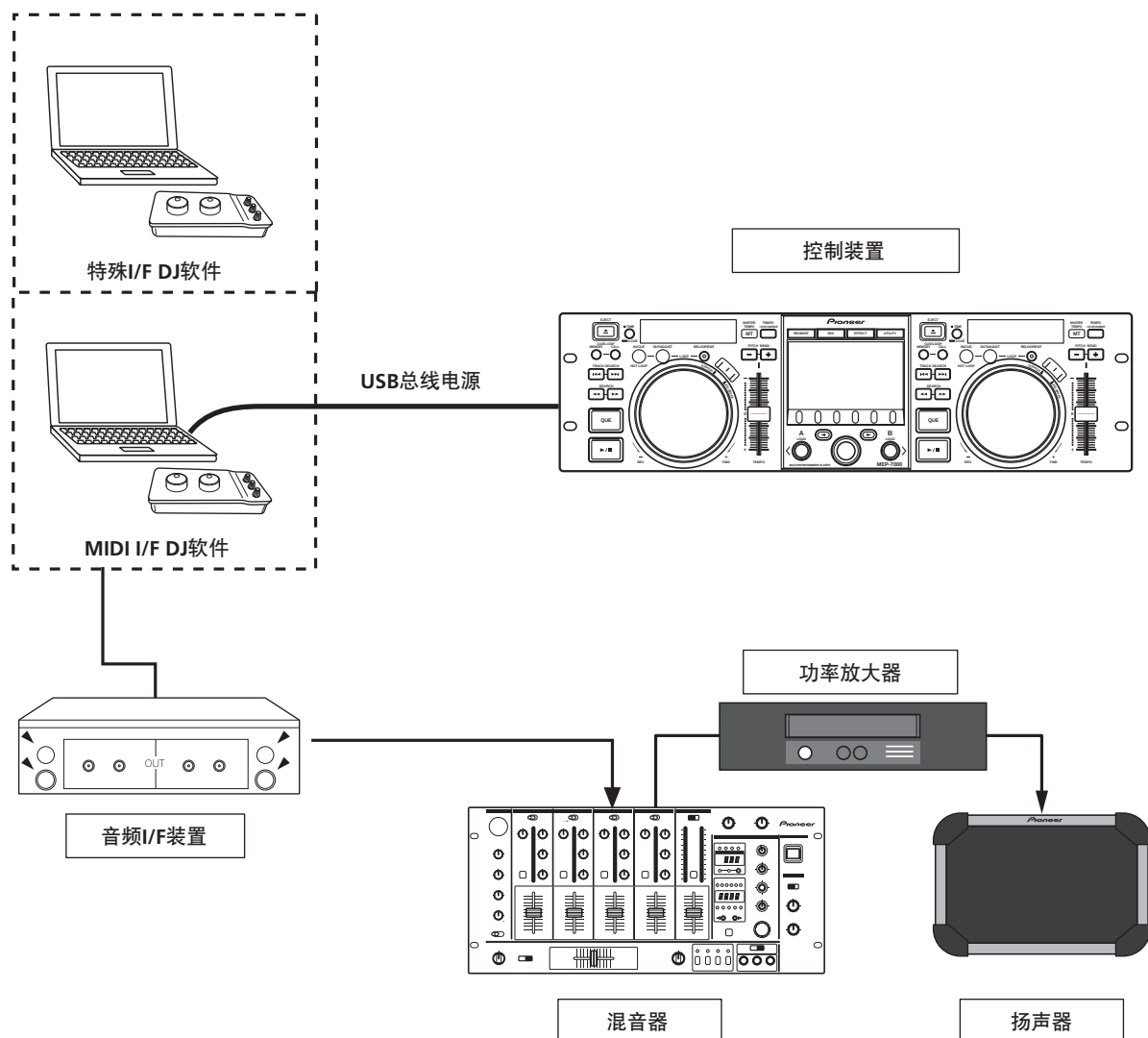
对于常规类型播放，DJ 既可播放传统音乐 CD（CD-DA），也可播放 USB 存储设备（如 USB 存储器和外部硬盘驱动器（HDD）以及 CD-ROM 和 DVD-ROM）上的音乐文件（MP3、AAC 等）。

同时，通过与安装了 DJ 软件的计算机相连接，本机可指定为音频输出设备，利用 USB 存储设备和碟片媒体上的音乐以及存储在计算机内的曲目可实现无缝 DJ 播放。

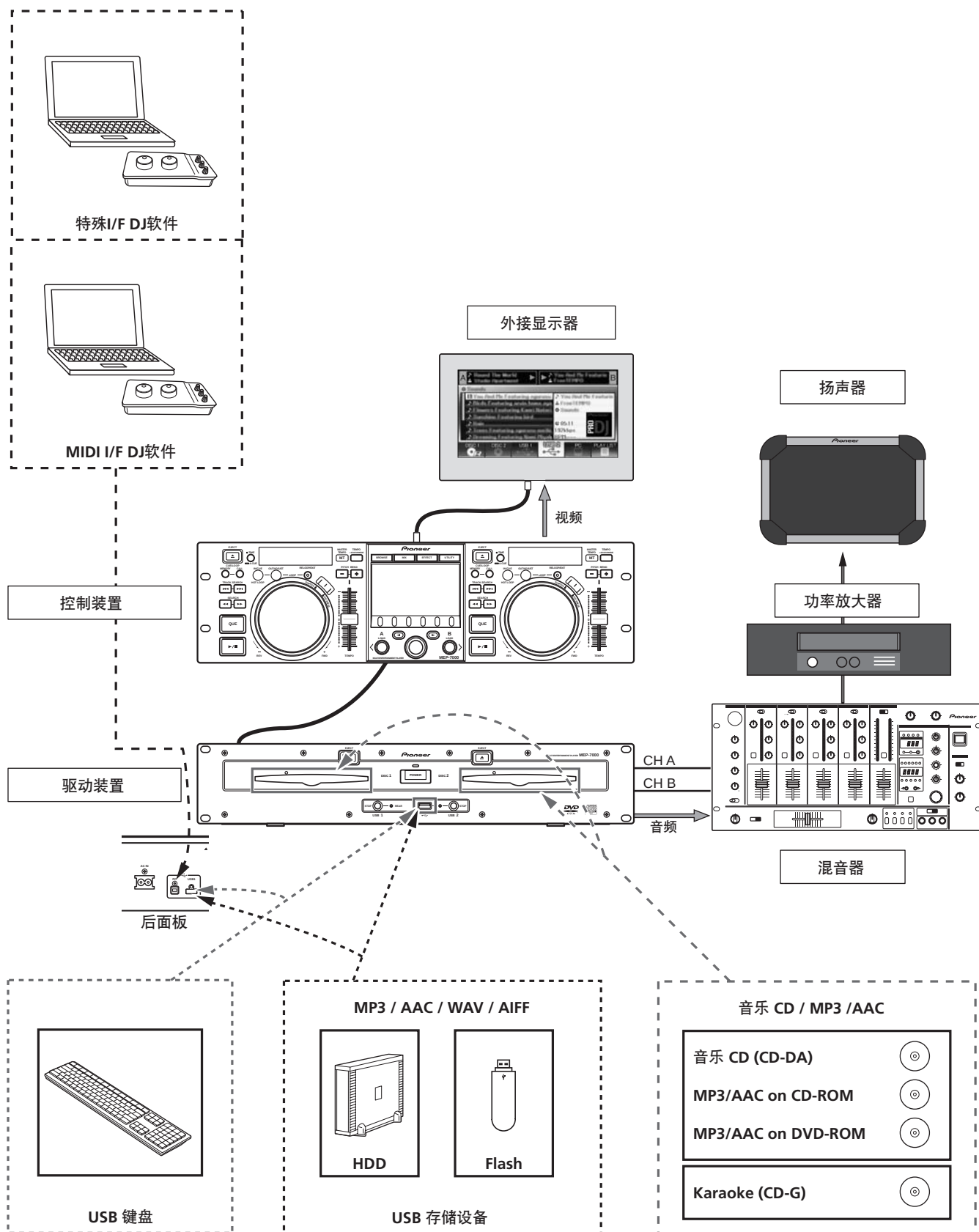
本机也具有卓越的媒体支持功能，并且在中央显示屏中提供了高功能 GUI，因此您无需担心特定媒体类型；这些功能便于从大型音乐库中搜索和选择所需曲目，并消除了使用混音器在不同播放源之间手动切换的需要。

另一方面，控制装置在面板布局、功能和操作上延续了先锋 CDJ 系列播放机的传统；通过将控制装置连接至计算机（USB 总线电源），无需鼠标或键盘操作即可使用真正的 DJ “操纵器类型”播放 DJ 软件所含音乐。

操纵器类型



常规类型



支持多元媒体播放

支持以音乐 CD (CD-DA) 或 CD 图形 (CD-G) 格式录制的 CD-R/-RW 碟片以及在 CD-R/-RW、DVD-R/-RW、DVD+R/+RW 或 DVD±R 双层碟片上录制的压缩音乐文件 (MP3/AAC) 的播放 (由于个别碟片的独特特征、录制特征和刮伤或污染等碟片状况, 有些碟片可能无法播放)。同时也支持 USB 存储设备上存储的压缩音乐文件 (MP3/AAC/WAV/AIFF) 的播放。

DJ 软件

BROWSE 屏幕上提供的一种播放源无需控制碟片即可免费使用 DJ 软件。也支持 MIDI DJ 软件的使用。此外, 通过指定 MEP-7000 作为音频输出设备, 本机也可用于音频输出, 从而消除了使用混音器在音乐播放源之间切换的需要。

☑ 备注

- 本机上按钮和 **TEMPO** 调节滑块操作相关的大多数数据均可使用 USB MIDI 或专用格式输出到外部设备。为了使用本机控制 DJ 软件, 需要安装驱动程序。
- 同时提供了专用 ASIO 驱动程序用于音频输出。
- 根据 DJ 软件的使用类型, 有些情况可能无法指定本机作为音频输出设备。
- 单独使用控制装置时, 无法将本机指定为音频输出设备。只可操作 DJ 软件。

多功能显示屏

中央显示屏

具有易于查看的 4.3 英寸高亮度彩色 LCD 显示屏。智能 GUI 和旋转选择器标度盘可进行无应力曲目选择。音乐库也支持封面图片的使用。

控制器显示屏 A/B

已播放时间和拍速显示采用具备较高响应和较高可见性的高质量背景色全段 OEL 显示屏。和中央显示屏相一致, 这些显示屏和指示灯支持多种照明环境下的非应力 DJ 播放。

播放列表

可从 USB 存储设备和碟片媒体中的音乐库中选择并在“播放列表”中录制所需曲目, 从而允许无需搜索曲目即可用于 DJ 播放。

磨盘效果

配备了用于不同磨盘声音性能的磨盘效果

配备了三种不同磨盘声, 包括 [SCRATCH]、[TRANS] 和 [BUBBLE]。这些新的磨盘声音性能加大了 DJ 播放潜力。

缓动变化效果

缓动变化效果提供了原始声性能

配备了三种类型的混音辅助功能, 包括 [JET]、[ROLL] 和 [WAH]。通过选择所需的功能, 您可以自由控制效果以响应缓动盘的旋转, 从而创建新的混音世界。

自动混音

使用四种类型混音功能在播放列表上执行自动连续播放曲目。即使离开 DJ 棚, 本机也可像 DJ 一样自动播放混合音乐。

缓动盘

配备了具有磨盘功能的 80 mm 大型缓动盘, 使操作具有与模拟转盘相同的触觉。

音高折曲

播放拍速与缓动盘旋转的方向和速度成正比而变化。

超快速音高折曲

旋转缓动盘同时按下 **PITCH BEND** 按钮, 执行比常规音高折曲更快的速度变化。

帧搜索

当缓动盘在暂停模式下旋转时, 以帧增量 (1/75 秒) 从暂停位置移动碟片。

超快速搜索

当您旋转缓动盘时通过按住 **SEARCH** 按钮或 **TRACK SEARCH** 按钮, 您可以比常规搜索或曲目搜索更快地进行碟片搜索。

浏览库

通过在 USB 存储设备上创建包含大量曲目的曲目库, 可按照专辑, 艺术家和风格划分曲目类别, 便于曲目选择和关键词搜索。可从以下网站下载创建软件:

<http://www.prodjnet.com/support/>

监视器输出

通过将中央显示屏的 BROWSE 屏幕输出到更大的外部监视器, 更加便于操作。也可输出 CD-G 卡拉 OK 视频。

键盘支持

通过 USB 端口连接键盘后, 即可通过输入曲目和文件夹名称的首字符并使用“跳转”功能, 或者在“曲目库浏览”功能中搜索关键词, 加速曲目选择操作; 用户还可使用键盘编辑播放列表名称。

CD-G 卡拉 OK

可为简单的卡拉 OK 表演播放 CD-G 碟片。卡拉 OK 图像也可输出到较大的外部监视器。

拍速控制

高性能 60 mm 滑块允许曲目速度自由更改。

0.02 % 单位（范围仅为 $\pm 6\%$ ）的数字读出器能够更精确、简单地使拍速同步化。

拍速控制范围

四个更易于使用的最大可变范围可设定为四个等级： $\pm 6\%$ 、 $\pm 10\%$ 、 $\pm 16\%$ 和 WIDE（WIDE 仅限于音乐 CD（CD-DA））。

主拍速

改变音乐拍速无须改变音调。

指示

返回指示

将指示点存储在存储器中之后，按 **CUE** 按钮同时播放本机以返回指示点并重新开始。

指示/循环存储器

指示点和循环点可存储在内存存储器中，根据需要可随时调用。

自动指示

即使不同于曲目的帧，自动指示也可自动定位曲目的开始点，从而使得按下播放/暂停（▶/■）按钮后本机立即开始。

指示点取样器

指示点存储的声音可以从进行单触播放，这可用于检查开始点及取样器。

实时无缝循环

此功能简化了循环的设定和解除。在乐曲播放中，可用此功能设定循环。也可以在乐曲快要结束的时候设定循环，以使其不停地播放。另外，还增加了 ADJUST（调整）模式，以便能够以单触操作调整循环退出点并使循环操作更加方便。

HOT 循环

循环播放期间，按 **IN/CUE/HOT LOOP** 按钮会造成播放立即返回循环输入点并再次从该点开始播放。通过将此功能与曲目的节奏同步使用，多种新的播放场景变为可能。

重复循环

使您能够重新任意播放循环次数。

在释放循环播放后按 **RELOOP/EXIT** 按钮可返回循环开始点。根据节奏灵活地使用打开和关闭，可创建新的音效。

播放地址

此棒形图直观地显示乐曲播放的进程，就如同您可在模拟唱片上检查唱针的位置那样来查看当前的播放位置。按其长度可以知道现在的位置，并通过闪烁在乐曲结束之前预先发出警告。

槽入式

由于不需打开碟片舱而直接装入唱碟，因此可以进行快速的乐曲搜索。

音量控制器启动

当连接至先锋 DJ 混音器时，混音器的渐变器控制可用于执行快速启动和返回指示操作。

CD-TEXT

当播放支持 CD-TEXT 的音乐 CD（CD-DA）时，可利用该碟片上的标题、艺术家和唱片集文本信息。

圆滑线路

配备了“圆滑线路转换”功能。播放音乐 CD 时，此功能再现 CD 格式下丢失的高于 20 kHz 的高音域，从而创建接近模拟录音转盘的高保真音质。

防震

配备了“防震存储器”，先锋 Carrozzeria 汽车音频系列具有相同的悬浮装置，以实现能够承受跳音的优越的防震性能。

规格

- 1 一般

型号MEP-7000

名称多媒体娱乐播放机

常规类型

电源电压AC 220 V 至 240 V, 50 Hz/60 Hz

耗电量.33 W

操纵器类型

电源电压DC 5 V (USB 总线电源)

电流消耗.600 mA

耗电量.3 W

工作温度+5 °C 至 +35 °C

工作湿度5 % 至 85 % RH (无结露)

质量 (重量)

控制装置1.7 kg

驱动装置6.1 kg

最大外部尺寸

控制装置482.6 mm (宽) x 133.0 mm (高) x 83.5 mm (深)

驱动装置482.6 mm (宽) x 90.5 mm (高) x 324.6 mm (深)

2 USB 上游部分

连接器USB B 型端口 (PC 连接器)

USB 下游部分

连接器USB A 型端口 (USB1/USB2 端口)

电源5 V/500 mA 或更低 (端口处)

3 模拟音频输出部分

输出连接器RCA 插孔 (控制器 A/B)

频率响应20 Hz 至 20 kHz+1/-3 dB

失真0.006 % 以下 (JEITA)

* 上述规格系指音乐 CD (CD-DA) 所用的值。

4 数字音频输出部分

输出连接器RCA 插孔 (控制器 A/B)

输出类型同轴数字 (S/PDIF)

输出格式44.1 kHz/16 bit

5 视频输出部分

输出连接器RCA 插孔

6 中央显示屏部分

类型TFT LCD 主动矩阵显示屏

尺寸4.3 英寸 (WIDE)

所支持的语言10 种语言, 包括英语、日语和中文

7 控制器显示屏 A/B 部分

类型OEL (有机 EL) 全段

8 其他连接器

控制装置

遥控连接器迷你 DIN 10 针

5 V 连接器DC 插孔

驱动装置

遥控连接器迷你 DIN 10 针

控制插孔迷你插孔 (控制器 A/B)

规格和外观如有变化, 恕不另行通知。

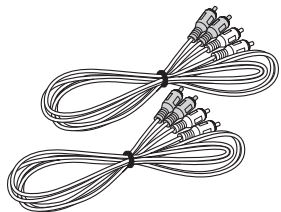
8

ChK

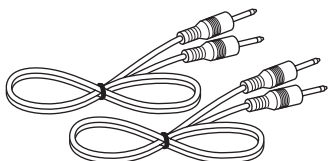
确认附件

确认附带的所有附件均已齐备。

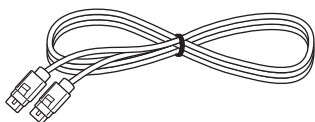
音频电缆 (x 2)



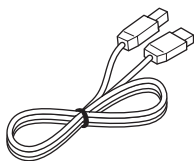
控制线 (x 2)



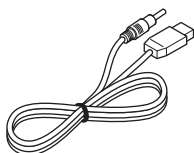
专用遥控电缆



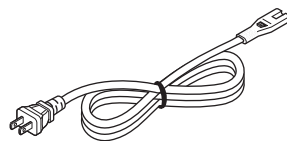
USB 电缆



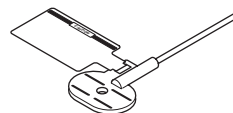
USB 辅助电源电缆



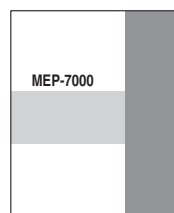
电源线



强制弹出销



使用说明书 (本说明书)



关于可播放的碟片和文件

本机可播放的碟片类型

- 可播放的碟片将会在碟片标签、包装或封面上显示下列其中一种徽标标记：

可播放的碟片类型和徽标							
CD	CD-TEXT	CD-R	CD-RW	CD-G	DVD-R	DVD-RW	 是 DVD Format/Logo Licensing Corporation (DVD 格式图形授权公司) 的商标。
							

■ 关于碟片播放

本机可以播放以音乐 CD (CD-DA) 或 CD 图形 (CD-G) 格式录制的 CD-R/CD-RW 碟片以及以 MP3/AAC 格式录制的 CD-R/RW、DVD-R/RW、DVD+R/RW 和 DVD±R 双层碟片。



注

- 出于多种原因，包括碟片的个别特征、碟片刮伤或污染、本机激光透镜的污垢或结露，在独立的录音机或计算机上录制的 CD-R/RW、DVD-R/RW、DVD+R/RW 和 DVD±R 双层碟片可能无法在本机上正确播放。
- 由于录制软件设定或计算机环境的变化，在计算机的碟片驱动器上录制的碟片可能无法正确播放。确保以正确的格式录制碟片（有关详情，请联系录制软件应用程序分销商）。
- 有关碟片媒体的操作和使用详情，请参阅碟片附带的注意事项和说明。

■ 以下碟片无法在本机上播放

CD： DTS-CD、photo-CD、VCD 和未封盘的 CD

DVD： DVD 视频、DVD 音频、DVD-RAM、未封盘的 DVD、MPEG 移动图像文件

■ 请备份您的碟片！

由于 CD-R/RW、DVD-R/RW、DVD+R/RW 和 DVD±R 双层媒体的结构特征，如果此类碟片在暂停（或指示待机）模式下长期使用，处于碟片上的该点将变得无法播放或很难播放。如果循环功能用于重复碟片相同的部分很多次，则可能出现相同的症状。使用载有重要文件或曲目的碟片时，请务必首先进行备份。

■ 关于版权保护 CD

本机设计用于符合音乐 CD 标准。若使用不符合这些标准的碟片，我们无法保证操作或性能。

■ [DualDisc] 播放

本机设计用于符合音乐 CD 标准。若使用不符合这些标准的碟片，我们无法保证操作或性能。

■ 关于 8 cm 单面 CD

8 cm 单面 CD 无法在本机上播放。同时，不得尝试将 8 cm 适配器连接到碟片上并在本机上播放，否则在播放期间适配器会分离，从而造成碟片或本机损坏。

■ 关于音乐 CD 上的 CD-TEXT

本机支持 CD-TEXT，可显示 CD-TEXT 中的曲目标题、唱片集标题和艺术家姓名。所支持的字符代码包括 ASCII、ISO-8859、MS-JIS 和简体中文。若录制了多个文本数据，则显示第一个文本数据。

关于 MP3/AAC 碟片播放

本机可播放 CD-R/-RW、DVD-R/-RW、DVD+R/+RW 和 DVD±R 双层媒体上录制的压缩音乐文件（MP3/AAC）。

文件夹级别	最多八级；若超过八级，则无法播放在第9级和更高级的文件。
文件夹最大数	每张碟片 2 000 个文件夹。若超过 2 000 个文件夹，则无法播放超过 2 000 个的部分。
文件最大数	每张碟片 3 000 个文件。若过 3 000 个文件，则无法播放超过 3 000 个的部分。
录制格式	支持使用 ISO9660 文件系统录制的碟片。 当使用 UDF 文件系统进行录制时，如果 ISO9660 文件系统未共同录制，碟片则无法播放。有关详情，请联系应用程序制造商。

- 启动时间将随着文件夹和文件数量的增加而增加。

关于 USB 存储设备的播放

通过将 USB 存储设备连接至本机，在该设备上录制的 MP3/AAC/WAV/AIFF 文件可在本机上播放。

文件夹级别	最多八级；若超过八级，则无法播放在第9级和更高级的文件。
文件夹最大数	设备无特定文件夹限制，但文件夹中超过 10 000 的文件夹无法播放。
文件最大数	设备无特定文件限制，但文件夹中超过 10 000 的文件无法播放。
所支持的文件系统	FAT、FAT32、HFS+

☑ 备注

- 本机支持的 USB 存储设备属于 USB 大容量存储设备等级，包括外部硬盘、便携式闪存设备和数字音频播放机。然而，DVD/CD 驱动器等光盘设备则无法使用。
- 当连接含有大量文件夹和文件的 USB 存储设备时，读取设备内容可能需要一些时间。
- 当已连接的 USB 存储设备含有多个分区时，只能使用初始分区。

☑ 小心

- ⚠ 视所用设备而定，并非所有 USB 存储设备都能正确播放。对于将任何给定的 USB 设备连接至本机所造成的数据丢失，先锋不承担任何责任。
- 当 USB 存储设备通过 USB 集线器连接时，无法进行正确操作。
 - 即使 USB 集线器用于连接多个 USB 存储设备，第二个和最后一个设备将无法使用。
 - 使用安装了 Flash 读卡器的 USB 存储设备时，操作无法得到保证。
 - 当使用两条 USB 电缆连接 USB 存储设备时，将这两条电缆连接至本机的 USB 端口。
 - 若向本机的 USB1 端口或 USB2 端口施加的电流超出了允许电流额度，本机可能停止向 USB 存储设备供电，从而终止传输。此种情况下，本机中心显示屏将出现提示信息，USB1 和 USB2 的 STOP 指示灯将同时闪烁红色。若要恢复正常运行，请断开连接至本机的所有 USB 存储设备，然后按住 USB STOP 按钮两秒或更长时间。请避免连接检测到具有过量电流的 USB 存储设备和通过总线 USB 集线器连接的 USB 存储设备。若此方法无效，则请关闭电源，重新开机。

关于 MP3 文件

MP3 文件有两种类型：具有固定比特率（CBR）和可变比特率（VBR）的文件。本机支持 CBR 和 VBR 类型文件的 DJ 播放，但当使用搜索和超快速搜索功能时，与 CBR 文件相比，VBR 文件表现较慢的性能。当首选播放性能时，请使用 CBR 录制文件。

本机支持具有以下格式的 MP3 文件：

所支持的格式	MPEG-1	支持 Audio Layer-3，取样频率为 32 kHz、44.1 kHz、48 kHz，比特率为 32 Kbps 至 320 Kbps。
	MPEG-2	支持 Audio Layer-3，取样频率为 16 kHz、22.05 kHz、24 kHz，比特率为 16 Kbps 至 160 Kbps。
曲目数据		支持 ID3 标签版本 1.0/1.1/2.2/2.3/2.4。 显示标题、唱片集名称、艺术家姓名。*1 ID3 标签中嵌入的 JPEG 图像作为封面图片显示。*2
文件扩展名		.mp3

*1 为了显示以本地代码（非 Unicode）书写的字符，UTILITY 功能必须用于语言设定。

*2 无法播放原始图像尺寸大于 800 x 800 像素的文件。

关于 AAC 文件

AAC 是 Advance Audio Coding（高级音频编码）的缩写，是与 MPEG-2 和 MPEG-4 所用的音频压缩技术相关的基本格式。

视用于创建数据文件的应用程序而定，AAC 数据的文件格式和扩展名有所不同。

MEP-7000 可播放由 iTunes® 编码的带有 .m4a 以及 .aac 和 .mp4 扩展名的 AAC 文件。然而，无法播放放在 iTunes 音乐商店等场所购买的有版权保护的文件。此外，视在其中编码的 iTunes 版本而定，有些文件可能无法播放。

Apple 和 iTunes 是 Apple Inc. 在美国和其他国家的注册商标。

本机支持具有以下格式的 AAC 文件：

所支持的格式	MPEG-4 AAC LE	取样频率为 16 kHz、22.05 kHz、24 kHz、32 kHz、44.1 kHz、48 kHz，比特率为 8 Kbps 至 320 Kbps。
曲目数据	AAC 文件	支持 ID3 标签版本 1.0/1.1/2.2/2.3/2.4。 显示标题、唱片集名称、艺术家姓名。*1 ID3 标签中嵌入的 JPEG 图像作为封面图片显示。*2
	非 AAC 文件	支持 metatags（嵌入式标签）。 显示标题、唱片集名称、艺术家姓名。*1 标签中嵌入的 JPEG 图像作为封面图片显示。*2
文件扩展名		.m4a、.aac、.mp4

*1 为了显示以本地代码（非 Unicode）书写的字符，UTILITY 功能必须用于语言设定。

*2 无法播放原始图像尺寸大于 800 x 800 像素的文件。

关于可播放的碟片和文件

关于 WAV 文件

本机支持具有以下格式的 WAV 文件：

所支持的格式	支持 16-bit 非压缩 PCM，取样频率为 44.1 kHz。
曲目数据	支持 LST 程序块。 显示标题、唱片集名称、艺术家姓名。*1
文件扩展名	.wav

*1 为了显示以本地代码（非 Unicode）书写的字符，UTILITY 功能必须用于语言设定。

备注

- 不支持碟片媒体中录制的 WAV 文件。

关于 AIFF 文件

本机支持具有以下格式的 AIFF 文件：

所支持的格式	支持 16-bit 非压缩 PCM，取样频率为 44.1 kHz。 显示标题、唱片集名称、艺术家姓名。*1
文件扩展名	.aif、.aiff

*1 为了显示以本地代码（非 Unicode）书写的字符，UTILITY 功能必须用于语言设定。

备注

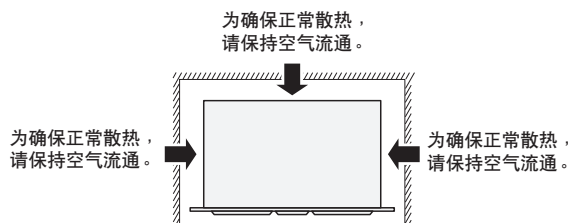
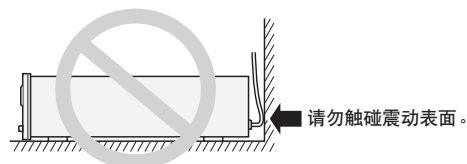
- 不支持碟片媒体中录制的 AIFF 文件。

安装指南

- 在发热源（如放大器）上或聚光灯附近长期放置和使用本机会影响产品性能。避免将唱机置于如放大器等发热源上。
- 安装本机时尽可能远离调谐器和电视机。将本机安装在此类设备附近会产生噪声或导致图像质量下降。使用室内天线时，可能会听到特别刺耳的噪音。在此类情况下，请使用室外天线或关闭本机电源。
- 当本机在高音量环境中使用时，例如在扬声器边，可能会发生跳音。请把本机安装在远离扬声器的地方或调低收听音量。
- 请把本机置于水平的表面或平稳之处。
- 不得将重物放置于本机顶部。

确认本唱机，包括音频和电源线，不会碰到振动的物体。除绝缘体之外，引起振动的任何因素都可能导致跳音。

当使用安装在携带盒中的本机时，请予以特别注意。



在 EIA 机架中安装 MEP-7000

MEP-7000 前面板上的螺钉孔用于将本机安装到 19 英寸 EIA 机架中。

控制装置符合 3U 规格，驱动装置符合 2U 规格。装置的最大深度为 324.6 mm。

- 使用适当尺寸的螺丝将本唱机安装在机架上（螺丝不是本唱机的附件）。

注

- 请勿将本机安装在功率放大器的上方，否则放大器产生的热量会对本机造成损坏，或产生蜂鸣声或其他噪声。
- 当运输本机时，请从机架中拆卸本机。尝试移动安装有本机的机架会对本机造成损坏。
- 若必须连同机架一起移动本机时，注意避免本机受到振动和冲击。

运输本机

切勿在播放期间移动本机。

在播放期间，碟片在极高速度下旋转；此时切勿提升或移动本机，以免碟片出现刮伤或其他损坏。

运输本机

当移动本机时，务必取出装入的碟片并关闭电源。

在装有碟片时移动本机会造成碟片或本机损坏。

关于运输箱

缓动盘配备了专用开关。若装置已放入运输箱中，注意避免在缓动盘表面施加任何压力。

结露

若将唱机从较冷房间拿到较暖的房间，或者房间温度突然升高，机内会结露，这有损于其性能。这时，请将唱机放置一小时，或使房间温度缓慢升高。

清洁机器

要清洁本机，请用抛光布或柔软的干布擦拭。污垢严重时用五至六倍的水稀释的中性清洁剂，并将柔软的布沾湿拧干后进行擦洗。然后再用干布擦干表面。请勿使用会使唱机损坏的苯或稀释剂等挥发性溶剂。

CD 透镜清洁剂

但若因某些原因而使透镜弄脏和失灵，请与就近的先锋授权维修中心联系。CD 唱机的透镜清洁剂在市场上有售，但在使用时必须特别小心，因为有些清洁剂会损坏透镜。

清洁缓动盘

要清洁缓动盘，请用抛光布或柔软的干布擦拭。污垢严重时用五至六倍的水稀释的中性清洁剂，并将柔软的布沾湿拧干后进行擦洗。然后再用干布擦干表面。

在缓动盘上使用酒精、油漆稀释剂、苯、杀虫剂或其他烈性物质时，会使缓动盘上的标记或印刷等退色或剥落，因此请避免使用这些物质。

连接

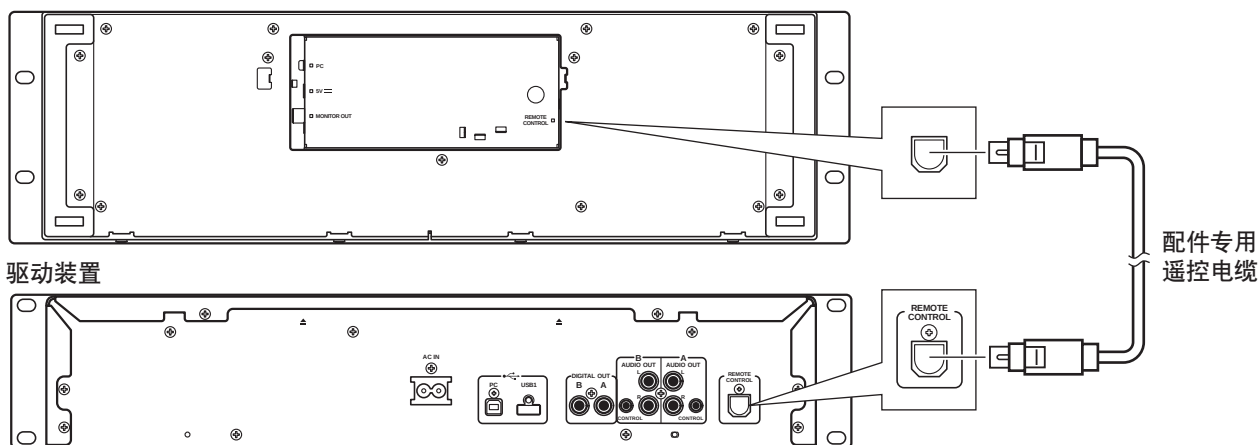
每当连接或断开组件时，请确保首先关闭电源并从插座上断开电源线。若供电时更改连接，会对本机造成损坏。

常规类型连接

1. 系统连接

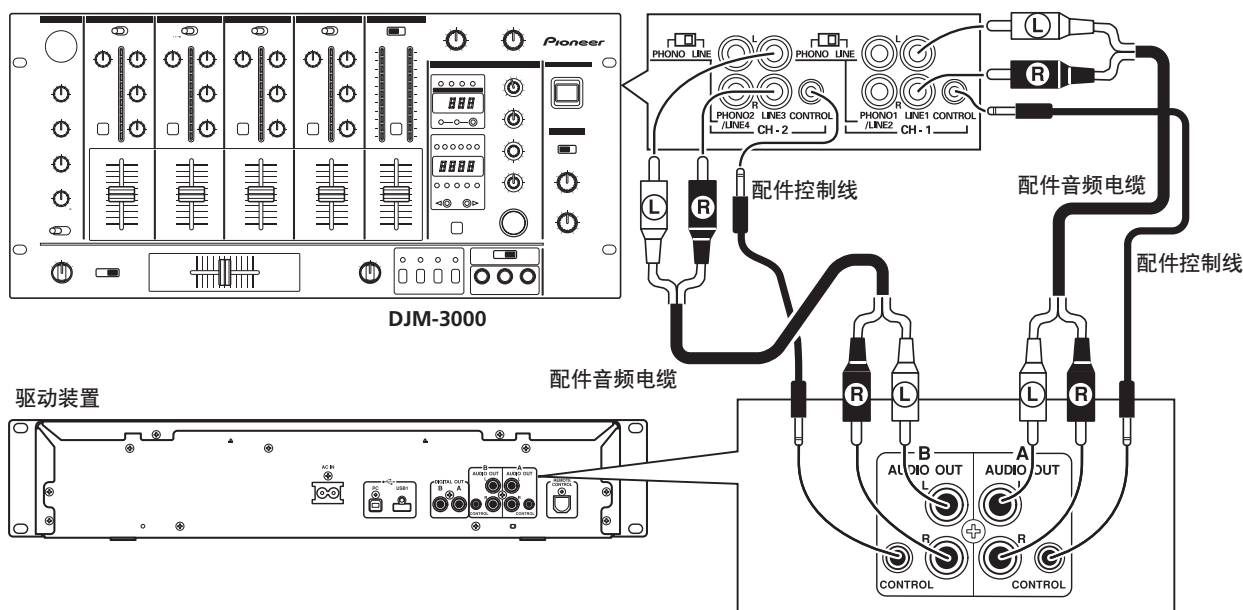
使用附带的遥控电缆将控制装置连接至驱动装置。紧紧插入，直至听到咔嗒声。

控制装置



2. 连接 DJ 混音器（DJM-3000/DJM-800）（音频输出和控制连接）

使用辅助音频电缆将白色插头连接至 L（左）声道连接器，将红色插头连接至 R（右）声道连接器。通过连接辅助控制线，可从先锋 DJ 混音器控制本机，以允许渐变器开始播放和返回指示操作（在接力播放期间除外）。

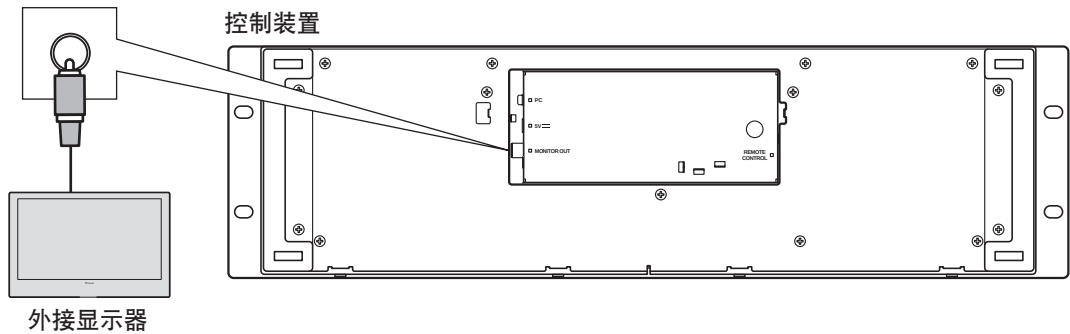


备注

- 当连接 DJM-300、DJM-500 或 DJM-600 时，如附带的插图所示，使用辅助音频电缆将 CD1 连接至驱动装置 A 侧输出连接器，将 CD2 连接至驱动装置 B 侧输出连接器。

3. 连接外部监视器（针插孔连接器）

当您想要将中央显示屏图像输出到大屏幕中或使用 CD-G 卡拉 OK 时，请使用这些连接。在将本机连接至外部监视器后，必须更改本机的设定（请参阅第 53 页上的“使用实用程序”部分的“[1] DISPLAY”主题中的“显示器输出”项）。

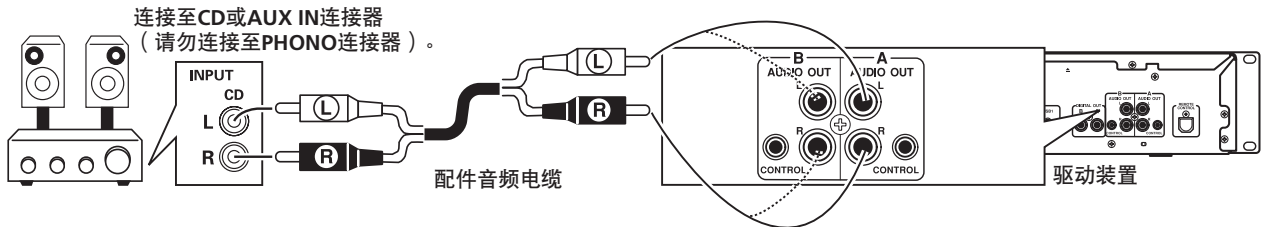


4. 连接其他组件

A. 连接另一混音器

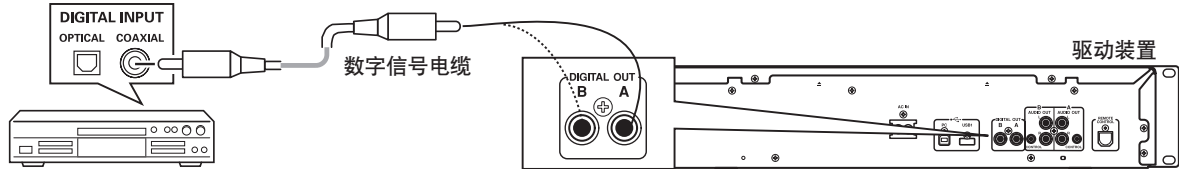
将本机的 AUDIO OUT 连接器连接至混音器的 LINE IN 或 AUX 连接器。（不得连接 PHONO 连接器，否则声音会失真且不能正确播放。）

B. 连接立体声放大器（当不使用 DJ 混音器时）



C. 连接组件与数字输入连接器

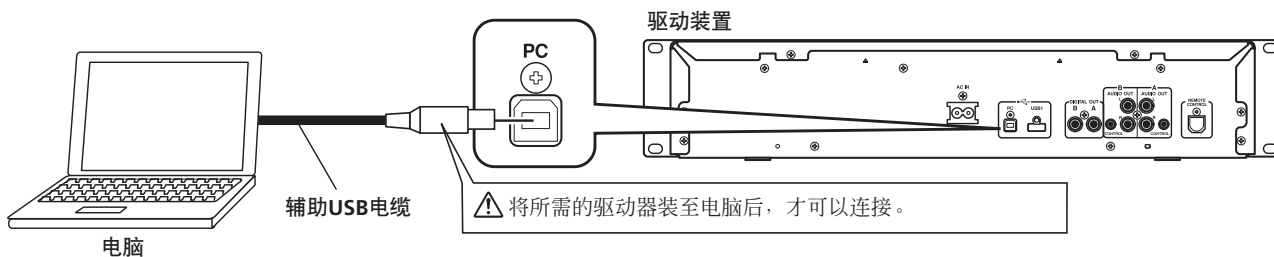
CD录音机，带数字输入的放大器等。



- ☒ 备注
- 数字输出连接器只产生不包含子码的音频数据。
 - 视 CD 录音机或其他组件而定，包括 CD 录制在内的一些功能可能受到限制。有关详情，请参阅已连接组件的使用说明书。

5. 连接计算机

若要使用 DJ 软件程序，请进行此类连接。



注

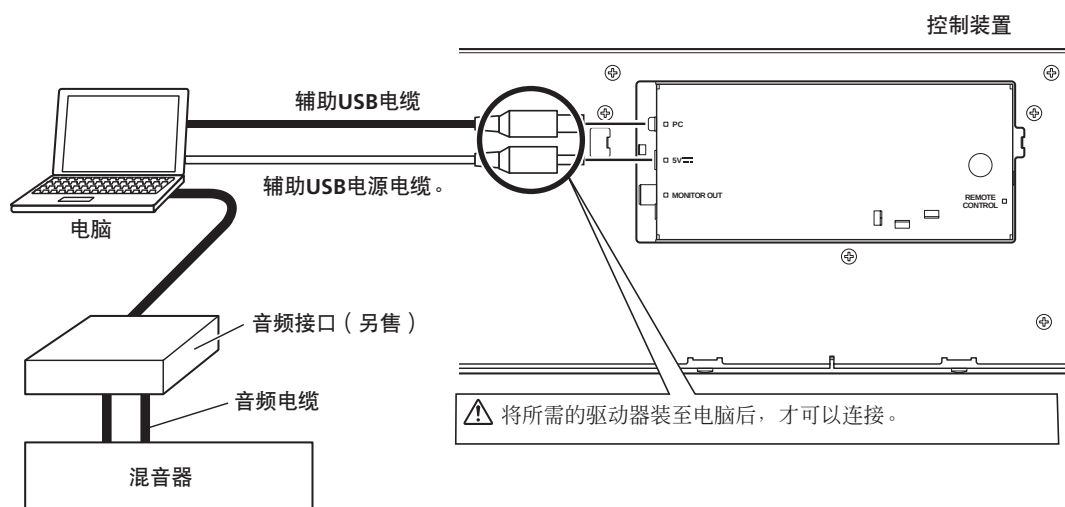
- 仅使用附带的辅助 USB 电缆。

6. 连接电源线

当所有其他连接完成时，将辅助电源线一端连接至驱动装置后侧的 AC IN 插孔，将另一端连接至放大器的常规 AC 电源插座或辅助电源插座。

操纵器类型连接

在不连接驱动装置的情况下，您要想操作 DJ 软件，应使用此类连接。使用辅助 USB 电源电缆和常规 USB 电缆将控制装置连接至电脑（首先连接辅助 USB 电源电缆）。



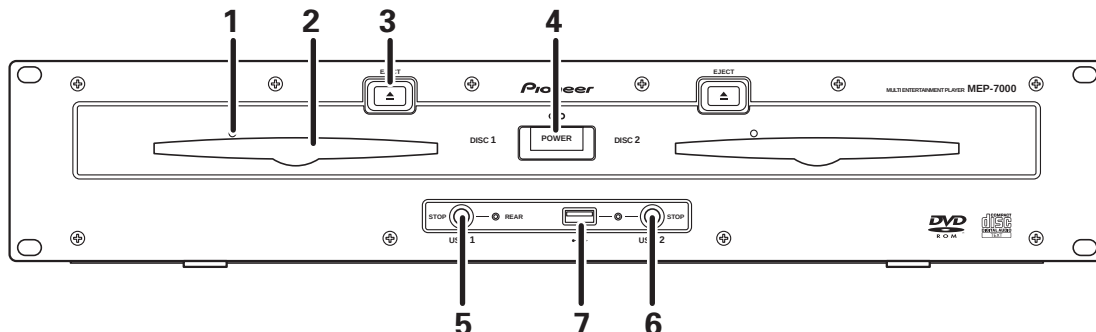
注

- 当进行操纵器类型连接时，不得连接驱动装置，否则将无法正确运行。
- 不得将除辅助 USB 电源电缆之外的任何物体连接至 5V 连接器。
- 务必只得使用辅助 USB 电源电缆和 USB 电缆。
- 务必将辅助 USB 电源电缆和 USB 电缆连接至同一台计算机。
- 不得将本机通过 USB 集线器连接至计算机。
- 不得将本机通过支持 CardBus 的 USB 接口插件连接至计算机。

部件及其功能

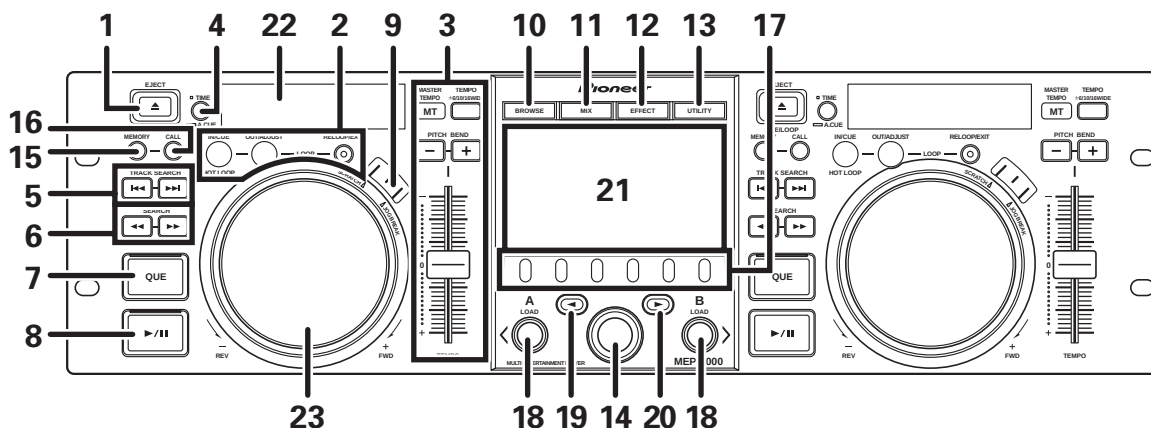
前面板

驱动装置



- 1 强制弹出孔 (第 23 页)
- 2 碟片装载槽 (第 23 页)
- 3 EJECT (▲) 按钮
要从碟片装载槽中弹出碟片, 请在指示待机或暂停模式下或当无曲目从碟片装载时按该按钮。
- 4 POWER (电源) 开关和指示灯
开启/关闭本机电源。
- 5 USB1 STOP 按钮和指示灯
当从 USB1 端口取出 USB 存储设备时按该按钮。
- 6 USB2 STOP 按钮和指示灯
当从 USB2 端口取出 USB 存储设备时按该按钮。
- 7 USB2 端口 (A 型)
用于连接 USB 存储设备或 USB 键盘。

控制装置



- 1 EJECT (▲) 按钮
要从碟片装载槽中弹出碟片, 请在指示待机或暂停模式下或当无曲目从碟片装载时按该按钮。
- 2 LOOP 操作按钮 (第 38 页)
- 3 TEMPO 控制部分
TEMPO 控制范围按钮 (±6/10/16/WIDE) :
每次按下该按钮时, TEMPO 调节滑块的可变范围会有所变化。
MASTER TEMPO 按钮和指示灯 (MT) :
每次按下该按钮时, 主拍速功能会在开启/关闭之间切换。
TEMPO 调节滑块 :
从中央制动器位置向您 (+) 拉动滑块可提高拍速, 远离您 (-) 推动滑块可降低拍速。
PITCH BEND +/- 按钮 :
在播放期间按下该按钮时, 音高折曲功能被启用。按 “+” 按钮可加快音高折曲速度, 按 “-” 按钮可减缓音高折曲速度。
通过在旋转缓动盘时按住按钮可更改音高变化的速度。

4 时间模式/自动指示按钮 (TIME/A.CUE)

TIME :

每次按下该按钮时，显示屏的时间显示将在当前曲目的已播放时间和剩余时间 (REMAIN) 之间切换。

A.CUE : (第 37 页)

5 TRACK SEARCH (◀◀, ▶▶) 按钮 (第 36 页)

6 SEARCH (◀◀, ▶▶) 按钮 (第 35 页)

7 CUE 按钮和指示灯

设定指示点 (第 37 页)

指示点取样器 (第 37 页)

返回指示 (第 37 页)

更改指示点 (第 37 页)

8 播放/暂停 (▶/||) 按钮和指示灯 (第 35 页)

9 SCRATCH/JOG BREAK 按钮和指示灯

用于选择缓动模式，包括 SCRATCH、JOG BREAK 或 OFF (指示灯未亮)。

10 BROWSE 按钮 (第 26 页)

用于选择 BROWSE 屏幕。

11 MIX 按钮 (第 42 页)

用于选择 MIX 屏幕。

12 EFFECT 按钮 (第 39 页)

用于选择 EFFECT 屏幕。

13 UTILITY 按钮 (第 53 页)

用于选择 UTILITY 屏幕。

14 旋转选择器标度盘

顺时针/逆时针旋转以进行曲目选择并在设定项之间移动光标。按该按钮确认选择。

15 CUE/LOOP MEMORY 按钮 (第 38 页)

用于在存储器中存储指示点和循环点。

按住该按钮可取消循环点。

16 CUE/LOOP CALL 按钮 (第 38 页)

用于在存储器中调用指示点和循环点。

17 功能按钮 (左起 : F1 至 F6)

通过使用中央显示器上显示的菜单，可在分配给六个功能按钮的功能之间切换。

在 BROWSE 屏幕上 :

“选择曲目” (第 28 页)

在 MIX 屏幕上 :

“MIX 屏幕” (第 42 页)

在 EFFECT 屏幕上 :

“[1] 磨盘效果” (第 39 页)

“[2] 缓动变化效果” (第 41 页)

在 UTILITY 屏幕上 :

“使用 MIDI 进行计算机控制” (第 48 页)

“使用实用程序” (第 53 页)

18 LOAD A/B 按钮

在控制器 A/B 中设定所选曲目。

19 向上选择 (◀) 按钮

每次按下该按钮时，显示屏将返回下一个较高菜单级。

20 向下选择 (▶) 按钮

每次按下该按钮时，显示屏将前进到下一个较低菜单级。

21 中央显示屏 (第 21 页)

22 显示屏 A/ 显示屏 B (第 21 页)

23 缓动盘 (+FWD/-REV) (第 36 页)

中央显示屏



1 主菜单显示屏

使用 **BROWSE** 按钮、**MIX** 按钮、**EFFECT** 按钮和 **UTILITY** 按钮可更改中央显示屏的菜单。功能按钮、向上选择 (◀) / 向下选择 (▶) 按钮、**LOAD A/B** 按钮和旋转选择器标度盘可用于操纵每个菜单的内容。

BROWSE 屏幕

用于选择曲目并控制播放列表 (第 26 页)。

MIX 屏幕

用于执行混合操作, 包括使用播放列表自动混合 (第 42 页)。

EFFECT 屏幕

用于选择磨盘播放和缓动变化播放中所用不同效果 (第 39 页)。

UTILITY 屏幕

用于进行装置设定 (第 53 页)。

2 功能选项卡

显示使用六个功能按钮可更改的项。视主菜单显示屏中显示的内容而定, 显示的项可能会有所不同。

3 A/B 曲目信息显示屏

显示控制器 A/B 上播放曲目的曲目信息和当前状态。



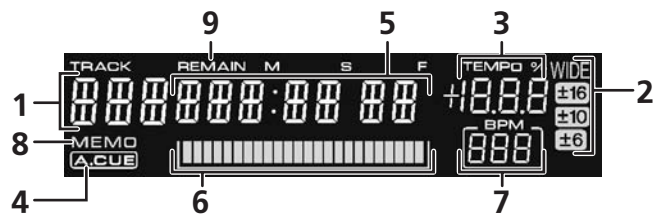
播放状态

	表示曲目正在播放。
	表示曲目暂停。
	表示曲目处于指示待机状态 (请参阅第 37 页上的“设定指示点”)。

备注

- 以西欧语言、俄语、简体中文和日语显示曲目名称和艺术家姓名。

显示屏 A/ 显示屏 B



1 曲目号码显示屏

显示正在播放的曲目的号码。

2 TEMPO 控制范围按钮 (±6、±10、±16、WIDE)

显示 **TEMPO** 调节滑块的所选可变范围模式。

3 TEMPO 变化率显示屏

显示操作 **TEMPO** 调节滑块产生的拍速变化。

4 A.CUE 指示灯

当自动指示功能设为 ON 时亮起。

5 时间显示器

显示当前曲目的已播放时间 ([REMAIN] 指示灯熄灭) 或剩余时间 ([REMAIN] 指示灯亮起), 以分 [M]、秒 [S] 和帧 [F] 为单位。

6 播放地址显示屏

条形图可用于表示曲目的全部长度, 可对曲目播放相关进程进行快速直观的掌握 (已播放时间或剩余时间)。

- 已播放时间显示屏: 开始时所有段关闭, 然后从左至右逐渐亮起。
- 剩余时间显示屏: 开始时所有段开启, 然后从左至右逐渐熄灭。
- 当达到 30 秒剩余播放时间时, 此图开始慢速闪烁。
- 当达到 15 秒剩余播放时间时, 此图开始快速闪烁。

7 BPM 显示器

显示当前播放曲目的 BPM (每分钟几拍)

8 MEMO 指示灯

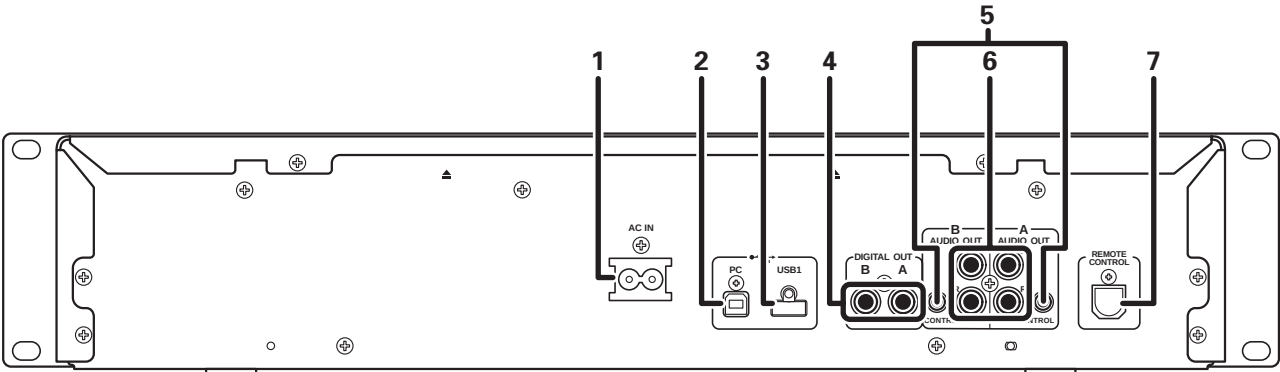
当指示或循环点已经存储在存储器中时亮起。

9 REMAIN 指示灯

当为剩余时间设定时间显示时亮起。

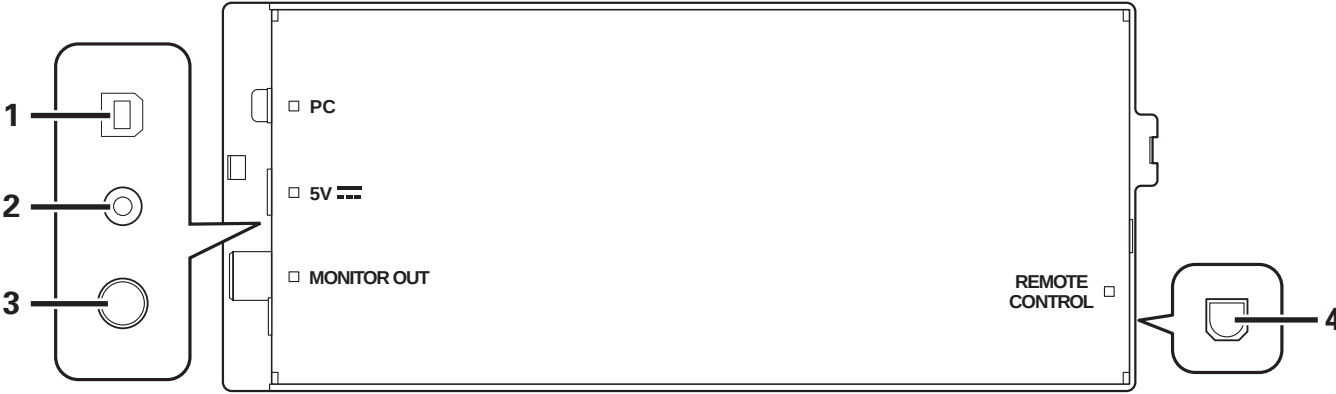
后面板

驱动装置



- 1 AC 插口 (AC IN)**
使用附带的电源线将此插口连接到家用 AC 插座。
- 2 PC 连接器：USB 端口 (B 型)**
使用附带的 USB 电缆将此端口连接到计算机。
- 3 USB1 端口 (A 型)**
用于连接 USB 存储设备或 USB 键盘。
- 4 数字输出连接器 (DIGITAL OUT A/B)**
用于连接支持数字输入的 DJ 混音器、AV 放大器、CD 录音机或其他组件的 RCA 型同轴数字输出连接器。
输出支持包括 DJ 功能在内的所有功能，但只输出不包括子码的音频数据。
- 5 控制插孔 (CONTROL A/B)**
当使用附带的控制线将本机连接至先锋 DJ 混音器，DJ 混音器可用于控制本机，以允许渐变器开始播放和返回指示操作。同时，通过将此插孔连接至另一 DJ 播放机的控制插孔，可执行自动接力播放。*
* 在 DJ 软件曲目选择期间接力播放被禁用。
- 6 音频输出连接器 (AUDIO OUT A/B)**
RCA 型模拟音频输出连接器。
- 7 遥控连接器 (REMOTE CONTROL)**
使用附带的专用遥控电缆连接控制装置。

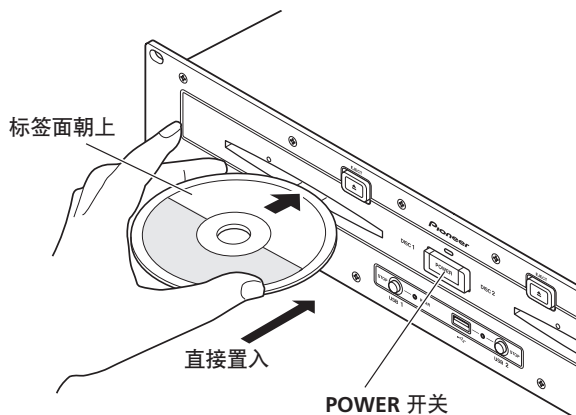
控制装置



- 1 PC 连接器：USB 端口 (B 型)**
使用辅助 USB 电缆将此端口连接到计算机。
- 2 5V 连接器**
使用辅助 USB 电源电缆连接到计算机。
- 3 视频输出连接器 (MONITOR OUT)**
使用视频电缆连接外部显示屏。
- 4 遥控连接器 (REMOTE CONTROL)**
使用附带的专用遥控电缆连接驱动装置。

操作碟片和其他媒体

装载和取出碟片



- 1 将驱动装置前面板的 **POWER** 开关设为 **ON**。



注

- 电源关闭时不得强行插入碟片，否则会损坏碟片或装载槽。

- 2 插入碟片。

- 将碟片标签面朝上水平插入。
- 一次只能装入一张碟片。不得同时插入两张碟片或一张碟片仍在播放时插入第二张碟片。
- 插入碟片时，不得施加过大压力，否则会使碟片弯曲。当装载槽拉入或弹出碟片时，不得施加相反的压力，否则会使装载槽运行失败。任何此类操作都可能损坏碟片或装载槽。

- 3 要取出当前正在播放的碟片，首先按播放/暂停 (▶/II) 按钮停止播放，然后按 **EJECT** (▲) 按钮。若已经设定指示点，也可在播放期间按 **CUE** 按钮（以造成“返回指示”），然后按 **EJECT** (▲) 按钮。

碟片将停止旋转并从装载槽中弹出。



注

- 当弹出程序仍在操作且 **[EJECT]** 指示灯亮起时不得重新插入碟片。当弹出程序仍在操作（**[EJECT]** 指示灯亮起）若重新插入碟片，装载槽将停止运行。在这种情况下，再次按下 **EJECT** (▲)，直至 **[EJECT]** 指示灯熄灭后方可重新插入碟片。

关于强制碟片弹出

如果 **EJECT** (▲) 按钮无法操作且碟片无法取出，请将附带的强制弹出销插入驱动装置面板上的强制弹出孔，以取出碟片。

当执行强制弹出时，务必遵循以下注意事项：

- 1 关闭驱动装置的电源并等待至少一分钟。

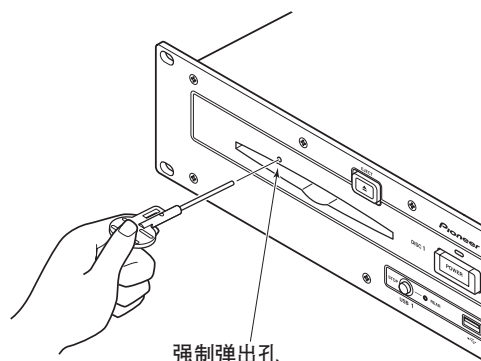


若不满一分钟即插入强制弹出销，会造成以下危险：

- 高速旋转的碟片可能会弹出，对手指或手造成伤害。
- 驱动装置的碟片夹可能在不稳定的状态下旋转，造成碟片损坏。

- 2 只能使用附带的弹出销（不得使用其他物体）

当强制弹出销完全插入强制弹出孔时，碟片将从装载槽中弹出 5 mm 至 10 mm，可用手抓住此处并取出碟片。



将管理数据刻录至 USB 存储设备

当本机用 USB 存储设备播放音乐时，在存储设备内可创建不同的管理数据文件。管理数据具有以下三种类型，存储在名为“PIONEER”（在 HFS+ 格式中名为“.PIONEER”）的隐藏目录中。请注意，如果删除这些数据文件夹及其文件，本机创建的指示和其他信息也将被删除。

■ CUE 文件夹

只要为 USB 存储设备上的曲目使用了指示点存储器，指示数据文件就得以创建。每个指示点需要约 200 个字节的空间。

■ PLAYLIST 文件夹

只要为 USB 存储设备上的曲目创建了播放列表，播放列表数据文件就得以创建。每个播放列表需要约 100 KB 的空间。

■ LIBRARY 文件夹

只要 UTILITY 屏幕用于制作音乐库，此文件夹就得以创建。每个曲目所需的存储空间从几百个字节到大约 1 KB 不等。

连接和断开 USB 存储设备

■ 指示灯说明

显示 USB 存储设备的连接状态。

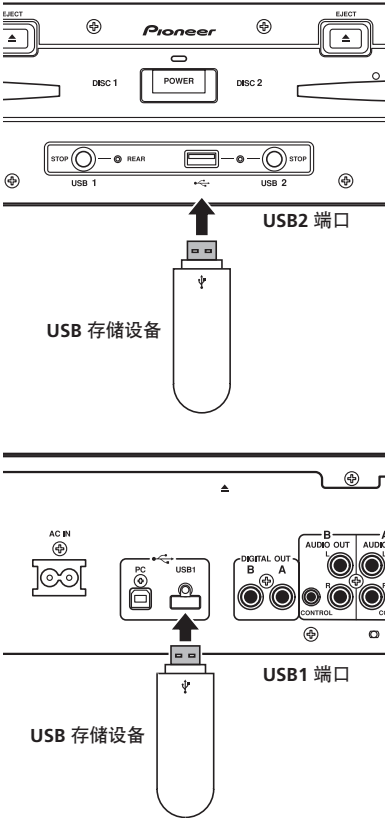
不亮	未连接设备
一直亮起	检测到设备
闪烁（两个阶段）	已按下 STOP 按钮，正在卸载设备。 如果当指示灯慢速闪烁时释放 STOP 按钮，卸载将被取消。

- 通过查看存储设备的状态灯可确认本机和 USB 设备之间的通信状态。

■ 连接 USB 存储设备

通过连接 USB 存储器或其他 USB 存储设备，存储设备上的音乐文件将读入本机。

- 将设备连接至 **USB1 或 USB2 端口**。
- 确认指示灯变红色。
确认前面板上端口所用指示灯由不亮更改为亮起红色。



- ✓ 备注
- 本机支持的 USB 存储设备属于 USB 大容量存储设备等级，包括外部硬盘、便携式闪存设备和数字音频播放机。然而，DVD/CD 驱动器等光盘设备则无法使用。
 - 当连接含有大量文件夹和文件的 USB 存储设备时，读取设备内容可能需要一些时间。
 - 当已连接的 USB 存储设备含有多个分区时，只能使用初始分区。

☑ 小心

⚠ 视所用设备而定，并非所有 USB 存储设备都能正确播放。对于将任何给定的 USB 设备连接至本机所造成的数据丢失，先锋不承担任何责任。

- 当 USB 存储设备通过 USB 集线器连接时，无法进行正确操作。
- 即使 USB 集线器用于连接多个 USB 存储设备，第二个和最后一个设备将无法使用。
- 使用安装了 Flash 读卡器的 USB 存储设备时，操作无法得到保证。
- 当使用两条 USB 电缆连接 USB 存储设备时，将这两条电缆连接至本机的 USB 端口。
- 若向本机的 USB1 端口或 USB2 端口施加的电流超出了允许电流额度，本机可能停止向 USB 存储设备供电，从而终止传输。此种情况下，本机中心显示屏将出现提示信息，USB1 和 USB2 的 STOP 指示灯将同时闪烁红色。若要恢复正常运行，请断开连接至本机的所有 USB 存储设备，然后按住 USB STOP 按钮两秒或更长时间。请避免连接检测到具有过量电流的 USB 存储设备和通过总线 USB 集线器连接的 USB 存储设备。若此方法无效，则请关闭电源，重新开机。

■ 要断开 USB 存储设备

- 1 按住 STOP 按钮两秒或更长时间。
- 2 确认指示灯熄灭。
确认前面板上已连接端口所用红色指示灯由闪烁更改为熄灭。
- 3 断开 USB 存储设备。

☑ 备注

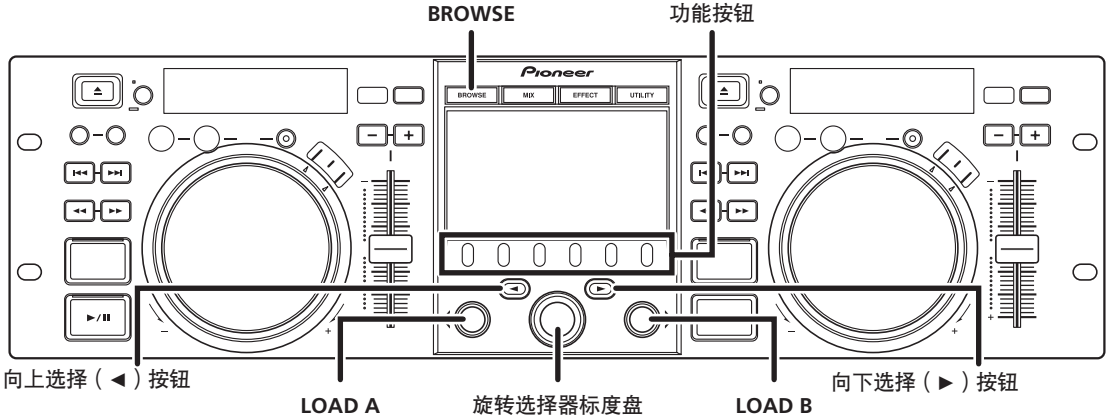
- 在指示灯熄灭后，如果按住 STOP 按钮两秒钟或更长时间，无需物理断开和重新连接，USB 存储设备的连接将重新启动。

☑ 小心

- ⚠ 断开 USB 存储设备时，务必确保首先执行停止操作。
- 若断开之前未完成停止操作，指示／循环存储器和播放列表更新将无法正确进行，从而造成数据丢失。同时，USB 存储设备可能变得不可读或出现其他实质性损坏。
- 如果是 HDD 设备，在使用期间不得受到冲击或振动。
- 在关闭本机电源之前务必断开 USB 存储设备。

开始播放 （使用常规连接）

使用 MEP-7000 可在中央显示屏上从以下六种类型的音乐播放源执行曲目选择：两张碟片、两个 USB 存储设备、一台电脑（DJ 软件）和播放列表。下图显示了选择每种类型的播放源所需的按钮。



BROWSE 屏幕

当按下 **BROWSE** 按钮时，将显示如下所示的 BROWSE 屏幕，使您确认曲目选择所需的所有信息。

- ☒ 备注
- 以西欧语言、俄语、简体中文和日语显示曲目信息，包括文件/文件夹名、标题和艺术家。
 - 如果字符未正确显示，使用 UTILITY 屏幕上的 LANGUAGE 项选择所需语言（第 54 页）。



1 内容显示屏	显示使用光标所选行的内容。如果是文件夹，将显示文件夹内容；如果是曲目，将显示曲目信息。
2 A/B 曲目信息显示屏	显示当前在控制器中设置的曲目标题、艺术家姓名和回放状态。
3 选择光标	使用旋转选择器标度盘向上/向下移动此光标并选择文件夹和曲目。
4 浏览窗口	显示所选的播放源内容。按字母顺序显示 M3U 文件、文件夹和曲目的内容。
5 较高级别名称	显示下一个更高级别的文件夹或播放源名称，与当前显示于浏览窗口中的项相关。

6 播放源选择	使用此功能按钮选择窗口中显示的播放源。
7 封面图片显示屏	如果 JPEG 图像连接到 ID3 标签或存在于文件夹中，当选择光标用于曲目选择时，相关图像将显示在内容显示屏部分。

■ 播放源图标
以下图标显示在播放源选择部分。

	音乐 CD（CD-DA）碟片。选择此图标可显示碟片的内容。
	CD-ROM/DVD-ROM 碟片。选择此图标可显示碟片的内容。
	选择此图标可显示 USB 存储设备的内容。
	选择此图标可启用 DJ 软件控制（第 47 页）。
	选择此图标可显示播放列表（第 33 页）。

开始播放（使用常规连接）

■ 浏览图标

这些图标表示浏览窗口中显示的项的类型。

	曲目
	曲目（带有存储器指示）
	曲目（当前在控制器 A 中播放）
	曲目（当前在控制器 B 中播放）
	曲目（当前在两个控制器中播放）
	文件夹
	M3u 文件或播放列表
	唱片集
	艺术家
	流派

文件浏览和曲目库浏览

本机可显示用于碟片和 USB 存储设备的文件和文件夹内容的书写结构，允许用户浏览内容。此类显示称为“文件浏览”。

此外，如果是 USB 存储设备，通过在设备内基于 ID3 标签和其他曲目信息制作成曲目库，可将曲目按唱片集名称、艺术家姓名和流派分类，从而便于曲目选择。此类显示称为“曲目库搜索”关于如何创建曲目库的说明，请参见第 55 页的“创建曲目库”。

■ 文件浏览

显示所选播放源中文件夹和文件的书写结构。



■ 曲目库浏览

屏幕菜单显示如下，以根据流派、艺术家姓名、唱片集名称或标题进行曲目选择。



[流派]

按流派 → 艺术家姓名 → 唱片集名称 → 标题顺序进行曲目选择。

[艺术家]

按艺术家姓名 → 唱片集名称 → 标题顺序进行曲目选择。

[唱片集]

按唱片集名称 → 标题顺序进行曲目选择。

[曲目 (音轨)]

按歌曲标题进行曲目选择。

[搜索]

通过搜索曲目标题选择标题。（第 30 页）

[全部]

通过搜索艺术家姓名选择标题。（第 30 页）

[全部]

如果 [流派] 或 [艺术家] 的所选类别内存在多个文件夹，将显示 [全部] 项。通过选择 [全部]，将显示与所选具有相同层次级别的所有内容项。

☑ 备注

- 如果是曲目库浏览，即使设备有一个之前创建的曲目库，也可使用 UTILITY 设定切换至文件浏览（第 54 页）。
- 无流派、艺术家姓名或唱片集名称的曲目将作为 [未知] 列在相应的类别内。
- 如果曲目号码记录在曲目标签中，唱片集内的曲目将按曲目顺序显示。如果是流派、艺术家和唱片集，将按字母顺序显示。

选择曲目

- 1 按 **BROWSE** 按钮。
BROWSE 屏幕将显示。
- 2 准备您想要播放的播放源。

对于碟片
将碟片装入驱动器 1 或驱动器 2。

对于 **USB 存储设备**
将 USB 存储设备插入端口 USB1 或 USB2。

对于 **DJ 软件**
将计算机连接至驱动装置的 PC 连接器并启动 DJ 软件。

☒ 备注

- 有关操作 DJ 软件的说明，请参阅第 46 页上的“使用 DJ 软件”部分。并非所有 DJ 软件程序都支持将本机指定为音频输出设备。有关详情，请参阅 DJ 软件的使用说明书。

- 3 使用功能按钮选择您想要播放的播放源。
所选播放源的内容将显示在窗口中。如果 USB 存储设备中存在曲目库，可按唱片集名称或艺术家姓名进行曲目选择。
- 4 转动旋转选择器标度盘。
浏览窗口中的选择光标可向上／向下移动。内容显示屏显示了所选文件夹的内容和曲目信息。
- 5 使用向上选择（◀）／向下选择（▶）按钮向上／向下移动文件夹层次。
当已经选择文件夹时，按该按钮（或按旋转选择器标度盘）可进入该文件夹。
按向上选择（◀）按钮向上返回一级文件夹层次。
- 6 按 **LOAD A** 按钮或 **LOAD B** 按钮。
曲目将载入控制器 A 或 B，载入的曲目将开始播放。

☒ 备注

- 如果是音乐 CD（CD-DA），在控制器 A 中设定驱动器 1 中的碟片，在控制器 B 中设定驱动器 2 中的碟片。无法指定控制器。
- 若读取锁定设为开启，当前播放的控制器将无法装载。在这种情况下，按播放／暂停（▶/||）按钮设定暂停模式，或按 **CUE** 按钮执行返回指示，然后按 **LOAD** 按钮。
- 通过 UTILITY 屏幕无法将读取锁定设为开启／关闭（第 54 页）。

■ 曲目菜单
如果当选择曲目时按下旋转选择器标度盘，内容显示屏将显示曲目菜单，旋转选择器标度盘可用来执行菜单项：

	音乐 CD	非音乐 CD
[取消]	退出曲目菜单。	
[读取 A]	在控制器 A 中设定驱动器 1，在控制器 B 中设定驱动器 2。	在控制器 A 中设定曲目。
[读取 B]		在控制器 B 中设定曲目。
[添加至 PLAYLIST]		将曲目录制到播放列表。请参阅“使用播放列表”（第 33 页）。
[删除 CUE 点记忆]	删除指示／循环点数据。请参阅“设定指示点”（第 37 页）。	

查看当前播放曲目的性质

显示屏将显示曲目信息，包括来源名称、标题、艺术家姓名、专辑名称、风格、总播放时间、比特率和拍速。按向上选择（◀）按钮，将菜单移至包含控制器 A 上当前播放曲目的文件夹；按向下选择（▶）按钮，将菜单移至包含控制器 B 上当前播放曲目的文件夹（信息跳转）。



M3U 文件

MEP-7000 支持 m3u 格式的文件。

像文件夹一样处理具有扩展名 m3u 的文件；当使用光标选择时，录制的曲目以播放列表形式显示在内容显示屏中。



☑ 备注

- 每个设备最多可显示 100 个 m3u 文件。
- 每个 m3u 文件最多可显示 300 首曲目。然而，若文件超过 308 000 个字节，则无法播放超过该尺寸加载的曲目。
- M3U 文件不支持在 USB 存储设备上使用 HFS+ 文件系统。
- 如果是碟片，则不支持短文件名符号。

☑ 注

- 当本机的曲目库功能（第 55 页）用于浏览时，将不显示 m3u 文件。
- 由于 m3u 播放列表内多种格式并存，因此，无法在所有情况下正确操作。

使用关键词搜索曲目

您可通过输入标题或者艺术家姓名搜索曲目。使用旋转选择器标度盘或 USB 键盘输入字符。在使用 USB 键盘进行搜索时，请参见“使用 USB 键盘进行曲目选择”一节（第 31 页）

1 旋转选择器标度盘。

- 选择搜索类别，[ 搜索] 或者 [ 搜索]。

2 按向下选择（▶）按钮或者旋转选择器标度盘。

- 将启动字符输入模式。

3 使用旋转选择器标度盘输入字符。

- 最多可输入 25 个字符。

向上选择（◀）按钮：

立即删除前面的字符。

向下选择（▶）按钮：

将输入最后一次输入的字符，光标移至下一个位置。

旋转选择器标度盘：

按照大写 → 数字 → 符号的顺序，选择字符类型。

按旋转选择器标度盘：

确认搜索字符串，结束输入模式然后开始搜索。

4 输入所需的搜索字符串之后，按旋转选择器标度盘。

- 搜索项目数量闪烁，将开始执行搜索。
- 搜索完成后，将显示搜到的曲目。
- 搜索项目数量停止闪烁，显示搜到的曲目的数量，搜到的曲目列在一个表格中。

5 加载搜到的曲目：

- 使用旋转选择器标度盘选择所需曲目，然后按 **LOAD A** 按钮或者 **LOAD B** 按钮。

☑ 备注

- 最多可搜索 3 000 个曲目。
- 如需中断搜索过程，使用 **USB 功能按钮**。显示截至此时的搜索结果。
- 如果您返回当前搜索级别的上一级，或更改选择的设备，搜索过程将中断。
- 完成一次搜索后，即使您返回当前级别的上一级或者切换选择的设备，都将保留搜索结果，直至执行下一次搜索。
- 如需执行新的搜索，按向下选择（▶）按钮或者旋转选择器标度盘，然后从菜单中选择 [**新搜索**]。
- 键盘也可用于搜索。关于使用键盘搜索的说明，请参见“键盘输入参考表”（第 31 页）。
- 如果在字符输入模式中连接键盘，则禁止使用向下选择（▶）按钮和旋转选择器标度盘执行操作。
- 如果光标在 [ 搜索] 或者 [ 搜索] 项目上，无法将曲目记录在 [**LOAD**] 或者 [**PLAYLIST**] 中。
- 在选择 [ 搜索] 或者 [ 搜索] 时，无法使用跳转功能移至搜索字符串的首字符（第 31 页）。
- 在搜索结果中执行加载功能时，搜索结果将作为一个单独的曲目进行处理。加载的曲目结束时，显示“END”且不继续播放下一个曲目。
- 在搜索结果中执行加载功能时，禁用信息跳转功能（第 28 页）。

☑ 注

- 如果没有创建曲目库，无法执行关键词搜索。
- 即使已经创建曲目库，也只能在曲目库浏览模式中才可执行关键词搜索。

使用 USB 键盘进行曲目选择

连接键盘后，可通过输入曲目或者文件夹名称的首字符（曲目 / 文件夹跳转）搜索曲目，执行标题和艺术家姓名的关键词搜索，以及编辑播放列表名称。将键盘连接到 USB1 或者 USB2 端口。

■ 曲目 / 文件夹跳跃

- 1 使用 **TAB** 键选择 **BROWSE** 屏幕。
- 2 使用 **F1** 至 **F4** 或 **F6** 键的其中之一选择播放源。
DJ 软件无法用于选择。
若 **PLAYLIST** 处于文件夹树的首个层次级别（播放列表名称）或较低层次级别，则可能出现跳跃。
- 3 按顺序输入您想要选择的曲目名称的字母。
光标将移至具有相匹配字符串的第一首曲目。若该级别存在文件夹，同样，光标跳跃至相匹配的文件夹名。
- 4 当光标处于所需的曲目名称时，按 **ENTER** 键确认选择。
曲目菜单将显示。
- 5 按 **↓** 键以选择 **[LOAD A]** 或者 **[LOAD B]**，然后按 **ENTER** 键。
曲目将开始播放。

■ 标题和艺术家姓名的关键词搜索

- 1 使用 **TAB** 键选择浏览菜单。
- 2 使用 **F11** 键或 **F12** 键选择【 搜索】或者【 搜索】。
- 3 输入标题或者艺术家姓名中的字符，然后按 **ENTER** 键确认。
将显示标题或者艺术家姓名，包括输入字符串。

- 4 将光标置于所需的曲目并按 **ENTER** 键。
将显示曲目菜单。
- 5 使用 **↓** 键以选择 **[LOAD A]** 或者 **[LOAD B]**，然后按 **ENTER** 键。
将开始播放曲目。

■ 编辑播放列表名称

- 1 使用 **TAB** 键选择 **BROWSE** 屏幕。
- 2 使用 **F6** 键选择播放列表屏幕。
- 3 使用 **↓** 键选择您想要编辑的播放列表。
- 4 按 **shift + ENTER** 键确认选择。
将显示播放列表菜单。
- 5 按 **↓** 键选择 **[重命名]**，然后按 **ENTER** 键。
将启用编辑模式，因此您可编辑播放列表名称。
- 6 编辑播放列表名称。
播放列表名称最多可包括 32 个字符。
- 7 编辑完成时，按 **ENTER** 键。
播放列表将闪烁显示，表示编辑操作已经完成。
关于其他键盘操作，请参见“键盘输入参考表”（第 31 页）。

键盘输入参考表

输入	跳转到曲目名称或者文件夹名称；关键词搜索	编辑播放列表
字母	[Char input mode] 字符输入	[Char input mode] 字符输入
数字	[Char input mode] 字符输入	[Char input mode] 字符输入
符号	[Char input mode] 字符输入	[Char input mode] 字符输入
SPACE	空格输入	空格输入
ENTER	进入当前光标选择级别的下一级。	确认编辑
	如果光标在曲目名称上，打开菜单屏幕。	
	在键盘搜索模式中，开始搜索。	
Shift+ENTER	若光标处于曲目名称上，则可在 PLAYLIST 录制曲目。	若光标处于 PLAYLIST （第一级别）上，则可打开菜单屏幕。
	在键盘搜索模式中，开始搜索。	
	若光标处于文件夹上，则可在 PLAYLIST 录制文件夹内容。	
Home	光标跳至列表的最高级。	—
End	光标跳至列表的最低级。	—
Page Up	翻转列表页面（向上七项）。	—
Page Down	翻转列表页面（向下七项）。	—
↑	向上移动光标。	向上移动光标。
↓	向下移动光标。	向下移动光标。
→	将光标移至较低级别。	[Char input mode] 输入上一次输入的字符并移至下一个输入位置。
←	将光标移至较高级别。	[Char input mode] 删除最后一个字符（如果只有一个字符，则删除该字符但不改变模式）。
Back Space	[Char input mode] 删除最后一个字符（在曲目 / 文件夹名称跳转过程中，如果删除首字符，则退出该模式）。	[Char input mode] 删除最后一个字符（如果只有一个字符，则删除该字符但不改变模式）。

开始播放（使用常规连接）

Shift+Back Space	[Char input mode] - 在曲目/文件夹名称跳转过程中，删除最后一个字符（同样，如果删除首字符，则退出该模式）。 - 键盘搜索过程中，删除所有字符。	[Char input mode] 删除所有字符（即使删除所有字符，也不会退出当前模式）。
Delete	[Char input mode] 删除最后一个字符（在曲目/文件夹名称跳转过程中，如果删除首字符，则退出该模式）。	[Char input mode] 删除最后一个字符（如果只有一个字符，则删除该字符但不改变模式）。 - 通常，删除项（PLAYLIST 中的曲目）。
F1	选择 [DISC 1] 图标。	
F2	选择 [DISC 2] 图标。	
F3	选择 [USB 1] 图标。	
F4	选择 [USB 2] 图标。	
F5	选择 [PC] 图标。	
F6	选择 [PLAYLIST] 图标。	
F7	曲目库浏览过程中，切换到 [流派]（参见第 32 页备注）。	
F8	曲目库浏览过程中，切换到 [艺术家]（参见第 32 页备注）。	
F9	曲目库浏览过程中，切换到 [唱片集]（参见第 32 页备注）。	
F10	曲目库浏览过程中，切换到 [曲目 (音轨)]（参见第 32 页备注）。	
F11	曲目库浏览过程中，切换到 [🎵 搜索]。同样，在 [🎵 搜索] 过程中，执行删除所有字符的操作（参见第 32 页备注）。	
F12	曲目库浏览过程中，切换到 [👤 搜索]。同样，在 [👤 搜索] 过程中，执行删除所有字符的操作（参见第 32 页备注）。	
Esc	[Char input mode] 返回常规模式。	
TAB	BROWSE/MIX/EFFECT/UTILITY 按钮选择（切换至向右方向）	
Shift+TAB	BROWSE/MIX/EFFECT/UTILITY 按钮选择（切换至向左方向）	
Ctrl	—	
Alt	—	

☑ 备注

- 不支持双字节字符。此外，编辑模式下禁用字符搜索。
- 在字符输入出错的情况下，使用 UTILITY 屏幕将键盘语言设定设定为正确的选择（请参阅第 54 页）。
- 即使连接了 USB 键盘，USB STOP 指示灯也不会亮起。
- 如果没有创建任何曲目库，功能键 F7 – F12 无效。关于如何创建曲目库的说明，请参见“创建曲目库”（第 55 页）。

☑ 注

- 视所用的 USB 键盘或 USB 集线器而定，可能无法进行正确操作。

开始播放（使用常规连接）

使用播放列表

本机允许用户在播放列表中预先录制所需的曲目，因此，即使使用大容量碟片和 USB 存储设备也能进行快速曲目搜索。
最多可创建 20 个播放列表，每个播放列表可从多个 USB 存储设备和 CD-ROM/DVD-ROM 中录制最多 150 首曲目。

☒ 备注

- 音乐 CD（CD-DA）曲目和 DJ 软件无法在播放列表上录制。
- 录制完成后，即使电源关闭，播放列表也可保存在存储器中，因此稍后可重新使用。
- 当曲目从 USB 存储设备录制到播放列表时，播放列表信息将自行刻录在存储设备上。

■ 播放列表显示屏部分

播放列表排列

当按下 [PLAYLIST] 功能按钮时，将显示排列的播放列表。使用旋转选择器标度盘可选择所需的播放列表。已经为混合选择了由橙色图标表示的播放列表（第 42 页）。



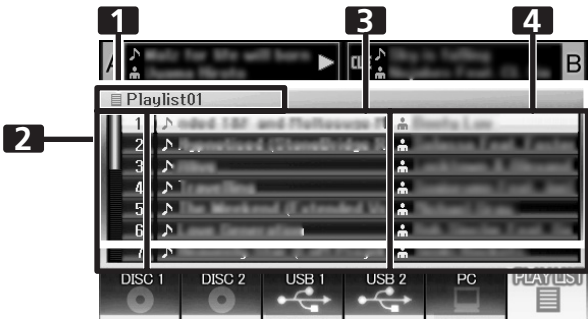
此外，若选择了播放列表并按住旋转选择器标度盘一秒钟或更长时间，播放列表菜单将显示在右侧窗口。



当播放列表打开时

播放列表中录制的曲目将被给出连续数并显示有标题和艺术家姓名。无标题显示时，则显示文件名。

若当前未连接曲目的原始存储设备（USB 存储器、CD-ROM/DVD-ROM 等），该曲目的名称将在显示屏上变为灰色。



1	播放列表名称
2	连续数
3	标题
4	艺术家姓名

此外，若选择了播放列表并按下旋转选择器标度盘，曲目菜单将显示在右侧窗口。



■ 要在播放列表中录制曲目

- 1 使用光标选择 USB 存储设备或 CD-ROM/DVD-ROM 碟片中的曲目或文件夹。
- 2 按住旋转选择器标度盘一秒钟或更长时间。
 - 光标将闪烁，曲目将被录制在当前打开的播放列表中。
 - 单个播放列表中最多可录制 150 首曲目。
 - 录制整个文件夹时，可能需要更多时间。
 - 将曲目录制到播放列表期间，[PLAYLIST] 图标将闪烁。标签闪烁时，播放列表无法打开。

☒ 注

- 如果已连接的 USB 存储设备无足够的空间，则无法在该设备上录制曲目的内容。

■ 从播放列表播放曲目

- 1 打开播放列表。
- 2 使用旋转选择器标度盘选择一首曲目，然后按 LOAD A 或 LOAD B 按钮。
 - 曲目将按照连续数顺序播放。
 - 即使列表中正在播放另一首曲目，仍旧能够记录新曲目并在播放列表上进行编辑。

■ 更改播放列表的曲目顺序

- 1 选择您想要从播放列表中移动的曲目。
- 2 按下旋转选择器标度盘。
 - 菜单将显示在右侧窗口中。
- 3 转动旋转选择器标度盘选择 [移动曲目]，然后按旋转选择器标度盘。
 - 将显示黄色线。
- 4 将旋转选择器标度盘转到您想要移动曲目的地方。
- 5 按下旋转选择器标度盘。
 - 步骤 1 中所选的曲目将移至步骤 4 所选曲目之前，显示屏返回播放列表。

■ 要从播放列表删除曲目

- 1 选择您想要从播放列表中删除的曲目。
- 2 按下旋转选择器标度盘。
 - 菜单将显示在右侧窗口中。
- 3 转动旋转选择器标度盘选择 [删除曲目]，然后按旋转选择器标度盘。
 - 曲目将从播放列表删除。
 - 当曲目设定在控制器中时，则无法删除。

■ 要关闭播放列表

- 1 当播放列表打开时，按向上选择（◀）按钮。

■ 要删除播放列表

播放列表中录制的所有曲目将删除。

- 1 选择播放列表名称。
- 2 按住旋转选择器标度盘一秒钟或更长时间。
[取消]、[重命名]、[清除全部曲目] 菜单将显示。
- 3 转动旋转选择器标度盘并选择 [清除全部曲目]。
- 4 按下旋转选择器标度盘。
播放列表中录制的所有曲目将删除（播放列表将为空）。
 - 控制器中设定的曲目无法从播放列表删除。

■ 保存播放列表

只要在播放列表中录制、删除或编辑曲目，新的播放列表将自动保存（假定无进一步命令输入，编辑操作执行后大约五秒钟将保存）。

☑ 注

- 若在编辑播放列表后立即（五秒钟内）关闭本机电源，将无法正确反映编辑结果。

■ 编辑播放列表名称

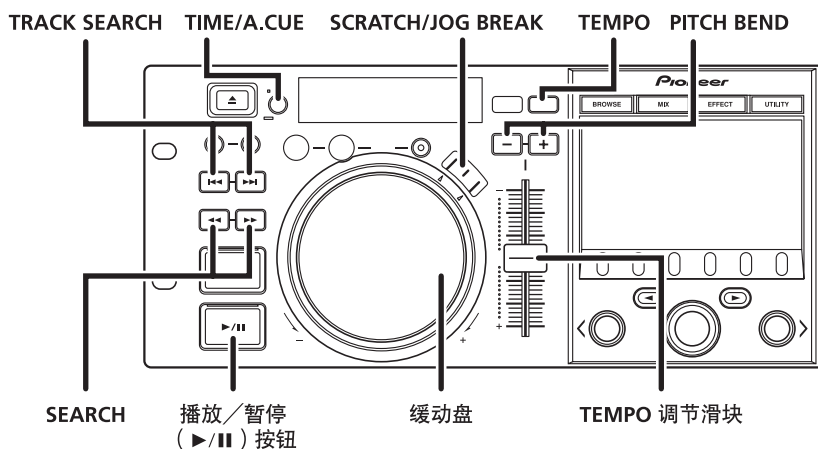
- 1 选择所需的播放列表。
- 2 按住旋转选择器标度盘一秒钟或更长时间。
 - 菜单将显示在中央显示屏右侧。
- 3 使用旋转选择器标度盘选择 [重命名]，然后按旋转选择器标度盘。
- 4 进入编辑模式。使用旋转选择器标度盘编辑播放列表名称。
 - 最多可输入 32 个字符。
 - 向上选择（◀）按钮：
删除光标之前的一个字符。
 - 向下选择（▶）按钮：
输入上一次输入的字符并移至下一个输入位置。
 - 按旋转选择器标度盘：
保存编辑的内容并退出编辑模式。
 - 转动旋转选择器标度盘：
选择字符类型：大写字母 → 小写字母 → 数字 → 符号
- 5 编辑完成时，按下旋转选择器标度盘。
 - 播放列表将闪烁，指示编辑完成。

☑ 备注

- 不支持双字节字符。
- 有关使用键盘进行编辑的信息，请参阅“使用 USB 键盘进行曲目选择”部分（第 31 页）。

基本控制器操作

当使用中央显示屏选择曲目并按 **LOAD A** 按钮装载曲目时，随后可使用控制器 A 执行播放操作（若按下 **LOAD B** 按钮，曲目将载入控制器 B）。碟片插入时，将进行自动播放。



关于碟片自动播放功能

碟片载入驱动器 1 后，若之前未在控制器 A 中设定曲目，该碟片的曲目将自动设定在控制器 A 中并开始播放。

同样，若碟片载入驱动器 2，其曲目将设定在控制器 B 中并自动开始播放。如果是音乐 CD（CD-DA），第一首曲目将被设定；如果是 CD-ROM/DVD-ROM 碟片，本机找到的第一首曲目将被设定。然而，如果自动指示设为 ON，本机将不开始播放，而是进入指示待机模式（第 37 页）。

- 插入 USB 存储设备时，将不支持自动播放。

要停止播放并弹出碟片

- 1 在播放期间，按播放/暂停（▶/||）按钮（若已经设定指示点，则 CUE 按钮执行返回指示），然后按 EJECT（▲）按钮。

- 碟片将停止旋转并从装载槽中弹出。
- 本机未配备常规的“停止”按钮。
- 碟片播放期间，EJECT（▲）被禁用。

要暂停播放

- 1 在播放过程中，按下播放/暂停（▶/||）按钮。

- ▶/|| 按钮指示灯和 CUE 按钮指示灯将闪烁，播放将停止。
- 要恢复播放，再次按播放/暂停（▶/||）按钮。▶/|| 按钮指示灯将一直亮起，播放将继续。
- 如果缓动模式设为除 SCRATCH 之外的任何模式，即使在暂停模式下，也可听到间歇声（称为“audible pause”）。如果您不想听到任何声音，请降低混音器的输出电平。
- 如果在设为暂停模式后 100 分钟内未执行操作，本机将自动停止碟片旋转。在这种情况下，按播放/暂停（▶/||）按钮恢复播放。

关于碟片恢复功能

弹出碟片后，若同一碟片再次插入同一驱动器，将返回弹出之前的操作状态，缓动变化效果和磨盘效果未恢复除外。

若再次播放相同碟片之前按下 **TRACK SEARCH** 按钮，先进行常规曲目搜索，然后才开始播放。

- 在 USB 存储设备上播放时，不支持恢复功能。
- 仅当使用 EJECT（▲）按钮取出碟片时，才支持恢复功能。
- 尽管恢复功能可对碟片媒体起作用，当驱动器 1 退出时，仅控制器 A 的状态恢复；当驱动器 2 退出时，仅控制器 B 的状态恢复。无退出功能的 USB 存储设备和 DJ 软件将无法恢复。

快进/快退

- 使用 SEARCH（◀◀, ▶▶）按钮

在播放期间，按其中一个 SEARCH（◀◀, ▶▶）按钮。

- 当按下 ▶▶ 按钮时执行快进操作。
- 当按下 ◀◀ 按钮时执行快退操作。

- 超快速搜索

当按住其中一个 SEARCH（◀◀, ▶▶）按钮时，旋转缓动盘。

- 当旋转缓动盘时同时按住其中一个 SEARCH（◀◀, ▶▶）按钮时，本机进入超快速快进或超快速快退模式。如果是 VBR 类型音乐文件，将以常规快进和快退速度执行搜索。
- 搜索方向遵循缓动盘旋转的方向。SEARCH 按钮对于方向无任何影响。
- 当缓动盘旋转停止时，播放开始。
- 若释放 SEARCH 按钮，快进/快退模式将取消。
- 除音乐 CD（CD-DA）之外，只能在相同的文件夹内执行快进和快退。

曲目跳跃

■ 使用 TRACK SEARCH (◀◀, ▶▶) 按钮

按其中一个 TRACK SEARCH (◀◀, ▶▶) 按钮

- 每次按下按钮时，本机将按照按钮指示的方向跳至下一曲目的开始处。（要跳至当前曲目之前曲目的开始处，必须按 ◀◀ 按钮两次。）
- 当按住此按钮时，本机将继续以指示的方向移动。当按住此按钮两秒钟或更长时间时，以更高速度执行曲目跳跃。
- 若尝试继续曲目跳跃早于第一首曲目（曲目 1），曲目跳跃将移至最后一首曲目。
- 同样，若尝试按 ▶▶ 按钮继续曲目跳跃晚于最后一首曲目，曲目跳跃将移至第一首曲目（曲目 1）。

■ 超快速曲目搜索

当按住其中一个 TRACK SEARCH (◀◀, ▶▶) 按钮时，旋转缓动盘。

- 当按住按钮时，以您想要执行曲目跳跃操作的方向旋转缓动盘，高速曲目将随缓动盘旋转程度进行跳跃。
- 跳跃方向遵循缓动盘旋转的方向。TRACK SEARCH 按钮对于方向无任何影响。
- 当 TRACK SEARCH 按钮释放时，将取消跳跃操作。

切换缓动模式

按 SCRATCH 或 JOG BREAK 按钮。

模式将切换为 SCRATCH、JOG BREAK 或 OFF 模式。当按下闪烁 LED 一侧的按钮时，LED 指示灯熄灭，缓动模式设为 OFF。

缓动盘功能

- 在播放期间旋转（音高折曲：当缓动模式设为 OFF 时）。
 - 碟片旋转将随缓动盘旋转程度进行加速（FWD+）或减速（REV-）。
 - 当缓动盘旋转停止时，碟片旋转返回之前的速度。
- 在播放期间旋转（磨盘播放：当缓动模式设为 SCRATCH 时）。

请参阅“磨盘播放”部分（第 39 页）。
- 在播放期间旋转（缓动变化：当缓动模式设为 JOG BREAK 时）。

请参阅“缓动变化播放”部分（第 39 页）。
- 在暂停模式期间旋转（帧搜索）。
 - 将以一帧的增量执行搜索。
 - 当缓动盘在稳定速度下以 FWD+ 方向旋转时，将输出播放声音（1x 速度）。
- 在指示待机期间，按其中一个 SEARCH (◀◀, ▶▶) 按钮，然后旋转缓动盘（指示点搜索）。

在指示待机期间按下按钮后，若缓动模式设为除 SCRATCH 之外的任何模式，本机将进入“audible pause”模式，可旋转缓动盘以搜索可选指示点。根据指示点的运动，按 CUE 按钮设定新的指示点。
- 在播放期间，当按住其中一个 SEARCH (◀◀, ▶▶) 按钮时（超快速搜索），旋转缓动盘。

当按住此按钮时，以您想要执行搜索的方向旋转缓动盘。将随方向加速执行搜索。
- 在播放期间，当按住其中一个 TRACK SEARCH (◀◀, ▶▶) 按钮时（超快速曲目搜索），旋转缓动盘。

当按住此按钮时，以您想要执行曲目搜索的方向旋转缓动盘。将随缓动盘旋转方向和程度加速执行曲目搜索。
- 当按住 PITCH BEND (+/-) 按钮时旋转（超快速音高折曲）。

当按住此按钮时，以您想要更改速度的方向旋转缓动盘；速度将比常规音高折曲期间更改更快。

更改播放速度

■ 拍速调节

向前或向后滑动 TEMPO 调节滑块。

当向前 (+) 移动时，拍速变快，当向后 (-) 移动时，拍速变慢。

- 拍速变化量 (%) 显示在显示屏中。
- 即使保持相同的音高也可更改拍速；请参阅“应用主拍速”。

■ 音高折曲

按 PITCH BEND (+) 按钮提高播放速度，按 (-) 按钮降低播放速度。

■ 选择拍速调节范围

按 TEMPO 控制范围按钮。

每次按下该按钮时，TEMPO 调节滑块的可变范围会有所变化（±6 %/±10 %/±16 %/WIDE）。当可变范围设为 ±6 % 时，拍速以 0.02 % 的增量变化。当设为 ±10 % 和 ±16 % 时，拍速以 0.05 % 的增量变化。当设为 WIDE 时，拍速以 0.5 % 的增量变化。

☑ 备注

- 当播放 MP3/AAC/WAV/AIFF 文件时，可变范围仅为 ±6 %/±10 %/±16 %。
- 即使当电源关闭时，拍速范围设定也可保存在存储器中。
- 可变范围设定值显示在显示屏中。
- 如果是 DJ 软件上的曲目，拍速范围将取决于软件的规格。

应用主拍速

在播放过程中，按下 MASTER TEMPO 键。

- 按钮指示灯 (MT) 将亮起；当 TEMPO 调节滑块用于调节速度（拍速）时，音高将保持不变。
- 由于音频的数字处理，音质将改变。

设定指示点

通过在存储器中设定指示点，只需按 **CUE** 按钮即可将曲目设定为指示待机。

■ 手动指示

- 1 在播放期间，按播放/暂停 (▶/||) 并在您想要设定为指示点的地方暂停播放。

- 2 找到正确的指示点。

使用帧数设定指示点。

指示点能够以一帧单位设定 (75 帧 = 1 秒)。

使用缓动盘或 **SEARCH** (◀◀, ▶▶) 按钮调节帧位置。旋转缓动盘一圈可移动播放 75 帧，按 **SEARCH** 按钮一次可按指定的方向移动播放一帧。

当收听播放音频时设定指示点。

缓慢旋转缓动盘并返回您想要开始播放位置之前的点 (若设为除 SCRATCH 之外的任何缓动模式，指示点将立即变为在“audible pause”听到声音后的点)。

- 3 一旦帧数或可听声音处于所需的指示点，按 **CUE** 按钮。

- 声音将被静音，**CUE** 按钮指示灯将亮起，指示已成功设定指示点。
- 当在存储器中设定了新的指示点时，之前设定的所有指示点将从存储器中删除。

■ 实时指示

播放期间，在您想要标记为指示点的位置按 **IN/CUE** 按钮。

此位置将被记录为新的指示点。

■ 要确认指示点 (指示点取样器)

设定指示点后，按住 **CUE** 按钮。

只要按住 **CUE** 按钮，就可在指示点处听到声音。

■ 要返回指示点 (返回指示)

- 1 在播放过程中，按下 **CUE** 键。

本机将返回设定的指示点并进入指示待机模式。

- 2 按播放/暂停 (▶/||) 按钮。

将立即从指示点开始播放。

■ 要更改指示点 (指示点更改)

- 1 在播放过程中，按下 **CUE** 键。

本机将返回设定的指示点并进入指示待机模式。

- 2 按其中一个 **SEARCH** (◀◀, ▶▶) 按钮。

- 指示点将以一帧的增量移动 (指示点声音将移动)。

- 通过按其中一个 **SEARCH** (◀◀, ▶▶) 按钮然后旋转缓动盘，也可移动指示点 (指示点声音将移动)。

- 3 按下 **CUE** 键。

按 **CUE** 按钮所在位置形成了新设定的指示点。

自动指示功能

当首先载入曲目或执行曲目搜索时，本功能自动设定音乐开始位置之前的指示点，然后在该位置将本机设定为指示待机。

开启/关闭自动指示

- 按住 **TIME/A.CUE** 按钮一秒钟或更长时间可开启/关闭自动指示功能。
- 当 [**A.CUE**] 指示灯在显示屏中亮起时，自动指示功能开启。
- 即使电源关闭，**A.CUE** 功能的状态保持相同。
- 可根据需要更改自动指示级别。

更改自动指示级别

- 1 按住 **TIME/A.CUE** 按钮五秒钟或更长时间。

显示屏将显示 [-60db] (在默认状态下)。

- 2 按 **PITCH BEND (+, -)** 按钮更改设定值。

- 级别可设定为以下值：

-36 dB、-42 dB、-48 dB、-54 dB、-60 dB、-66 dB、-72 dB、-78 dB。

- 要取消自动指示调节模式，按 **TIME/A.CUE** 按钮或等待 15 秒钟使其自动取消。
- 即使电源关闭，所选级别也会被保存。
- 也可从 **UTILITY** 屏幕上更改自动指示级别。

高级操作部分

循环播放

■ 创建一个循环。

- 1 按播放/暂停 (▶/⏸) 按钮开始播放。
- 2 播放期间，在您想要指定为“循环输入点”的位置按 **IN/CUE/HOT LOOP** 按钮。
若具有之前录制的指示点并且想要指定此点为循环输入点，则无需此步骤。
- 3 播放期间，在您想要指定为“循环输出点”的位置按 **OUT/ADJUST** 按钮。
循环播放将开始并在循环输入和循环输出点之间连续播放。

■ 要取消循环播放

循环播放期间，按 **RELOOP/EXIT** 按钮。
即使播放达到循环输出点后，播放也将继续进行而不是返回循环输入点。

■ 要更改循环输出点

- 1 循环播放期间，按 **OUT/ADJUST** 按钮。
输出点的时间将显示在显示屏上；**OUT/ADJUST** 按钮指示灯将快速闪烁，**IN/CUE/HOT LOOP** 按钮指示灯将熄灭。
- 2 按下其中一个 **SEARCH (◀◀, ▶▶)** 按钮或旋转缓动盘。
 - 循环输出点将以一帧的增量移动。
 - 按 **OUT/ADJUST** 按钮或等待 30 秒钟不执行任何操作，调节模式将取消，循环播放将返回。

■ 循环播放期间，若要返回循环输入点并重新开始循环播放（热键循环）。

循环播放期间，按 **IN/CUE/HOT LOOP** 按钮。
播放将返回循环输入点，循环播放将重新开始。

■ 要重新返回一个循环

取消循环播放后的播放期间，按 **RELOOP/EXIT** 按钮。
播放将返回之前设定的循环输入点，循环播放将从该点重新开始（重新循环播放）。

■ 要存储循环播放信息

循环播放期间按 **CUE/LOOP MEMORY** 按钮，当前循环信息将存储在存储器中。

指示点/循环点存储器

本机可存储指示点和循环点以备日后使用。当曲目在碟片上时，指示/循环点存储在本机的内存存储器中；当曲目在外部 USB 存储设备上时，指示/循环点存储在外部存储设备中。

每首曲目可存储一个指示点或循环点。

☑ 备注

- 本机的内存存储器最多可存储 2 000 张碟片的指示/循环点（当每张碟片具有不止 10 个指示/循环点时）。当内存存储器存满时，从使用频率最低的碟片信息开始，之前存储的碟片信息将被改写。
- 若外部 USB 存储设备的存储容量不足，用于该设备上曲目的指示/循环点无法保存。
- DJ 软件中的曲目无法存储在存储器中。

■ 存储指示点

- 1 使用自动指示功能或 **CUE** 按钮输入指示点。
- 2 按 **CUE/LOOP MEMORY** 按钮。
[MEMO] 指示灯将亮起，指示已存储指示点。

■ 存储一个循环

- 1 输入循环输入和循环输出点并开始循环播放。
- 2 循环播放期间，按 **CUE/LOOP MEMORY** 按钮。
[MEMO] 指示灯将亮起，指示已存储循环输入和循环输出点。如果是指示或循环点已录制的曲目，BROWSE 屏幕上的 [🎵] 图标将更改为 [🔁]。

☑ 注

- 如果指示点与载入的曲目不同，则无法存储该指示点。
- 若外部 USB 存储设备的存储容量不足，用于该设备上曲目的指示/循环点无法保存。

■ 要调用已存储的指示点或循环

当指示点或循环已存储时，[MEMO] 指示灯将亮起。

- 1 按 **CUE/LOOP CALL** 按钮。
按 **CUE/LOOP CALL** 按钮时，可从存储器中调用指示点或循环，本机在指示或循环输入点进入待机模式。
- 2 按播放/暂停 (▶/⏸) 按钮。
播放或循环播放开始。

■ 要删除存储器中的指示点或循环信息

- 1 按 **CUE/LOOP CALL** 按钮。
按 **CUE/LOOP CALL** 按钮时，可调用指示点或循环信息，本机在指示或循环输入点进入待机模式。
- 2 在您想要删除的指示或循环点，按住 **CUE/LOOP MEMORY** 按钮一秒钟或更长时间。
[MEMO] 指示灯将熄灭，指定的指示点或循环点信息将被删除。
 - 信息也将从 BROWSE 屏幕上删除（第 28 页）。

磨盘播放

当缓动模式设为 [SCRATCH] 时，按下并旋转缓动盘的上表面将根据缓动盘旋转的方向和速度执行相应播放。

- 1 按 **SCRATCH** 按钮。
SCRATCH 指示灯将闪烁蓝色。
- 2 播放期间，按缓动盘的表面。
播放将停止。
- 3 以您想要播放出现的方向和速度旋转缓动盘。
播放将以与缓动盘输入相应的方向和速度开始。
- 4 从缓动盘表面松开手。
播放将返回初始速度。

旋转播放

在缓动模式设为 [SCRATCH] 的播放期间，按缓动盘表面或播放/暂停 (▶/||) 按钮设定暂停模式，然后快速旋转缓动盘；即使从缓动盘表面松开手，也将会根据缓动盘旋转方向和速度执行相应播放。

缓动变化播放

当缓动模式设为 [JOG BREAK] 时，按下并旋转缓动盘的表面将产生与旋转方向和速度相应的应用到声音上的效果。

- 1 按 **JOG BREAK** 按钮。
JOG BREAK 指示灯将闪烁红色。
- 2 播放期间，触摸并按缓动盘的表面。
- 3 旋转缓动盘。
- 4 从缓动盘表面松开手。
效果将停止，声音将返回其初始状态。
 - 当载入 DJ 软件曲目时，缓动变化播放被禁用。

效果屏幕

按 **EFFECT** 按钮时，中央显示屏将显示 EFFECT 屏幕，从而提供图示辅助磨盘播放和缓动变化播放。



[1] 磨盘效果

当缓动模式设为 [SCRATCH] 时，控制器侧的屏幕将切换为磨盘效果模式。

蓝色球将随曲目播放而进行相应旋转。

- 此球正常旋转至右侧。播放方向改变时此球将反向旋转，播放停止时此球也随之停止旋转。

- 1 在播放期间，按其中一个 [SCRATCH/TRANS/BUBBLE] 功能按钮。

关于 SCRATCH

有关详情，请参阅“磨盘播放”项。



☒ 备注

- 当 DJ 软件已设定时，只有 SCRATCH 被支持作为磨盘效果。在这种情况下，显示屏如下所示。（视所用的 DJ 软件而定，可能不支持 SCRATCH。有关详情，请联系 DJ 软件制造商。）



关于 TRANS

这将产生如同使用混音器的交叉渐变器而产生的暂时静音效果。与此效果相连，屏幕上的球将闪烁同时旋转。



关于 BUBBLE

此效果模拟了 Bubble 磨盘技术。与此效果相连，屏幕上的球将左右波动同时旋转。



[2] 缓动变化效果

当缓动模式设为 **[JOG BREAK]** 时，控制器侧的屏幕将切换为缓动变化效果模式。

☑ 备注

- 当载入 DJ 软件曲目时，不支持缓动变化效果模式。

1 在播放期间，按其中一个 **[JET/ROLL/WAH]** 功能按钮。

- 所选的效果将显示在中央显示屏上，相应的效果将随缓动盘旋转而进行相应变化。

2 效果 **HOLD**

- 通常，当您从缓动盘上松开手时，当前效果将停止并返回初始状态。通过在控制器 A 上按向上选择 (◀) 按钮或在控制器 B 上按向下选择 (▶) 按钮，即使从缓动盘上松开手，也会保持与缓动盘当前位置相应的效果 (HOLD 功能)。再次按下按钮时，此功能返回正常状态。
- 在 HOLD 期间，**JOG BREAK** 指示灯将亮起红色，屏幕的 **[HOLD ON]** 指示灯将亮起。

关于 **JET**

延迟时间随缓动盘旋转而做出相应变化且短时延迟与播放声音相混合，从而在两种声音之间产生干扰并产生喷气发动机状“SCHWA—”声音效果。

与此效果相连，将显示 **JET** 图像动画（波形显示）。

☑ 备注

- 当您从缓动盘上松开手时，声音将逐渐返回原始声音。

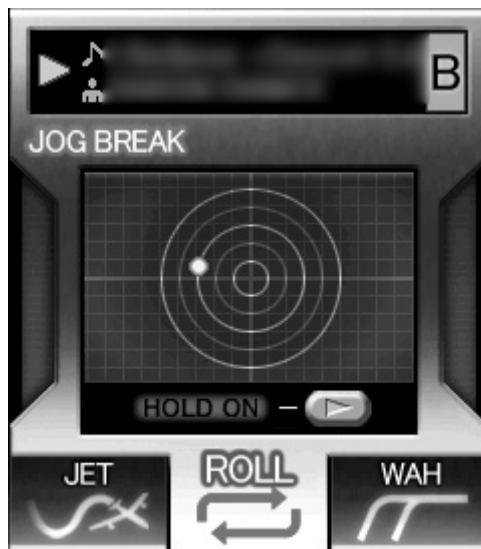


关于 **ROLL**

音高和播放时间将随缓动盘旋转而进行相应变化，效果将应用到播放声音上。

☑ 备注

- 触摸缓动盘时的声音播放持续循环，滚动被应用。
- 当您从缓动盘上松开手时，播放将返回原始声音。
- 与此效果相连，将显示 **ROLL** 图像动画（轨道中的球将显示；球的轨道及其速度将随缓动盘的旋转位置和方向而进行相应变化。）



关于 WAH

此功能使用了一个滤波器，该滤波器随缓动盘旋转对截止频率进行相应更改。

与此效果相连，将显示 WAH 图像动画（线随缓动盘旋转方向而进行相应从右至左滑动）。

- ☒ 备注
- 当缓动盘顺时针旋转时，应用高通滤波器；当逆时针旋转时，则应用低通滤波器。
 - 当您从缓动盘上松开手时，声音将逐渐返回原始声音。



[3] 效果关闭

当缓动模式设为 OFF（**SCRATCH/JOG BREAK** 按钮指示灯均未亮起）时，将启用 Effect off 模式。此模式支持音高折曲（第 36 页）和 “audible pause” 功能。



MIX 屏幕

按 **MIX** 按钮时，MIX 屏幕将显示在中央显示屏中，使您易于混合和播放曲目。

- ☒ 备注
- 当控制器中设定了 DJ 软件曲目时，MIX 功能被禁用。



1 播放列表显示	将显示播放列表菜单。当选择了播放列表用于混合时，它将显示为橙色图标。
2 MIX 模式选择	使用功能按钮选择 MIX 模式。
3 BPM 同步化	当执行 MIX 时自动 BPM 同步化。使用功能按钮切换 ON/OFF。
4 自动混音	为所选的播放列表自动播放。使用功能按钮切换 ON/OFF。

- 自动混音
- 将 **AUTO MIX** 功能设为 **ON/OFF**。
- 当 **AUTO MIX** 设为 **ON** 时，所选播放列表继续自动播放。

- ☒ 备注
- 当 **AUTO MIX** 设为 **ON** 时，自动指示功能也将自动开启。此状态下，自动指示功能无法关闭。

■ BPM 同步化

将 **BPM SYNC** 功能设为 **ON/OFF**。

当 BPM SYNC 设为 ON 时，将自动调节下一首曲目的拍速，以匹配当前播放曲目的 BPM。

☑ 备注

- 若超过拍速可变范围（音乐 CD [CD-DA] $\pm 100\%$ 、MP3/AAC/WAV/AIFF： $\pm 16\%$ ），拍速将无变化。

■ MIX 模式选择

CUT-IN

当前播放的曲目停止播放并立即切换为下一曲目。

ZIP

当前播放曲目的音高逐渐下降，直到在下一曲目开始播放位置听不到声音。

ECHO

声音的节拍继续变弱，直到在下一曲目开始播放位置听不到声音。

CROSS FADE

随着下一曲目渐显，当前播放的曲目渐隐；当渐隐/渐显完成时，曲目将改变。

☑ 备注

- 若未选择任何一种 MIX 模式，将随机选择其中一种（CUT-IN、ZIP、ECHO、CROSS FADE）。

■ 瞬时变化功能

选择时，您可使用瞬时变化功能从当前播放的曲目切换到所需的另一曲目。

1 当一首曲目正在播放时，设定下一首曲目。

将曲目载入与当前播放的控制器相对的控制器上，并设定位置指示待机。

☑ 备注

- 曲目既可从 BROWSE 屏幕也可从 MIX 屏幕上设定。在 MIX 屏幕上打开播放列表时，转动旋转选择器标度盘；光标将显示，**LOAD** 按钮将闪烁。在这种情况下，按 **LOAD** 按钮，所选的曲目将设定在控制器 A 或 B 中。

2 按 MIX 按钮。

MIX 屏幕将显示在中央显示屏中。

在指示待机模式下用于控制器的 **LOAD** 按钮将闪烁。

3 选择所需的 MIX 模式。

按功能按钮选择 MIX 模式。

若未选择任何一种 MIX 模式，将随机选择其中一种。

4 按正在闪烁的 LOAD 按钮。

播放将通过所选的 MIX 模式切换。

☑ 备注

- 当曲目正在改变时若按正在闪烁的 **LOAD** 按钮，曲目混合将取消。

■ 自动播放列表播放

此功能允许选择之前所选的播放列表，自动播放以曲目录制的顺序开始，从而在控制器 A 和 B 之间切换。

1 按 MIX 按钮。

MIX 屏幕将显示在中央显示屏中。

2 转动旋转选择器标度盘选择一个播放列表，然后按向下选择 (▶) 按钮打开该播放列表。

打开的播放列表将选择用于 MIX。

3 选择所需的 MIX 模式

使用功能按钮选择 MIX 模式。

若未选择任何一种 MIX 模式，将随机自动选择其中一种。

4 转动旋转选择器标度盘，将播放列表的第一首曲目载入控制器 A，将第二首曲目载入控制器 B，然后设定为指示待机模式。

曲目将被载入控制器 A/B，本机将进入指示待机模式。



备注

- 若在控制器 A/B 中未设定任何曲目，则将在步骤 5 中设定。

5 按 [AUTO MIX] 功能按钮设定为 ON。

若未载入曲目，播放列表的第一首曲目将被设定在控制器 A 中，第二首曲目将被设定在控制器 B 中，两者均被设定为指示待机模式。

6 按播放/暂停 (▶/||) 按钮用于控制器 A。

控制器 A 中载入的曲目将开始播放，AUTO MIX 将开始。

在播放结束之前 30 秒钟，播放将使用所选的 MIX 模式切换为控制器 B 中设定的曲目。



备注

- 曲目仍在播放时若需切换播放，可使用瞬时变化功能。

7 按 [BPM SYNC] 功能按钮设定为 ON。

要使连续曲目的拍速同步化，将 BPM SYNC 设为 ON。



备注

- 自动播放期间，您可以通过使用 BROWSE 屏幕中断播放顺序，以将曲目载入待机控制器。

关于渐变器启动播放

当使用辅助控制线将本机的 CONTROL 插孔连接至先锋 DJ 混音器的 CONTROL 插孔并提升 DJ 混音器的声道渐变器操纵杆时，本机的 CUE 待机模式将被解除并立即开始播放。也可通过操作交叉渐变器操纵杆启动本机的渐变器。

此外，通过将渐变器操纵杆返回初始状态（自动播放期间除外），本机可返回指示点（返回指示操作）。

关于驱动程序

有必要在连接电脑操作前首先安装指定的设备驱动。



注

• 请参照以下网站的说明进行设备驱动的下载和安装。

<http://www.prodjnet.com/support/>

• 为本机下载和安装设备驱动程序之前，请仔细阅读附带的软件最终用户许可协议。

软件最终用户许可协议

本软件最终用户许可协议（以下简称“协议”）的双方当事人分别为最终用户（包括安装程序的个人及其个人代表的任何法律实体）（以下简称“最终用户”）与日本先锋公司（以下简称“先锋公司”）。

按步骤启动或安装程序即意味着最终用户已接受本协议的所有条款。最终用户遵守本协议以下条款是被许可下载及/或使用程序的明确前提条件。本协议的生效和实施无需任何书面或电子批准。最终用户如不同意本协议的所有条款，则无权使用程序，并且必须停止安装该程序或将其从系统中卸载，（如适用）。

1 定义

- 1.1 “文件”系指先锋公司为帮助安装和使用程序而提供的书面文件、说明书及帮助文档。
- 1.2 “程序”系指先锋公司依据本协议许可最终用户使用先锋软件的所有部分或任何一部分。

2 程序许可

- 2.1 一般许可。依据本协议中的限制性规定，先锋公司授予最终用户一般的、不可转让的、非独占的一般许可（无再许可权）：
 - (a) 在最终用户的电脑硬盘驱动器中安装程序拷贝，依据本协议和有关文件的规定该程序仅用于个人使用目的（“授权使用”）；
 - (b) 使用支持授权使用的有关文件；以及
 - (c) 仅为备份目的制作一份程序拷贝，但须在程序拷贝上复制所有名称、商标、版权和权利限制声明。
- 2.2 限制。未经本协议明确许可，最终用户不得拷贝或使用程序或有关文件。最终用户不可转让、再许可、租借、租赁或出租上述程序，亦不可将程序用于第三方培训、商用时间分享或服务局使用。最终用户不可自行或通过任何第三方对程序进行修改、反向工程、分解或反编译，除非经适用法律明确许可，并且已将拟进行的有关活动以书面形式通知先锋公司。未经先锋公司事先书面同意，最终用户不可将该程序应用于多个处理器。
- 2.3 所有权。先锋公司或其许可人保留程序和文件涉及的所有权利、所有的专利、版权、商标、商业秘密、其他知识产权以及程序和文件的任何衍生作品的名称、权利和权益。除本协议中规定的一般许可外，最终用户不享有任何其他权利（包括明示的或隐含的）。
- 2.4 不提供支持。依据本协议规定，先锋公司没有义务对程序或文件的使用提供支持、维护、升级、修改或新版本。

3 担保免责声明

程序和文件是以“现状”形式提供，未做出任何陈述或保证。最终用户同意自行承担程序和文件的使用风险。在法律许可的最大限度内，先锋公司明确免除程序和文件的所有保证责任，无论是明示的、隐含的、法规的还是在履行过程、交易过程或依贸易惯例所产生的保证，包括关于适销性、特定用途适当性、满意质量、准确性、所有权或未侵权的任何保证。

4 违约赔偿和补偿

最终用户同意任何违反本协议限制性规定的行为均将对先锋公司造成无法挽回的损害，且金钱赔偿不足以弥补。除先锋公司有权获得赔偿和任何其它救济外，最终用户还同意先锋公司可通过寻求获得禁止令救济，并防止实际、可能或持续违反本协议行为的发生。

5 终止

如果最终用户违反本协议的任何规定，先锋公司可随时终止本协议。如果本协议被终止，最终用户应停止使用程序、将程序从最终用户电脑中永久删除、销毁最终用户持有的所有程序和文件拷贝，并以书面形式向先锋公司确认已实施前述措施。本协议第 2.2、2.3、2.4、3、4、5 和 6 条在本协议终止后仍将继续有效。

6 一般条款

- 6.1 责任限制。依据任何责任理论，即使赔偿发生的可能性已被告知或可以预见，先锋公司或其下属机构在任何情形下均无需对本协议或其标的物的任何相关间接的、附随的、特殊的、相应或惩罚性赔偿承担责任，亦无需对损失的利润、收益、业务、存款、数据、使用或替代成本承担赔偿责任。在任何情形下，先锋公司的赔偿责任均不超过最终用户为使用程序向先锋公司或其下属机构支付的实际费用。双方同意，本协议的责任限制和风险分担在程序价格中有所体现，并构成双方交易的要素，否则先锋公司将不会提供软件程序或签订本协议。
- 6.2 本协议规定之保证责任的限制或排除并不影响或损害最终用户作为消费者所享有的法定权利，该限制或排除应在最终用户所在地管辖法律许可之范围内适用。
- 6.3 可分割性和弃权。如果本协议的任何条款被判定为违法、无效或无法履行，则该条款将在可能的范围内履行，或者在无法履行的情况下被视为从本协议中分离并删除。本协议的其余条款仍将继续保持完全效力。放弃追究任何一方过错或违反本协议规定的任何行为并不意味着放弃追究该方此后的任何过错或违约行为。
- 6.4 禁止转让。依据法律或其它规定，未经先锋公司事先书面同意，最终用户不得转让、出售、转移、授权或以其他方式处置本协议或其项下的任何权利或义务（无论是自愿还是非自愿）。最终用户实施的任何有意转让、转移或授权均归于无效。根据上述规定，本协议将约束双方当事人及其各自承继人和受让人的行为，并确保当事人及其各自承继人和受让人的利益不受损害。
- 6.5 完整协议。本协议构成双方当事人之间的完整协议，并优于以前或同期与本协议标的物有关的所有协议或陈述（无论是书面形式还是口头形式）。未经先锋公司事先明确书面同意，不得对本协议进行修改或修订。任何其它行为、文件、使用或惯例均不得视为是对本协议的修改或修订。
- 6.6 最终用户同意本协议受日本法律所管辖并据之解释。

使用 DJ 软件

通过向经过 USB 电缆连接至本机的计算机载入 DJ 软件，本机可用于操作 DJ 软件程序。

所支持的 DJ 软件

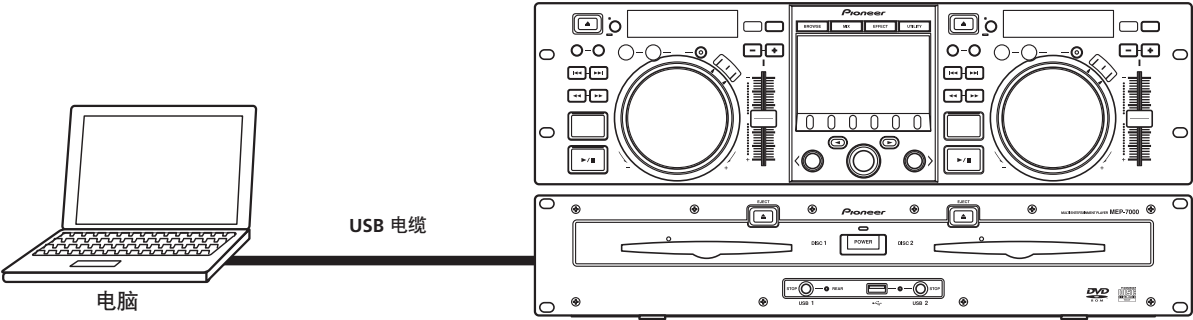
支持通信的 DJ 软件	即使不使用控制碟片，也可操作支持 MEP-7000 专用通信协议的市售 DJ 软件。有关所支持 DJ 软件的最新信息，请访问以下先锋网站： http://www.prodjnet.com/support/
支持 MIDI 的 DJ 软件	MEP-7000 以通用的 MIDI 格式输出按钮和 TEMPO 调节滑块相关数据，因此具有 MIDI 支持的 DJ 软件可用于分配本机的 MIDI 信息，从而使用 MIDI 通信进行控制。

两种类型的播放

使用以下任意一种方法可将本机连接至计算机。

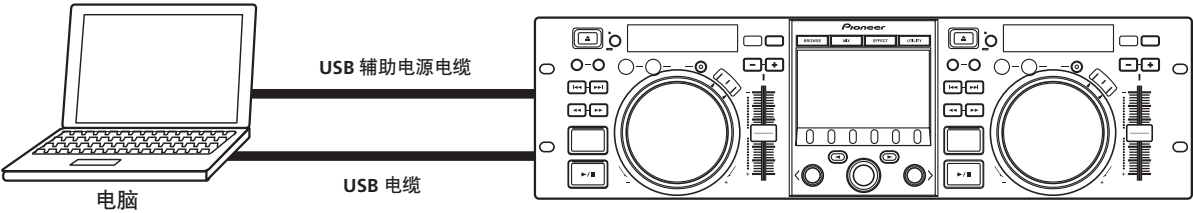
常规类型

MEP-7000 将控制装置和驱动装置成套使用，此类播放设定称为“常规类型”。在常规类型播放中，当使用 DJ 软件程序时，MEP-7000 的驱动装置通过 USB 电缆连接至计算机。DJ 软件程序作为与碟片和 USB 存储设备相同的 BROWSE 屏幕上的播放源被分配，在本机的中央显示屏上执行这些播放源之间的切换。通过指定 MEP-7000 作为音频输出设备，两种声音播放源之间的切换变得无需使用混音器，无法执行无缝 DJ 播放。（只有某些 DJ 软件程序支持将 MEP-7000 指定为音频设备。）



操纵器类型

MEP-7000 控制装置作为 DJ 软件程序的操纵器而运行，此类播放设定称为“操纵器类型”。当 MEP-7000 用作操纵器时，无需鼠标或键盘即可使用先锋 CDJ 系列传输的相同布局、功能和易操作性控制 DJ 软件。



准备 DJ 软件程序

使用 DJ 软件程序之前，您必须准备好计算机和 DJ 软件。装载软件驱动程序之前，不得将 MEP-7000 连接至计算机！

步骤	常规类型	操纵器类型	支持通信的专用DJ软件	支持MIDI的DJ软件
确认计算机的设定和工作环境。			请参阅DJ软件使用说明书。 计算机操作系统支持限制为Windows Vista、Windows XP或Windows 2000（Mac OS、10.3.9或更高版本）等计算机操作系统。	
开启计算机电源。			请参阅DJ软件使用说明书。	
安装驱动程序。			请参阅本说明书的第45页（“关于驱动程序”）。	
将MEP-7000连接至计算机。			请参阅本说明书的第15页（“连接”）。 有关常规类型连接，请参阅第17页，有关操纵器类型连接，请参阅第18页。	
开启MEP-7000电源。				
调节缓冲器尺寸（ASIO）。			请参阅我们网站上的驱动程序安装指南。	
确认“USB正确连接至计算机？”。				
安装DJ软件程序。				
启动DJ软件。				
设定音频输出设备。				
操作DJ播放。				



注

- 请参照以下网站的说明进行设备驱动的下载和安装。

<http://www.prodjnet.com/support/>

- 为本机下载和安装设备驱动程序之前，请仔细阅读附带的软件最终用户许可协议。

使用专用通信协议控制计算机

MEP-7000 可用于控制支持 MEP-7000 专用通信协议的 DJ 软件程序。

■ “常规类型”中的控制

1 连接计算机。

当 USB 与计算机建立正确连接时，BROWSE 屏幕的 [PC] 图标将更改为主动显示。



2 启动 DJ 软件程序。

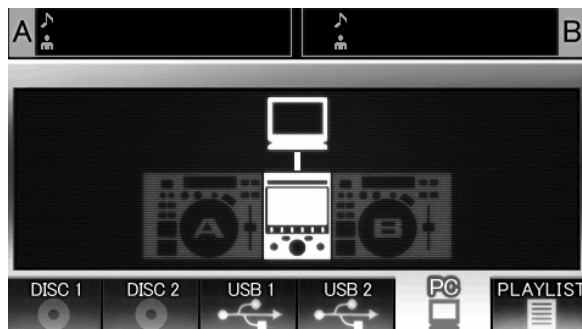
图标保持不变。

3 在 DJ 软件中指定 MEP-7000 作为音频输出设备。

在“常规类型”中，指定 MEP-7000 作为音频输出设备将能够输出 DJ 软件中播放的曲目。有关如何指定 MEP-7000 作为音频输出设备的详情，请参阅所支持 DJ 软件的使用说明书。

4 在 BROWSE 屏幕上选择 [PC]。

一旦 DJ 软件启动，中央显示屏的 BROWSE 屏幕将显示计算机控制状态，从而允许使用旋转选择器标度盘、向上选择（▲）和向下选择（▼）按钮操作 DJ 软件。



5 按 LOAD A (或 B) 按钮。

在 BROWSE 屏幕的播放源选择器上按 **LOAD A** (或 **LOAD B**) 按钮同时选择 **[PC]**，DJ 软件的曲目将与所按 **LOAD** 按钮 (A 或 B) 相应设定在控制器中。在 DJ 软件操作期间，控制器高亮显示在 BROWSE 屏幕中。



同时，显示屏 A/B 显示 “PC”。



6 使用控制器操作 DJ 软件。

使用不同的按钮、缓动盘和 **TEMPO** 调节滑块操作 DJ 软件。

☑ 备注

- 当使用某些其他 DJ 软件程序时，MEP-7000 的中央显示屏以及显示屏 A/B 将显示当前播放曲目的时间数据和标题以及艺术家姓名。
- 通过在 DJ 软件中将 MEP-7000 指定为音频输出设备，可从驱动装置输出使用 DJ 软件播放的曲目。

7 要切换碟片或 USB 存储设备上的曲目的播放。

当控制器 A (或 B) 控制计算机时，若在 BROWSE 屏幕上选择了碟片或 USB 存储设备上的曲目并按下 **LOAD A** (或 **LOAD B**) 按钮，播放和控制将切换为碟片或 USB 存储设备上所选的曲目。

■ “操纵器类型”中的控制

1 连接计算机。

中央显示屏将显示 **[PRO DJ]** 图标。



2 启动 DJ 软件程序。

当与 DJ 软件建立通信时，按钮、缓动盘和 **TEMPO** 调节滑块可用于控制操作，MEP-7000 的中央显示屏以及显示屏 A/B 将显示当前播放曲目的时间数据和标题以及艺术家姓名。



☑ 备注

- 有些 DJ 软件程序不支持上述曲目信息显示。
- 当中央显示屏上显示 **UTILITY** 屏幕时，中央显示屏的按钮和旋转选择器标度盘无法控制 DJ 软件。

使用 MIDI 进行计算机控制

MIDI (乐器数字接口) 是用于管理电子乐器和计算机之间数据传输的标准化协议。

MEP-7000 使用 MIDI 信息格式将其操作数据和状态输出到 USB 电缆所连接的计算机。通过使用具有 USB MIDI 支持的 DJ 软件程序分配 MEP-7000 输出的 MIDI 信息，MEP-7000 可用于控制 DJ 软件。

有关 MEP-7000 输出信息的详情，请参阅 “MIDI 信息表” 部分 (第 50 页)。

■ “常规类型”中的控制

1 连接计算机。

当 USB 与计算机建立正确连接时，BROWSE 屏幕的 **[PC]** 图标将更改为主动显示。



2 启动 DJ 软件程序。

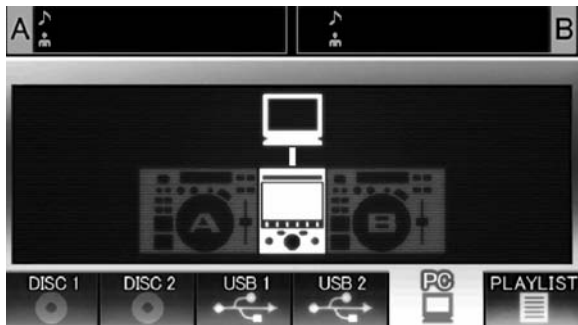
图标保持不变。

3 在 DJ 软件中指定 MEP-7000 作为音频输出设备。

在 “常规类型” 中，指定 MEP-7000 作为音频输出设备将能够输出 DJ 软件中播放的曲目。有关如何指定 MEP-7000 作为音频输出设备的详情，请参阅所支持 DJ 软件的使用说明书。

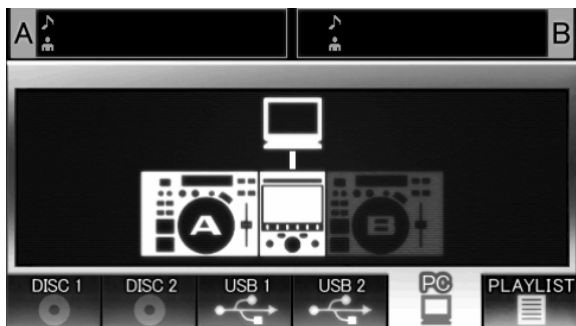
4 在 BROWSE 屏幕上选择 [PC]。

当与 DJ 软件建立通信时，中央显示屏的 BROWSE 屏幕将指示计算机控制状态。当显示 BROWSE 屏幕时，通过使用旋转选择器标度盘和向上选择（◀）和向下选择（▶）按钮，中央显示屏输出能够操作 DJ 软件的中断信息。



5 按 LOAD A（或 B）按钮。

按 **LOAD A**（或 **LOAD B**）按钮时，将输出控制器 A（或 B）的中断信息，允许使用控制器操作 DJ 软件。在 DJ 软件操作期间，控制器高亮显示在 BROWSE 屏幕中。



同时，显示屏 A/B 显示“PC”。



6 使用控制器操作 DJ 软件。

使用不同的按钮、缓动盘和 **TEMPO** 调节滑块操作 DJ 软件。

■ 备注

- 通过在 DJ 软件中将 MEP-7000 指定作为音频输出设备，可从驱动装置输出 DJ 程序播放的曲目。

7 要切换碟片或 USB 存储设备上的曲目的播放。

当控制器 A（或 B）控制计算机时，若在 BROWSE 屏幕上选择了碟片或 USB 存储设备上的曲目并按下 **LOAD A**（或 **LOAD B**）按钮，播放和控制将切换为碟片或 USB 存储设备上所选的曲目。

■ “操纵器类型”中的控制

1 连接计算机。

中央显示屏将显示 **[PRO DJ]** 图标。



2 启动 DJ 软件程序。

当与 DJ 程序建立通信时，MEP-7000 可作为 MIDI 控制器运行，控制器 A/B 和中央显示屏部分的按钮和控制器的状态作为 MIDI 信息输出。

■ 备注

- 当中央显示屏显示 UTILITY 屏幕时，中央显示屏的 MIDI 信息无法输出。

■ 设定 MIDI 声道

可从 UTILITY 屏幕上执行 MIDI 声道设定。

1 按 UTILITY 按钮。

2 按 [PC] 功能按钮。

中央显示屏将显示 MIDI 声道设定菜单。

- 控制器 A 使用与中央显示屏相同的声道，而控制器 B 则使用不同的声道。（工厂默认值设定为：控制器 A 和中央显示屏设为声道 1，控制器 B 设为声道 2。）



3 按旋转选择器标度盘或按向下选择（▶）按钮。

▶ 图标将向右移动。

4 转动旋转选择器标度盘更改数值。

可设定 1 至 16 之间的数值。

5 按旋转选择器标度盘确认所选数值。

- 按向上选择（◀）按钮取消选择并返回 UTILITY 屏幕。

MIDI 信息表

	接口名称	接口类型	信息			备注
			MSB			
控制器 A	JOG DIAL	通用控制器	Bn	10	dd	与速度相关的线性值，从停止状态至 4x，止于 64；FWD 方向：65 (0.06x) 至 127 (x4)；REV 方向：63 (0.06x) 至 0 (4x)
	TEMPO ADJUST SLIDER	VR	Bn	1D	dd	0 至 127 0 为－侧，127 为＋侧
	PLAY/PAUSE	SW	9n	00	dd	OFF=0, ON=127
	CUE	SW	9n	01	dd	OFF=0, ON=127
	SEARCH FWD	SW	9n	02	dd	OFF=0, ON=127
	SEARCH REV	SW	9n	03	dd	OFF=0, ON=127
	TRACK SEARCH Next	SW	9n	04	dd	OFF=0, ON=127
	TRACK SEARCH Prev	SW	9n	05	dd	OFF=0, ON=127
	IN/CUE	SW	9n	06	dd	OFF=0, ON=127
	OUT/ADJUST	SW	9n	07	dd	OFF=0, ON=127
	RELOOP	SW	9n	08	dd	OFF=0, ON=127
	MEMORY	SW	9n	0A	dd	OFF=0, ON=127
	CALL	SW	9n	0B	dd	OFF=0, ON=127
	TIME/A.CUE	SW	9n	0E	dd	OFF=0, ON=127
	TEMPO RANGE	SW	9n	10	dd	OFF=0, ON=127
	MT	SW	9n	11	dd	OFF=0, ON=127
	SCRATCH	SW	9n	12	dd	OFF=0, ON=127
	JOG BREAK	SW	9n	13	dd	OFF=0, ON=127
	PITCH BEND +	SW	9n	14	dd	OFF=0, ON=127
	PITCH BEND－	SW	9n	15	dd	OFF=0, ON=127
JOG TOUCH	SW	9n	20	dd	OFF=0, ON=127	
控制器 B	JOG DIAL	通用控制器	Bn+1	10	dd	与速度相关的线性值，从停止状态至 4x，止于 64；FWD 方向：65 (0.06x) 至 127 (x4)；REV 方向：63 (0.06x) 至 0 (4x)
	TEMPO ADJUST SLIDER	VR	Bn+1	1D	dd	0 至 127 0 为－侧，127 为＋侧
	PLAY/PAUSE	SW	9n+1	00	dd	OFF=0, ON=127
	CUE	SW	9n+1	01	dd	OFF=0, ON=127
	SEARCH FWD	SW	9n+1	02	dd	OFF=0, ON=127
	SEARCH REV	SW	9n+1	03	dd	OFF=0, ON=127
	TRACK SEARCH Next	SW	9n+1	04	dd	OFF=0, ON=127
	TRACK SEARCH Prev	SW	9n+1	05	dd	OFF=0, ON=127
	IN/CUE	SW	9n+1	06	dd	OFF=0, ON=127
	OUT/ADJUST	SW	9n+1	07	dd	OFF=0, ON=127
	RELOOP	SW	9n+1	08	dd	OFF=0, ON=127
	MEMORY	SW	9n+1	0A	dd	OFF=0, ON=127
	CALL	SW	9n+1	0B	dd	OFF=0, ON=127
	TIME/A.CUE	SW	9n+1	0E	dd	OFF=0, ON=127
	TEMPO RANGE	SW	9n+1	10	dd	OFF=0, ON=127
	MT	SW	9n+1	11	dd	OFF=0, ON=127
	SCRATCH	SW	9n+1	12	dd	OFF=0, ON=127
	JOG BREAK	SW	9n+1	13	dd	OFF=0, ON=127
	PITCH BEND +	SW	9n+1	14	dd	OFF=0, ON=127
	PITCH BEND－	SW	9n+1	15	dd	OFF=0, ON=127
JOG TOUCH	SW	9n+1	20	dd	OFF=0, ON=127	

	接口名称	接口类型	信息			备注
			MSB			
中央显示屏部分	ROTARY SELECTOR DIAL	通用控制器	Bn	4F	dd	98 至 127， 1 至 30（± 1 至 ± 30），从之前的时间传输计数值差异。当 ± 30 或更高时，变为 ± 30。
	SELECT DOWN (>)	SW	9n	31	dd	OFF=0, ON=127
	SELECT UP (<)	SW	9n	32	dd	OFF=0, ON=127
	ROTARY SELECTOR DIAL PUSH	SW	9n	33	dd	OFF=0, ON=127
	LOAD A	SW	9n	34	dd	OFF=0, ON=127
	LOAD B	SW	9n	35	dd	OFF=0, ON=127
	BROWSE	SW	9n	36	dd	OFF=0, ON=127
	MIX	SW	9n	37	dd	OFF=0, ON=127
	EFFECT	SW	9n	38	dd	OFF=0, ON=127
	F1	SW	9n	39	dd	OFF=0, ON=127
	F2	SW	9n	3A	dd	OFF=0, ON=127
	F3	SW	9n	3B	dd	OFF=0, ON=127
	F4	SW	9n	3C	dd	OFF=0, ON=127
	F5	SW	9n	3D	dd	OFF=0, ON=127
	F6	SW	9n	3E	dd	OFF=0, ON=127

- n = 声道数
- 只有当在操纵器类型中将本机连接至计算机时，才能输出灰色覆盖的信息，当显示 UTILITY 屏幕时信息未输出除外。

享受 CD-G 卡拉 OK

MEP-7000 为卡拉 OK 播放 CD-G 碟片并将图像输出到外部监视器（MONITOR OUT）。

选择 CD-G 播放模式

要播放 CD-G 碟片，需要使用 UTILITY 屏幕设定 CD-G 播放模式。

- 1 按 **UTILITY** 按钮。
- 2 按 **[CD-G]** 功能按钮。
将显示 CD-G 设定菜单。



- 3 选择 **[CD-G 模式]**，按向下选择（**▼**）按钮。
- 4 使用旋转选择器标度盘选择 **[开启]**，然后按旋转选择器标度盘。
LOAD A/B 按钮将闪烁蓝色，中央显示屏将显示 **[CD-G MODE]** 指示灯。



备注

- 在 CD-G 播放模式期间，**UTILITY** 按钮的 LED 将闪烁红色，且无法更改为 **BROWSE**、**MIX** 或 **EFFECT** 屏幕。要更改为其中一个屏幕，您必须首先取消 CD-G 播放模式。

要播放 CD-G 碟片

- 1 按 **LOAD A** 或 **LOAD B** 按钮。
所选控制器的 **LOAD** 按钮将变成亮起的蓝色。
- 2 将 **CD-G** 碟片插入与亮起的 **LOAD** 按钮相应的驱动器，使用 **TRACK SEARCH** 按钮选择所需曲目。
CD-G 碟片将开始播放，且图像将输出到显示屏。

备注

- 与亮起的 **LOAD** 按钮相应的、正在播放的控制器 CD-G 图像将显示在显示屏上。如果按下正在闪烁的 **LOAD** 按钮，相应侧的控制器将切换为正在播放的 CD-G 图像。
- 当执行曲目搜索时若自动指示设为 **ON**，在搜索的曲目开始播放将进入暂停（待机）模式。
- 若控制线连接至先锋 DJ 混音器，渐变器启动操作也可用于在控制器 A 和控制器 B 之间切换播放。

音调控制

当按下 **PITCH BEND** 按钮时，可调节音调（音高）。可在六个阶段中调节每个半音。

原唱取消

通过按 **MASTER TEMPO** 按钮可取消原唱音频，从而允许普通音乐 CD（CD-DA）用于卡拉 OK 播放。

音频切换

每次按下 **TEMPO** 范围按钮，音频输出切换如下：

L-R：立体声 → L：单声道 → R：单声道

备注

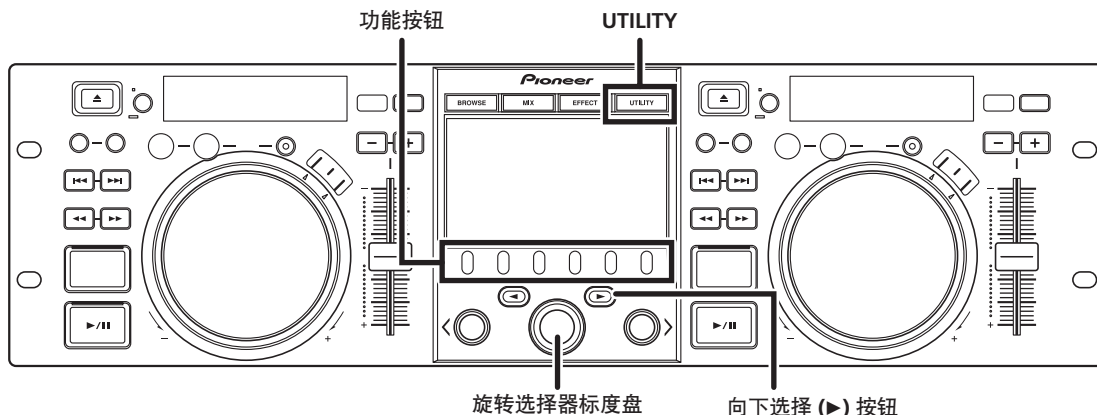
- 载入驱动器 1 的碟片设定用于控制器 A，载入驱动器 2 的碟片设定用于控制器 B。不支持其他控制器。
- 在 CD-G 播放模式中，CD-ROM/DVD-ROM 和 USB 存储设备的播放被禁用。
- 在 CD-G 播放模式中，磨盘和其他 DJ 播放操作被禁用。
- 碟片播放期间，图像可输出到外部监视器。然而，当 **UTILITY** 屏幕显示时，无外部输出执行。
- 原唱取消模式设计用于取消均匀来自左置和右置扬声器的原唱歌声。本机无法取消仅从右置或左置扬声器输出的原唱歌声。

要取消 CD-G 播放模式

- 1 按 **UTILITY** 按钮。
- 2 按 **[CD-G]** 功能按钮。
将显示 **UTILITY CD-G** 设定菜单。
- 3 选择 **[CD-G 模式]**，按向下选择（**▼**）按钮。
- 4 使用旋转选择器标度盘选择 **[关闭]**，然后按旋转选择器标度盘。
将取消 CD-G 播放模式。若当前正在播放碟片，播放将同时停止。

使用实用程序

当按下 **UTILITY** 按钮时，将显示 **UTILITY** 屏幕，允许设定不同的设备参数、创建曲目库并备份用户数据。



设定方法

- 1 使用功能按钮选择您想要设定的项 [**DISPLAY/CD-G/PC/BROWSE/LANGUAGE/GENERAL**]。
- 2 转动旋转选择器标度盘使光标与所需设定项对准。
- 3 按向下选择 (▶) 按钮或旋转选择器标度盘向右侧移动 ▶ 图标。
- 4 转动旋转选择器标度盘选择所需设定值。
- 5 按旋转选择器标度盘确认新的设定值。
若要在确认之前取消，请按向上选择 (◀) 按钮。

设定

[1] DISPLAY

亮度、外部输出设定等。

		工厂默认设定
LCD 亮度	设定中央显示屏的亮度 (5 步)	5
OEL 亮度	设定显示屏 A/B 的亮度 (5 步)	5
LED 亮度	设定 LED 的亮度 (5 步)	5
屏幕保护 *1	设定时间后无用户操作，为保护显示器 LCD 和 OEL 将变暗。	开启
电视标准	设定用于监视器输出的信号格式 S (PAL、NTSC (7.5 IRE)、NTSC (0 IRE))。	PAL
显示器输出	将中央显示屏的纵横比设置为信箱、全尺寸或关闭。	关闭

*1 屏保程序运行

- 五分钟内若曲目未载入任一控制器，将运行屏保程序。
- 100 分钟内若一个或两个控制器处于暂停模式 (包括指示待机或 END 显示) 且无任何按钮输入，也会运行屏保程序。
- 屏保程序运行可设定用于常规类型或操纵器类型连接。
- 当控制器中载入了 DJ 软件曲目时，屏保被禁用。
- 屏保程序运行期间，按下按钮、插入碟片或执行其他任何命令操作将取消屏保程序。

[2] CD-G

可选择 CD-G 卡拉 OK 模式 (第 52 页)。

[3] PC

可设定 MIDI 声道 (第 49 页)。

[4] BROWSE

可以设定浏览类型并创建曲目库。

		工厂默认设定
浏览类型 (USB1)	为后面板 USB 存储设备设定浏览类型。	曲库
浏览类型 (USB2)	为前面板 USB 存储设备设定浏览类型。	曲库
曲库 (USB1)	在后面板 USB 存储设备上创建曲目库。(*2)	
曲库 (USB2)	在前面板 USB 存储设备上创建曲目库。(*2)	

*2 请参阅第 55 页上的“创建曲目库”。

■ 设定浏览类型

可选择浏览类型，有关是否使用创建的曲目库可设定每个 USB 存储设备。

曲库	若在 USB 存储设备上发现曲目库，曲目库浏览被设定。
标准	文件浏览用作浏览模式，不使用任何曲目库。

☒ 备注
• 浏览类型设定适用于设定后连接的任何 USB 设备。要更改已连接的 USB 存储设备的浏览模式，在更改设定后断开并重新连接 USB 设备。

[5] LANGUAGE

设定使用的语言。

		工厂默认设定
语言	从提供的 10 种语言（英语、法语、德语、意大利语、西班牙语、荷兰语、俄语、葡萄牙语、简体中文、日语）中选择一种显示语言。	简体中文

[6] GENERAL

进行读取锁定和其他设定并备份用户数据。

		工厂默认设定
读取锁定 *3	锁定 LOAD 按钮，播放期间禁用。	关闭
<A> 自动 CUE 点校对	设定控制器 A 的自动指示级别（8 步）。	-60 dB
 自动 CUE 点校对	设定控制器 B 的自动指示级别（8 步）。	-60 dB
键盘语言设定	从提供的 11 种语言（英语（US）、英语（UK）、法语、德语、意大利语、西班牙语、荷兰语、俄语、葡萄牙语、简体中文、日语）中选择一种键盘输入语言。	简体中文
备份模式 *4	备份指示点和播放列表。	
版本信息	显示 MEP-7000 版本信息。	

*3 当控制器中载入了 DJ 软件曲目时，读取锁定功能被禁用。

*4 请参阅第 55 页上的“备份用户数据”。

创建曲目库

本机支持为大容量 USB 存储设备创建曲目库，从而能够按唱片集名称、艺术家姓名和流派将大量曲目进行分类并便于顺畅曲目选择。

使用 UTILITY 屏幕可执行曲目库创建、更新和删除。

☑ 备注

- 曲目库创建和更新需要根据文件数增加时间。正常来说，创建 5 000 曲目的曲目库大概需要 30 分钟的时间。创建有子目录的曲目库需要更多的时间。
- 通过使用计算机，您可以更加快速地创建曲目库。可从以下网站下载曲目库创建程序：<http://www.prodjet.com/support/>

- 1 连接您想要创建曲目库的 USB 存储设备。
- 2 在 UTILITY 屏幕上，选择 [BROWSE]，然后根据您想要创建曲目库的设备选择 [曲库 (USB1)] 或 [曲库 (USB2)]；最后按向下选择 (▶) 按钮或旋转选择器标度盘。

☑ 备注

- 当前播放曲目时不能执行曲目库创建/更新/删除。

- 3 转动旋转选择器标度盘并选择所需的操作 [创建 / 更新 / 删除 / 取消]，然后按旋转选择器标度盘。

创建	创建曲目库
更新	与 USB 存储设备上现有曲目库进行比较，若存在差异，更新曲目库。
删除	删除 USB 存储设备上的曲目库。
取消	返回 UTILITY 屏幕。

- 4 屏幕随着所选操作的开始将进行改变；当操作完成时，将显示 [已完成] 信息。
当数据库管理操作完成时，断开并重新连接所有 USB 存储设备。

☑ 备注

- 要中途中断管理操作，按住 UTILITY 按钮一秒钟或更长时间。
- 可创建多达 150 000 首曲目的曲目库。
- 曲目库创建在 USB 存储设备上名为 PIONEER（HFS+ 时则为 .PIONEER）的文件夹中。
- 当更新曲目库时，删除或增加的曲目相关信息得到更新。修改（更改）的曲目信息未得到更新。要更新（更改）曲目信息，需要使用曲目库创建程序。

☑ 注

- 创建曲目库每首曲目需要约数百字节至 1 KB 不等。
- 更新曲目库时在设备上每首曲目需要约 2 KB 的空间。

备份用户数据

本机存储的播放列表和碟片指示/循环点相关信息可复制到 USB 存储设备，因此可将信息传输到另一 MEP-7000。在无碟片装载或 USB 存储设备连接时开始此项操作。

■ 将数据写入至 USB 存储设备

- 1 按 UTILITY 按钮。
- 2 按 [GENERAL] 功能按钮。
- 3 转动旋转选择器标度盘选择 [备份模式]，然后按向下选择 (▶) 按钮或旋转选择器标度盘。
- 4 转动旋转选择器标度盘并选择 [写入 USB]，然后按旋转选择器标度盘。
- 5 当显示 [将 USB 存储设备连接至 USB 接口。] 时，将 USB 存储设备插入 USB 端口。
- 6 数据将开始写入至 USB 存储设备。
刻录完成时，将显示 [已完成]，屏幕转换为 UTILITY 屏幕。

☑ 备注

- 在 USB 存储设备的根目录中将创建约 1.5 MB 的名为 BACKUP.BIN 的备份文件。

■ 从 USB 存储设备读取数据

- 1 按 UTILITY 按钮。
- 2 按 [GENERAL] 功能按钮。
- 3 转动旋转选择器标度盘选择 [备份模式]，然后按向下选择 (▶) 按钮或旋转选择器标度盘。
- 4 转动旋转选择器标度盘并选择 [读取 USB]，然后按旋转选择器标度盘。
- 5 当显示 [将 USB 存储设备连接至 USB 接口。] 时，将 USB 存储设备插入 USB 端口。
- 6 开始数据读取。
刻录完成时，将显示 [已完成]，屏幕转换为 UTILITY 屏幕。

☑ 备注

- 本机中存储的碟片媒体支持备份指示点和循环点。

☑ 注

- 任何存储在本机的数据将被改写，因此之前存储的信息都将丢失。

要执行工厂重置

使用 UTILITY 屏幕可将所有设定值恢复为工厂默认值（第 53 页）。TIME/REMAIN、A.CUE 和 TEMPO 范围上的设置也将恢复为工厂默认值（REMAIN、OFF、10%）。

- 1 电源关闭后，按住 UTILITY 按钮同时将电源设为 ON。
必须按下按钮五秒钟或更长时间。
- 2 确认信息。
在启动屏幕出现后，将显示信息：[设定被重设为出厂预设值]。
- 3 关闭电源并再次开启。

☑ 备注

- 工厂重置期间不会删除录制的播放列表以及指示和循环点数据。

故障排除

若播放机无法正常工作，请核对以下故障排除表以找到排除技巧。有些时候，设置或操作中的简单失误会引起严重的问题。有些故障可能是由本机之外的其它原因所造成的，在这种情况下，您应当检查同时使用的其他电子设备。

若在核对了以下故障排除表并采取了相应纠正措施后故障依然存在，请与就近的先锋售后服务站或购买播放机的销售店联系以获取援助。

问题描述	问题可能的起因	建议的措施
即使在按下 EJECT (▲) 按钮后碟片也无法弹出。	• 电源导线未连接。	• 插入电源导线。
	• 正在播放乐曲。	• 按 EJECT (▲) 按钮之前将播放机设为暂停或指示待机模式。
	• EJECT (▲) 按钮损坏。	• 请参阅第 23 页。
即使插入了唱碟也不能开始播放。	• Auto Cue (自动指示) 功能打开。	• 按播放/暂停 (▶/II) 按钮开始播放。
	• CD-R/RW、DVD $\pm$ R/RW 或其他媒体的质量较差。	• 按住 TIME/A.CUE 按钮一秒钟或更长时间，将自动指示模式设为 OFF。
	• 不支持此格式。	• 用其他媒体或不同录音机上录制的媒体予以更换。
播放几乎刚开始就停止。	• 唱碟的正反面装反了。	• 有关支持的格式，请参阅第 10 页上的“关于可播放的碟片和文件”。
	• 唱碟有污垢或表面形成结露。	• 使标签面朝上重新装入。
无法检测 USB 存储设备。	• 擦除唱碟上的灰尘或结露。	• 擦除唱碟上的灰尘或结露。
	• 已连接的 USB 存储设备具有过量功耗（若超过允许电平的电流供应 USB 设备，中央显示屏上将出现警告信息）。	• 使标签面朝上重新装入。
	• 设备不符合 USB 大容量存储等级。	• 使用符合 USB 大容量存储等级的设备（不支持图像设备等级中包含的一些便携式音频播放机。同时，无法检测一些 Flash 读卡器）。
	• USB 集线器正在使用。	• 有些 USB 集线器无法正确运行。尝试不同的 USB 集线器，或将存储设备直接连接至 USB 端口。此外，若通过 USB 集线器连接多个 USB 存储设备，则只能识别一个设备。
无法检测 USB 存储设备。	• 不支持此格式。	• 仅使用 FAT、FAT32 或 HFS+ 格式。
	• 由于比允许电流更强的电流施加到本机的 USB1 端口或 USB2 端口，本机的所有连接已经终止。	• 根据“连接 USB 存储设备”（第 25 页）中的说明，恢复正常运行。本机的额定电流（允许电流）为每个端口 500 mA 或更小值。请使用符合此标准的 USB 存储设备。若 USB 存储设备是通过总线 USB 集线器连接的，则将 USB 存储设备直接连接至本机。
无法播放 MP3 或 AAC 曲目。	• 不支持此格式。	• 有关支持的格式，请参阅第 10 页上的“关于可播放的碟片和文件”。
	• 文件为版权保护文件。	• 无法在本机上使用。
没有声音输出。	• 音频电缆松脱或未正确连接。	• 正确插入音频电缆。
	• DJ 混音器未完全工作。	• 确认 DJ 混音器的开关和音量设定。
	• 端子或插头有污垢。	• 擦除污垢并重新插入插头。
	• 控制器当前正处于暂停模式。	• 按播放/暂停 (▶/II) 按钮开始播放。
声音失真或噪音多。	• 音频电缆未正确连接。	• 将音频电缆连接到 DJ 混音器的线性输入端子。不要连接到麦克风端子。
	• 端子或插头有污垢。	• 擦除污垢并重新插入插头。
	• 唱机受到来自附近电视机的噪音影响。	• 关闭电视机电源或将电视机移至远离播放机的场所。

问题描述	问题可能的起因	建议的措施
当播放某张唱碟时产生大量的噪音。播放意外停止。	• 唱碟有严重的翘曲或划痕。	• 更换新的唱碟。
	• 唱碟沾满灰尘或特别脏。	• 擦除唱碟上的灰尘或污垢。
在播放期间无法载入曲目。	• 读取锁定设为开启。	• 使用 UTILITY 屏幕将读取锁定设为关闭。
在 Auto Cue 功能打开时，乐曲搜索功能不能停止。	• 乐曲之间无音部分的长度过长时，乐曲搜索有时可能比预期的要长一些。 • 如果没有在 10 秒内执行搜索，曲目的起始位置被设置为指示点。	• 按住 TIME/A.CUE 按钮一秒钟或更长时间，将自动指示模式设为 OFF。
缓动盘执行与期望不同的功能。	• 缓动模式不正确。	• 按 SCRATCH/JOG BREAK 按钮选择所需功能。
在播放期间按下 CUE 按钮时，返回指示不起作用。	• 没有指定指示点。	• 指定希望的指示点。(第 37 页)
按 OUT/ADJUST 按钮无法进行循环播放。	• 没有指定指示点（如启动点）。	• 指定希望的指示点。(第 37 页)
未存储自动指示和其他设定。	• 改变设定后，立即关闭了电源。	• 改变设定后等待 10 秒钟左右，然后再关闭电源。
在 USB 存储设备上无法为曲目存储指示/循环点。	• USB 存储设备上的空间不足。	• 删除不必要的文件或其他东西，在 USB 存储设备上留出充足的空间。
录制的 USB 存储设备指示和循环点无法播放。	• 执行正确卸载程序之前断开了 USB 存储设备，或关闭了电源。	• 在断开 USB 存储设备或关闭电源之前务必执行正确的卸载程序。
播放列表曲目显示为灰色。	• 未装载/连接用于已录制曲目的碟片或 USB 存储设备。	• 装载/连接用于已录制曲目的碟片或 USB 存储设备。
	• 已录制曲目被从 USB 存储设备中删除。 • 已录制曲目的文件名被更改，或文件被移动。	• 再次记录播放列表中更改的文件名或更改的位置。
	• 执行正确卸载程序之前断开了 USB 存储设备，或关闭了电源。	• 在断开 USB 存储设备或关闭电源之前务必执行正确的卸载程序。
无法在播放列表上录制 USB 存储设备上的曲目。	• USB 存储设备上的空间不足。	• 删除不必要的文件或其他东西，在 USB 存储设备上留出充足的空间。
键盘输入错误。	• 键盘语言设定错误。	• 使用 UTILITY 屏幕的键盘语言设定选择正确的输入语言。
	• 您使用的键盘语言不在本机所支持的十一种语言范围之内。	• 使用具有其中一种受支持语言的键盘。
MP3、AAC 格式曲目的字符数据显示错误。	• LANGUAGE 设定错误。	• 进入 UTILITY 屏幕并将 LANGUAGE 设为您选择的语言。
	• DJ 软件中所创建音乐文件的曲目信息使用了本机不支持的语言。	• 以本机支持的语言输入文件信息。本机可显示西欧语言、俄语、简体中文和日语。
	• 本机的曲目信息使用了 DJ 软件不支持的语言。	• 有关 DJ 软件所支持语言的信息，请查阅所使用软件的使用说明书。
m3u 文件中包含的曲目无法载入。	• m3u 文件录制错误。	• 确认 m3u 文件的正确录制格式。
连接计算机（常规类型连接）时无法检测 MEP-7000。	• 驱动器软件未正确安装在计算机中。 若 MEP-7000 连接不当且与计算机通信，版本信息实用程序将无法显示固件版本。	• 正确安装驱动器。若已经安装，尝试卸载并重新安装。
	• 控制装置连接至计算机。	• 在常规类型中，将驱动装置连接至计算机。

问题描述	问题可能的起因	建议的措施
连接计算机（操纵器类型连接）时无法检测 MEP-7000。	• 驱动器软件未正确安装在计算机中。 若 MEP-7000 连接不当且与计算机通信，版本信息实用程序将无法显示固件版本。	• 正确安装驱动器。若已经安装，尝试卸载并重新安装。
	• USB 辅助电源电缆无法连接。	• 按照 (1) USB 辅助电源电缆、(2) USB 电缆的顺序连接计算机。
电视图像变形或 FM 广播有噪音。	• 本机造成干扰。	• 关闭本机电源或将本机移至远离无线电或电视机的场所。
即使打开了电源，唱碟也不旋转。	• 在暂停模式在 100 分钟或以上的时间内未进行任何操作时，唱碟旋转自动停止。 • 唱碟上的最后乐曲结束时，唱碟自动停止旋转。	• 按播放/暂停 (▶/II) 按钮开始播放。也可按 EJECT (▲) 按钮弹出碟片。

- 由于静电和源自外部的其他形式干扰，有时会出现 MEP-7000 无法正常运行的情况。若出现此类故障，关闭 MEP-7000 电源，等待当前插入的碟片完全停止，然后再次打开电源查看故障是否排除。
- 本机无法播放“分区”（未封盘）CD-R/-RW、DVD-R/-RW、DVD+R/+RW 和 DVD±R 双层媒体。
- 不得播放不规则形状碟片或除标准 12 cm 圆形碟片之外的其他碟片，否则会造成故障或损坏。
- MEP-7000 测量的 BPM 值可能与 CD 或 DJ 混音器上录制的 BPM 值有所不同，但此差异是 BPM 值测量方法中存在差异的结果；并非本机故障。

关于 LCD 屏幕

- 有些 LCD 显示器可能显示所谓的“热燥点”或“坏点”（持续发亮或永久不亮的像素）。此为 LCD 显示屏的现象特征，并非故障。
- 在较冷区域使用时，电源首次开启后屏幕可能暂时变暗。随着本机变热，屏幕将恢复正常亮度。
- 避免在直射阳光下查看 LCD 屏幕，否则屏幕上反射的光会使图像难于查看。

关于 OEL（有机 EL）屏幕

- 两个屏幕（显示屏 A/B）可能显示稍有不同的颜色特征，但这并非故障。

错误信息显示

当 MEP-7000 无法正常运行时，显示面板上将显示错误代码。请按下表检查所显示的故障代码并予以处理以修正故障。如出现下表中没有的故障代码或者虽然进行了处理但仍然出现同样的故障代码时，请与购买的销售店或者附近的先锋售后服务站联系。

故障代码	故障类型	媒体	描述	原因与处理
E-6002	音频 DSP 下载错误		电源开启时，程序无法刻录至音频 DPS。	请联系经销商或就近的先锋售后服务站。
E-7201	TOC 读取错误	DVD/CD	无法从碟片读取 TOC 数据。	- 若碟片上存在裂痕，则需更换碟片。 - 若碟片脏污，则应清洁碟片。 - 其它碟片若在本机中可正常运行，则该碟片本身存在问题。
E-8301	停止错误	DVD/CD	无法正确停止碟片。	请联系经销商或就近的先锋售后服务站。
E-8302	播放错误	DVD/CD	无法搜索所需地址。	- 若碟片上存在裂痕，则需更换碟片。 - 若碟片脏污，则应清洁碟片。 - 其它碟片若在本机中可正常运行，则该碟片本身存在问题。
			无法读取地址。	
			无法关闭聚焦伺服功能。	
			无法移动电唱头。	请联系经销商或就近的先锋售后服务站。
E-8303	缓冲器刻录错误	DVD/CD/USB	无法刻录至音乐数据缓冲器。	请联系经销商或就近的先锋售后服务站。
E-8304	解码错误	DVD/CD/USB	尽管压缩音乐文件（MP3/AAC）的格式为本机所支持，但是出现数据错误或解码错误。	请联系经销商或就近的先锋售后服务站。
E-8305	格式错误	DVD/CD/USB	尽管音乐文件扩展名（MP3/AAC/WAV/AIFF）正确，但是文件中的说明为不受支持的格式。	将碟片或文件更换成符合格式规范的。
E-8306	无音乐文件	USB	尽管已将曲目输入曲目库（数据库）／播放列表等，但在播放时曲目已从 USB 存储设备中删除。	不得从 USB 存储设备中删除音乐文件。
E-9101	装载超时	DVD/CD	装载或卸载碟片期间出现机械错误（超时）。	若碟片装载槽中出现异物，则须将该异物取出。

MEP-7000 更新版

为提高操作或功能性，用于本机的软件可能已更新。有关详情，请访问以下网站：
<http://www.prodjnet.com/support/>

软件限制条件

所支持的设备	碟片媒体	录制的碟片必须与 ISO9660 文件系统兼容。在 UDF 文件系统中录制时，必须共同录制 ISO9660 文件系统，否则文件将无法播放。（有关详情，请联系应用软件制造商。）
		一张碟片最多可显示 2 000 个文件夹和 3 000 个文件。
		最多支持 8 个级别的文件夹层次。将不显示文件夹中超过第 8 个级别的任何文件。
		不支持碟片上的 WAV/AIFF 文件。
	USB 存储设备	一个文件夹最多可显示 10 000 个文件夹和 10 000 个文件。
		最多支持 8 个级别的文件夹层次。将不显示文件夹中超过第 8 个级别的任何文件。
		不支持 GUID 分区映射的 Mac OS 标准格式。
		可能无法正确识别具有 Mac 扩展格式、设定为“区分大小写”的 USB 存储设备。
封面图片	显示为封面的图片必须以 JPEG 格式保存。大于 800 x 800 像素的图片无法显示。	
	当 ID3 标签中嵌入图像或在文件夹中发现图像文件时，图像将与 ID3 数据一起显示为封面图片。若在两个地方都发现了该图像，则优先显示 ID3 标签中嵌入的图像。	
m3u 文件	每个设备最多可显示 100 个 m3u 文件。	
	每个 m3u 文件最多可显示 300 首曲目。然而，如果文件尺寸超过 308 000 个字节，则无法显示超过 308 000 字节部分中的曲目。	
	使用创建的数据库进行浏览时， m3u 文件将无法显示。	
	如果是碟片，则不支持录制有短文件名的文件。	
MIX	在“常规类型”操作中，DJ 软件曲目无法混合。在“操纵器类型”操作中，能否混合取决于所用的 DJ 软件。	
EFFECT	在“常规类型”操作中，效果不适用于 DJ 软件曲目。在“操纵器类型”操作中，效果是否适用取决于所用的 DJ 软件。	
播放列表	音乐（CD-DA）曲目无法添加至播放列表。	
	单个播放列表中最多可录制 150 首曲目。播放列表录满时，无法添加其他曲目。	
	若 USB 存储设备的剩余容量不足，曲目将无法添加至播放列表。	
	当通过指定整个文件夹将曲目添加至播放列表时，若不存在曲目数据库，曲目将按照文件名（而非艺术家姓名和唱片集标题）添加。	
可播放字符 最多数	曲目库浏览	标题：63 个字符；唱片集名称：47 个字符；艺术家姓名：47 个字符；流派名称：29 个字符
	文件浏览	文件夹名、文件名：63 个字符
	CD-TEXT	单字节 ASCII 字符等：92 个字符；双字节字符、MS-JIS 等：80 个字符
	播放列表	[During recording] 标题：63 个字符；艺术家姓名：47 个字符； [During playback] 标题：49 个字符；艺术家姓名：29 个字符
	ID3 数据	标题：92 个字符；唱片集名称：47 个字符；艺术家姓名：47 个字符；流派：29 个字符
指示／循环点存储器	在内置闪存设备中，最多可存储 2 000 张碟片（每张碟片 10 个或更少指示点）的碟片存储器数据。当内置闪存设备存满时，从使用频率最低的碟片信息开始，信息将被改写。	
	若 USB 存储设备的剩余容量不足，用于该设备上曲目的指示／循环点无法保存。	
曲目库	可创建多达 150 000 首曲目的曲目库。	
	最多可显示 1 000 种流派。 超过此限制的用于曲目的流派将显示为 [未知]。	

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<http://www.mp3licensing.com>。



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注

- 将本机送至经销商或先锋服务中心时，请带好系统的所有组件（驱动装置、控制装置、电缆）。

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Thank you for buying this Pioneer product.

Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference.

In some countries or regions, the shape of the power plug and power outlet may sometimes differ from that shown in the explanatory drawings. However the method of connecting and operating the unit is the same.

K015 En

IMPORTANT



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

CAUTION

**RISK OF ELECTRIC SHOCK
DO NOT OPEN**

CAUTION:

TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



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

D3-4-2-1-1_A1_En

WARNING

This equipment is not waterproof. To prevent a fire or shock hazard, do not place any container filled with liquid near this equipment (such as a vase or flower pot) or expose it to dripping, splashing, rain or moisture.

D3-4-2-1-3_B_En

WARNING

Before plugging in for the first time, read the following section carefully.

The voltage of the available power supply differs according to country or region. Be sure that the power supply voltage of the area where this unit will be used meets the required voltage (e.g., 230V or 120V) written on the rear panel.

D3-4-2-1-4_A_En

WARNING

To prevent a fire hazard, do not place any naked flame sources (such as a lighted candle) on the equipment.

D3-4-2-1-7a_A_En

VENTILATION CAUTION

When installing this unit, make sure to leave space around the unit for ventilation to improve heat radiation (at least 5 cm at rear, and 5 cm at each side).

WARNING

Slots and openings in the cabinet are provided for ventilation to ensure reliable operation of the product, and to protect it from overheating. To prevent fire hazard, the openings should never be blocked or covered with items (such as newspapers, table-cloths, curtains) or by operating the equipment on thick carpet or a bed.

D3-4-2-1-7b_A_En

POWER-CORD CAUTION

Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause a fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement.

S002*_En

CAUTION

This product is a class 1 laser product, but this product contains a laser diode higher than Class 1. To ensure continued safety, do not remove any covers or attempt to gain access to the inside of the product. Refer all servicing to qualified personnel.

The following caution label appears on your unit.

Location: inside of the unit

**CLASS 1
LASER PRODUCT**

CAUTION

**CLASS 3B VISIBLE AND INVISIBLE LASER RADIATION WHEN OPEN,
AVOID EXPOSURE TO THE BEAM.**

注意

如打开此处，存在3B类可见以及不可见激光辐射。请不要直接接触或触碰发射器光束。

DRW2372-A

D3-4-2-1-8*_C_En

Operating Environment

Operating environment temperature and humidity: +5 °C to +35 °C (+41 °F to +95 °F); less than 85 %RH (cooling vents not blocked)

Do not install this unit in a poorly ventilated area, or in locations exposed to high humidity or direct sunlight (or strong artificial light)

D3-4-2-1-7c*_A1_En

CAUTION

The POWER switch on this unit will not completely shut off all power from the AC outlet. Since the power cord serves as the main disconnect device for the unit, you will need to unplug it from the AC outlet to shut down all power. Therefore, make sure the unit has been installed so that the power cord can be easily unplugged from the AC outlet in case of an accident. To avoid fire hazard, the power cord should also be unplugged from the AC outlet when left unused for a long period of time (for example, when on vacation).

D3-4-2-2-2a_A_En

If the AC plug of this unit does not match the AC outlet you want to use, the plug must be removed and appropriate one fitted. Replacement and mounting of an AC plug on the power supply cord of this unit should be performed only by qualified service personnel. If connected to an AC outlet, the cut-off plug can cause severe electrical shock. Make sure it is properly disposed of after removal.

The equipment should be disconnected by removing the mains plug from the wall socket when left unused for a long period of time (for example, when on vacation).

D3-4-2-2-1a_A1_En

When using this product follow the instructions written on the underside of the control unit, which concern rated voltage, etc.

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FEATURES

This unit is a multi entertainment player designed with a wide array of performance functions for parties and events, together with superb operation characteristics, making it ideal for professional mobile DJ use. Allowing both normal type and manipulator type playing, it represents optimal support for the next generation of DJ performance.

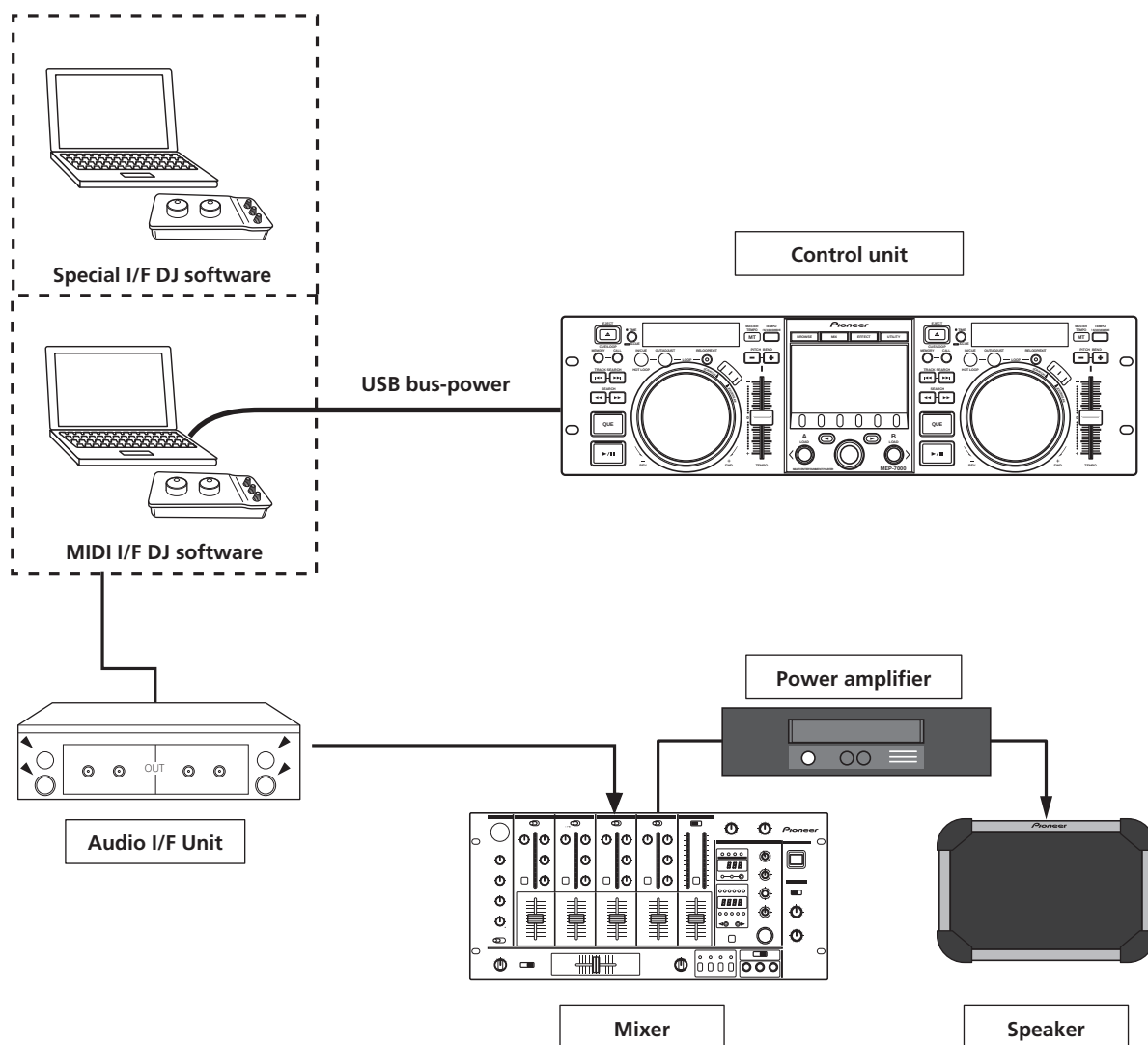
With the normal playing style, DJ play can be performed not only with conventional music CDs (CD-DA), but also with music files (MP3, AAC, etc.) recorded on USB storage devices such as USB memory and external hard disc drives (HDD), together with CD-ROM and DVD-ROM.

Also, by connecting this player to a computer equipped with the DJ software, this player can be designated as an audio output device, making possible seamless DJ play using not only music contained on USB storage devices and disc media, but also music tracks stored within the computer.

The player also features excellent media-support characteristics, making it unnecessary to worry about specific media types, and is provided with a high-function GUI in its center display; together, these features facilitate searching for and selecting desired tracks from large music libraries, and eliminate the need to use the mixer to manually switch between different sources.

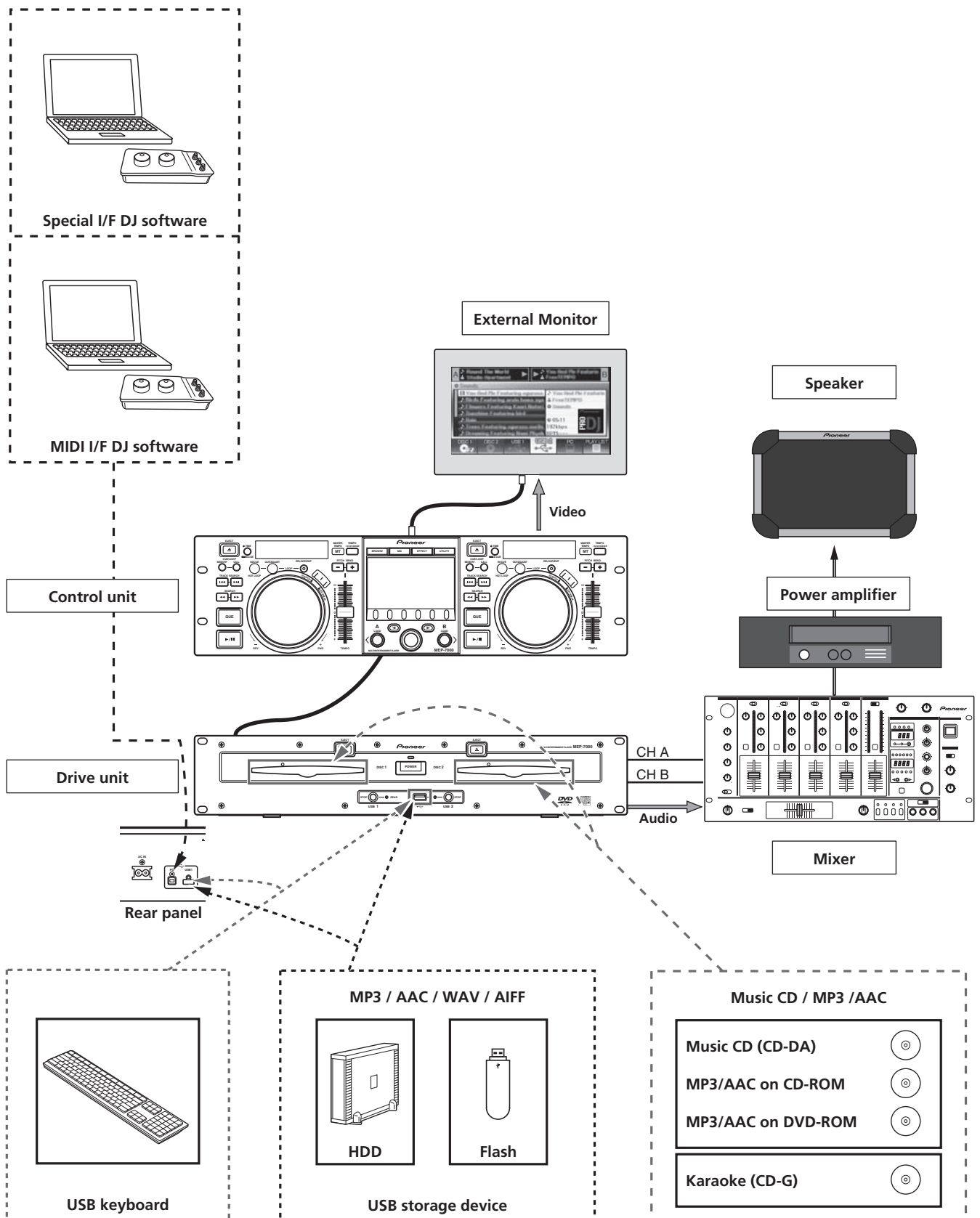
On the other hand, the control unit continues the tradition of Pioneer's CDJ series of players in its panel layout, functions and operations; by connecting the control unit to your computer (USB bus power), music contained in the DJ software can be played using genuine DJ "manipulator style," without the need for mouse or keyboard operations.

Manipulator style



FEATURES

Normal style



DIVERSE MEDIA PLAYBACK SUPPORT

Supports playback of CD-R/-RW discs formatted for music CD (CD-DA) or CD graphics (CD-G), as well as compressed music files (MP3/AAC) recorded on CD-R/-RW, DVD-R/-RW, DVD+R/+RW, or DVD±R dual layer discs (some discs may not play properly due to unique characteristics of the individual disc, recording characteristics, and disc conditions such as scratches and soiling). Playback is also supported for compressed music files (MP3/AAC/WAV/AIFF) stored on USB storage devices.

DJ SOFTWARE

One source available on the BROWSE screen is the ability to freely use DJ software without the need for a control disc. The use of MIDI DJ software is also supported. Further, by designating the MEP-7000 as an audio output device, it can be also used for audio output, thus eliminating the necessity of using the mixer to switch between music sources.

MEMO

- Most of the data regarding button and **TEMPO** adjust slider operations on this player can be output to external devices using USB MIDI or dedicated formats. In order to use this unit to control DJ software, it is necessary to install a driver program.
- A dedicated ASIO driver is also available for audio output.
- It may not be possible to designate this player as an audio output device, depending on the type of DJ software used.
- When the control unit is used alone, this player cannot be designated as an audio output device. DJ software only can be operated.

HIGH FUNCTION DISPLAY

Center Display

Features a wide 4.3" color LCD display with high luminance for easy visibility. The intelligent GUI and rotary selector dial allows for no-stress track selection. Music libraries also support the use of jacket photographs.

Controller Display A/B

The elapsed time and tempo display feature top-quality, area-color full-segment OEL displays with high response and terrific visibility. In concert with the center display, these displays and indicators encourage no-stress DJ play in a wide variety of lighting environments.

PLAYLIST

Desired tracks can be selected from music libraries in USB storage devices and disc media and recorded on a "playlist," thus allowing track selection for DJ play without the need to search for the tracks.

SCRATCH EFFECT

Equipped with scratch effects for diverse scratch sound performance

Equipped with three differing scratch sounds, including [SCRATCH], [TRANS], and [BUBBLE]. These new scratch sound performances broaden your DJ play potential.

JOG BREAK EFFECT

Jog break effect provides original sound performance

Equipped with three types of remix assist function, including [JET], [ROLL], and [WAH]. By selecting desired functions, you can freely control effects in response to the rotation of the jog dial, thus creating a new remix world.

AUTO MIX

Performs automatic continuous playback of tracks on the playlist using four types of mix. Even when away from the DJ booth, mixed music can be played automatically just as if a DJ was doing the work.

JOG DIAL

Furnished with large 80 mm jog dial with scratch function, allowing operations with the same sense of touch as an analog turntable.

PITCH BEND

Playback tempo changes in direct relation to the direction and speed of jog dial rotation.

SUPER FAST PITCH BEND

Rotate the jog dial while depressing the **PITCH BEND** button to perform speed changes faster than with normal pitch bend.

FRAME SEARCH

Moves the disc from pause position in frame increments (1/75 sec.) when the jog dial is rotated in pause mode.

SUPER FAST SEARCH

You can search the disc faster than normal search or track search by holding down a **SEARCH** button or **TRACK SEARCH** button as you turn the jog dial.

LIBRARY BROWSE

By making a library of large numbers of tracks recorded on USB storage devices, tracks can be classified into categories by album, artist, and genre, facilitating smooth track selection and keyword searching. For even simpler, more convenient library authoring, library authoring software can be downloaded from the following website:

<http://www.prodjnet.com/support/>

MONITOR OUT

By outputting the center display's BROWSE screen to a larger external monitor, operations can be performed with greater ease. Also outputs CD-G karaoke video.

KEYBOARD SUPPORT

Connecting a keyboard via USB port allows speedy track selection by inputting the initial (leading) character of track and folder names and using the "jump" function, or by searching for keywords in the LIBRARY BROWSE function; a keyboard also makes it possible to edit playlist names.

CD-G KARAOKE

CD-G discs can be played for easy karaoke performances. The karaoke image can also be output to large external monitors.

TEMPO CONTROL

High-performance 60 mm slider allows free modification of track speed.

The digital readout in units of 0.02 % (± 6 % range only) makes possible more accurate and simpler tempo synchronization.

TEMPO CONTROL RANGE

Four greater ease of use, the maximum variable range can be set to four levels, ± 6 %, ± 10 %, ± 16 %, and WIDE (WIDE is limited to music CD (CD-DA) only).

MASTER TEMPO

Changes music tempo without changing pitch.

CUE

BACK CUE

After storing the Cue point in memory, press the **CUE** button while playing the unit to go back to the Cue point and start over.

CUE/LOOP MEMORY

Cue points and loop points can be stored in the internal memory, and called up as required.

AUTO CUE

Auto cue automatically locates the track's start point even if it differs from the track's frame, allowing the player to start instantly at a press of the play/pause (▶/II) button.

CUE POINT SAMPLER

The sound from the memorized cue point can be reproduced by one touch, which can be used as the start point check and the sampler.

REAL TIME SEAMLESS LOOP

This function simplifies setting and releasing loops. This function lets you set a loop while you are playing a track. A loop can also be set at the end of the track so that the track does not stop. In addition, an ADJUST mode has been added to enable one-touch adjustment to the Loop-out point and facilitate loop operation.

HOT LOOP

During loop play, pressing the **IN/CUE/HOT LOOP** button causes playback to instantly return to the loop-in point and once again begin playback from that point. By using this function in sync with the track's rhythm, a variety of new play scenarios becomes possible.

RELOOP

Allows you to replay a loop any number of times.

Press the **RELOOP/EXIT** button after releasing loop play to return to the loop start point. Clever use of on and off in combination with the rhythm make it possible to create new sound effects.

PLAYING ADDRESS

This bar graph provides a visual representation of track playback progress that enables you to see current playback position just like you can on an analog record by checking needle position. The length of the bar shows current position and a flashing bar provides advance notice of track end.

SLOT IN

Discs are loaded directly without opening doors or trays, making track selection that much faster.

FADER START

When connected to a Pioneer DJ Mixer, the mixer's fader control can be used to perform quick start and back cue operations.

CD-TEXT

When a music CD (CD-DA) is played that supports CD-TEXT, the title, artist, and album text information recorded on that disc can be utilized.

LEGATO LINK

Equipped with "Legato Link Conversion" function. When playing music CDs, this function reproduces the 20 kHz+ treble region lost in the CD format, thus producing high-fidelity sound approaching that of analog record turntables.

VIBRATION RESISTANT

Equipped with "shock-proof memory" and the same floating mechanism featured in Pioneer's Carrozzeria car audio series, for superb vibration resistance that withstands sound skips.

SPECIFICATIONS

1 General

Model MEP-7000
 Name Multi entertainment player
 Normal style
 Power voltage. AC 220 V to 240 V, 50 Hz/60 Hz
 Power consumption 33 W
 Manipulator style
 Power voltage. DC 5 V (USB bus-power)
 Current consumption 600 mA
 Power consumption 3 W
 Operating temperature +5 °C to +35 °C
 Operating humidity 5 % to 85 % RH (without condensation)
 Mass (Weight)
 Control unit 1.7 kg
 Drive unit 6.1 kg
 Maximum external dimensions
 Control unit 482.6 mm (W) x 133.0 mm (H) x 83.5 mm (D)
 Drive unit 482.6 mm (W) x 90.5 mm (H) x 324.6 mm (D)

2 USB Upstream Section

Connector..... USB B-type port (PC connector)

USB Downstream Section

Connector..... USB A-type ports (USB1/USB2 ports)
 Power supply 5 V/500 mA or less (at port)

3 Analog Audio Output Section

Output connector RCA jacks (controller A/B)
 Frequency response 20 Hz to 20 kHz +1/-3 dB
 Distortion 0.006 % or less (JEITA)
 * The above specifications refer to values for music CD (CD-DA).

4 Digital Audio Output Section

Output connector RCA jacks (controller A/B)
 Output type..... Coaxial digital (S/PDIF)
 Output format 44.1 kHz/16 bit

5 Video Output Section

Output connector RCA jack

6 Center Display Section

Type..... TFT LCD active matrix display
 Size 4.3" (WIDE)
 Supported languages
 10 languages including English, Japanese, and Chinese

7 Controller Display A/B Section

Type..... OEL (Organic EL) Full segment

8 Other Connectors

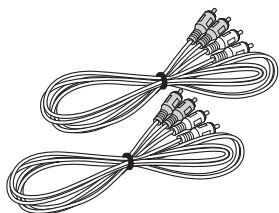
Control unit
 Remote control connector Mini-DIN 10-pin
 5 V connector..... DC jack
 Drive unit
 Remote control connector Mini-DIN 10-pin
 Control jack Mini-jacks (controller A/B)

Specifications and appearance are subject to change without notice.

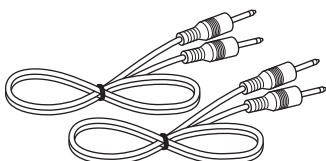
CONFIRM ACCESSORIES

Confirm that all furnished accessories are present.

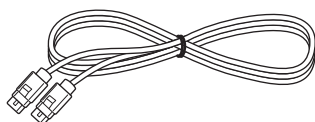
Audio cables (x 2)



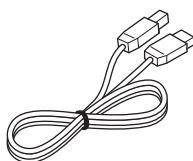
Control cords (x 2)



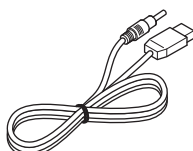
Dedicated remote control cable



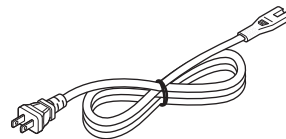
USB cable



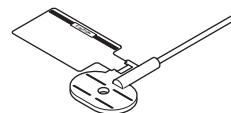
USB auxiliary power cable



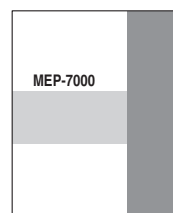
Power cord



Forced ejection pin



Operating Instructions (this manual)



REGARDING PLAYABLE DISCS AND FILES

TYPES OF DISCS PLAYABLE ON THIS UNIT

- Playable discs will display one of the following logo marks on the disc label, packaging, or jacket:

Playable disc types and logos						
CD 	CD-TEXT 	CD-R 	CD-RW 	CD-G 	DVD-R 	DVD-RW 

DVD is a trademark of DVD Format/Logo Licensing Corporation.

■ About disc playback

This unit can play CD-R/CD-RW discs recorded in music CD (CD-DA) or CD graphics (CD-G) format, and CD-R/-RW, DVD-R/-RW, DVD+R/+RW, and DVD±R dual layer discs recorded in MP3/AAC file format.

✓ NOTE

- CD-R/-RW, DVD-R/-RW, DVD+R/+RW, and DVD±R dual layer discs recorded on a standalone recorder or computer may not play properly on this unit for a variety of reasons, including individual characteristics of the disc, scratches or soiling of the disc, or dirt or condensation on the player's laser lens.
- Discs recorded on a computer's disc drive may not play properly due to variations in the recording software settings or computer environment. Be sure to record discs in the proper format (for details, consult the distributor of the recording software application).
- For detailed information regarding the handling and use of your disc media, consult the precautions and instructions furnished with the discs.

■ The following discs cannot be played on this unit

CDs: DTS-CDs, photo-CDs, video-CDs, and unfinalized CDs

DVDs: DVD video, DVD audio, DVD-RAM, unfinalized DVDs, MPEG moving picture files

■ Backup your discs!

Due to structural characteristics of CD-R/-RW, DVD-R/-RW, DVD+R/+RW, and DVD±R dual layer media, if such discs are left for extended periods in the pause (or cue standby) mode, they become unplayable or difficult to play at that point on the disc. The same symptom may occur if the loop function is used to repeat the same section of a disc for an extremely large number of times.

When using discs holding important files or tracks, always make backups first.

■ About copy-control CDs

This unit is designed to comply with music CD standards. We cannot guarantee operation or performance when using discs that do not comply with these standards.

■ [DualDisc] playback

This unit is designed to comply with music CD standards. We cannot guarantee operation or performance when using discs that do not comply with these standards.

■ About 8 cm single CDs

8 cm single CDs cannot be played on this unit. Also, do not attempt to attach an 8 cm adapter to a disc and play it in this unit, since the adapter may become detached during playback, causing damage to the disc or player.

■ About CD-TEXT on music CDs

This unit supports CD-TEXT, and displays track titles, album titles, and artist names recorded in CD-TEXT. Supported character codes include ASCII, ISO-8859, MS-JIS, and Mandarin Chinese. When multiple text data are recorded, the first text data is displayed.

REGARDING PLAYABLE DISCS AND FILES

ABOUT MP3/AAC DISC PLAYBACK

This unit can play compressed music files (MP3/AAC) recorded on CD-R/-RW, DVD-R/-RW, DVD+R/+RW, and DVD±R dual layer media.

Folder levels	Maximum 8 levels; if more than 8 levels exist, files in the 9th and further levels cannot be played.
Maximum folders	2 000 per disc. If more than 2 000 folders exist, those beyond 2 000 cannot be displayed.
Maximum files	3 000 per disc. If more than 3 000 files exist, those beyond 3 000 cannot be displayed.
Recording format	Supports discs recorded using the ISO9660 file system. When recording is performed using the UDF file system, the disc cannot be played if the ISO9660 file system is not recorded jointly. For details, consult the author of the application.

- Startup time will increase as the number of folders and files increases.

ABOUT PLAYBACK FROM USB STORAGE DEVICE

By connecting a USB storage device to this unit, MP3/AAC/WAV/AIFF files recorded on the device can be played on this unit.

Folder levels	Maximum 8 levels; if more than 8 levels exist, files in the 9th and further levels cannot be played.
Maximum folders	No specific folder limit is made for a device, but folders exceeding 10 000 in a folder cannot be displayed.
Maximum files	No specific file limit is made for a device, but a files exceeding 10 000 in a folder cannot be displayed.
Supported file systems	FAT, FAT32, HFS +

✓ MEMO

- USB storage devices supported by this unit are of the class of USB mass storage devices including external hard discs, portable flash memory devices, and digital audio player. However, optical disc devices such as external DVD/CD drives cannot be used.
- When connecting a USB storage device containing a large number of folders and files, some time may be required to read in the device contents.
- When a connected USB storage device contains multiple partitions, only the initial partition can be used.

✓ CAUTION

⚠ Depending on the device used, proper playback may not be possible with all USB storage devices. Pioneer assumes no responsibility for any loss of data resulting from connecting any given USB device to this unit.

- Proper operation may not be possible when a USB storage device is connected through a USB hub.
- Even if a USB hub is used to connect multiple USB storage devices, the second and later devices cannot be used.
- Operation cannot be guaranteed when using a USB storage device with installed flash card reader.
- When connecting a USB storage device utilizing two USB cables, connect both cables to this unit's USB ports.
- If an electrical current stronger than the allowable current is applied to the unit's USB1 port or USB2 port, the unit may stop supplying power to the USB storage device, thus terminating transmission. In this case, a message will be displayed in the center display of the unit, and the stop indicators for USB1 and USB2 will flash red simultaneously. To restore normal operation, disconnect all USB storage devices connected to the unit, then hold either of the USB STOP buttons depressed for two seconds or more. Avoid connecting the USB storage device from which the excess current was detected and other USB storage devices connected through a bus-powered USB hub. If normal operation is not restored through this method, turn the power of this unit off, and then turn it back on.

ABOUT MP3 FILES

MP3 files may be found in two types, those with Constant Bit Rate (CBR), and those with Variable Bit Rate (VBR). This player supports playback and DJ play of both CBR and VBR type files, but VBR files may exhibit slower performance when using search and super fast search functions, compared to CBR files. When playback performance is preferred, record your files using CBR.

This unit supports MP3 files subject to the following formats:

Supported formats	MPEG-1	Supports Audio Layer-3 sampling frequencies 32 kHz, 44.1 kHz, 48 kHz, with bit rates of 32 Kbps to 320 Kbps.
	MPEG-2	Supports Audio Layer-3 sampling frequencies 16 kHz, 22.05 kHz, 24 kHz, with bit rates of 16 Kbps to 160 Kbps.
Track data		Supports ID3 tag Ver 1.0/1.1/2.2/2.3/2.4. Displays title, album name, artist's name. *1 JPEG images embedded in ID3 tag are displayed as jacket photographs. *2
File extensions		.mp3

*1 In order to display characters written in a local code other than Unicode, the UTILITY function must be used to set the language.

*2 Files with original image size larger than 800 x 800 pixels cannot be displayed.

ABOUT AAC FILES

AAC is an abbreviation for Advance Audio Coding, a basic format relating the audio compression technology used for MPEG-2 and MPEG-4.

AAC data differs in file format and extension depending on the application used to create the data file.

The MEP-7000 is capable of playing iTunes®-encoded AAC files with extension .m4a, as well as .aac and .mp4 files. However, copy-protected files purchased at places like iTunes Music Store cannot be played. Further, some files may not be playable, depending on the version of iTunes in which they were encoded.

Apple and iTunes are trademarks of Apple Inc., registered in the U.S. and other countries.

This unit supports AAC files subject to the following formats:

Supported formats	MPEG-4 AAC LE	Sampling frequency 16 kHz, 22.05 kHz, 24 kHz, 32 kHz, 44.1 kHz, 48 kHz, with bit rates of 8 Kbps to 320 Kbps.
Track data	AAC files	Supports ID3 tag Ver 1.0/1.1/2.2/2.3/2.4. Displays title, album name, artist's name. *1 JPEG images embedded in ID3 tag are displayed as jacket photographs. *2
	Non-AAC files	Support metatags (embedded tags). Displays title, album name, artist's name. *1 JPEG images embedded in tag are displayed as jacket photographs. *2
File extensions		.m4a, .aac, .mp4

*1 In order to display characters written in a local code other than Unicode, the UTILITY function must be used to set the language.

*2 Files with original image size larger than 800 x 800 pixels cannot be displayed.

ABOUT WAV FILES

This unit supports WAV files subject to the following formats:

Supported formats	Supports 16-bit non-compressed PCM, with sampling frequency of 44.1 kHz.
Track data	Supports LST chunk. Displays title, album name, artist's name. *1
File extension	.wav

*1 In order to display characters written in a local code other than Unicode, the UTILITY function must be used to set the language.



MEMO

- WAV files recorded in disc media are not supported.

ABOUT AIFF FILES

This unit supports AIFF files subject to the following formats:

Supported formats	Supports 16-bit non-compressed PCM, with sampling frequency of 44.1 kHz. Displays title, album name, artist's name. *1
File extension	.aif .aiff

*1 In order to display characters written in a local code other than Unicode, the UTILITY function must be used to set the language.



MEMO

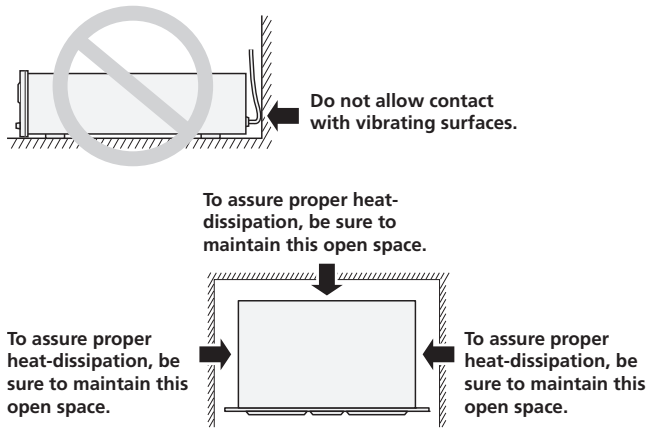
- AIFF files recorded in disc media are not supported.

INSTALLATION GUIDELINES

- Placing and using the player for long periods on heat-generating sources such as amplifiers or near spotlights, etc. will affect product performance. Avoid placing the player on heat-generating sources.
- Install this player as far as possible away from tuners and TV sets. A player installed in close proximity to such equipment may cause noise or degradation of the picture. Noise may be noticeable when an indoor antenna is used. In such cases, make use of an outdoor antenna or turn off power to the player.
- When the unit is used in a loud-sound environment, e.g., near a speaker, sound skip may occur. Install the unit away from the speaker or reduce the listening volume.
- Place this unit on a level surface and a stable platform.
- Do not place heavy objects on top of the unit.

Be sure the player, including its audio and power supply cords, does not touch vibrating materials. Any cause of vibration other than the insulators may cause sound skip.

Take special care when using the player while it is installed in a carrying case.



Installing the MEP-7000 in an EIA rack

The screw holes on the front panel of the MEP-7000 are designed for use in attaching the unit to a 19-inch EIA rack.

Control unit complies with 3U specifications; drive unit complies with 2U. Maximum depth of unit is 324.6 mm.

- Attach the unit to the rack using screws of the appropriate size (screws not provided with the unit).

NOTE

- Do not install the unit immediately above a power amplifier, since damage may occur from the heat produced by the amplifier, or humming or other noise may be caused.
- When transporting the unit, remove the unit from its rack. Attempting to move the rack with the unit installed may result in damage to the unit.
- If the unit must be moved while still in its rack, take precautions to protect the unit from vibration and impact.

Transporting the unit

■ Never move the unit during playback.

During playback, discs rotate at very high speeds; never lift or move the unit during this time to prevent scratches or other damage to discs.

■ Transporting the unit

When moving the unit, always remove any discs that have been loaded, and turn off the power.

Moving the unit with a disc loaded could result in damage to the disc or unit.

About carrying cases

The jog dial is equipped with a delicate switch. If the unit is placed in a carrying case, take precautions to prevent any pressure from being exerted on the surface of the jog dial.

Condensation

When this unit is brought into a warm room from previously cold surroundings or when the room temperature rises sharply, condensation may form inside the unit and impair its performance. In such cases, allow the unit to stand for about an hour or raise the room temperature gradually.

Cleaning the player

To clean the player wipe with a polishing or a soft, dry cloth. For stubborn dirt, moisten a soft cloth with a weak solution of neutral detergent (diluted in five to six parts water), wring the cloth well, and wipe away the dirt. Use a dry cloth to wipe the surface dry. Do not use volatile liquids such as benzene or thinner which will damage to the unit.

CD lens cleaner

If for some reason, the lens becomes soiled and malfunctions, contact your nearest PIONEER authorized service center. Lens cleaners for CD players are commercially available, but special care should be exercised in their use as some may cause damage to the lens.

Cleaning the Jog Dial

To clean the jog dial wipe with a polishing or a soft, dry cloth. For stubborn dirt, moisten a soft cloth with a weak solution of neutral detergent (diluted in five to six parts water), wring the cloth well, and wipe away the dirt. Use a dry cloth to wipe the surface dry.

Applying alcohol, paint thinner, benzene, insecticides, or other stringent substances to the jog dial may cause the markings or finishing of the dial to peel or become discolored, and the use of any such substances should accordingly be avoided.

CONNECTIONS

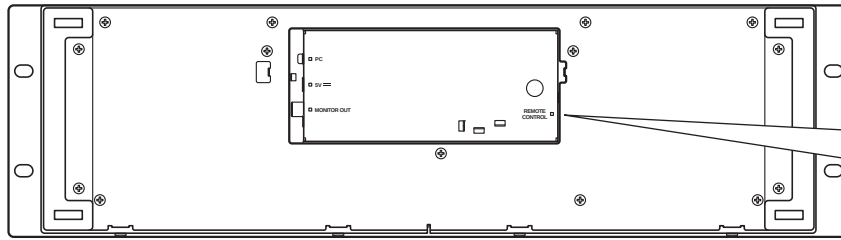
Whenever connecting or disconnecting components, be sure to first turn off the power and disconnect the power cord from its outlet first. Damage to the unit may result if connections are modified while power is supplied.

NORMAL STYLE CONNECTIONS

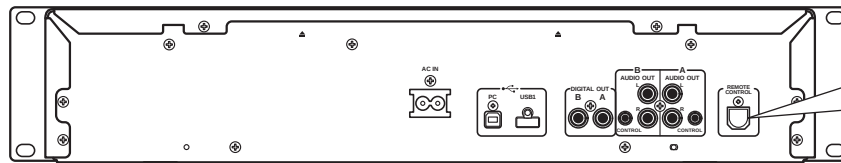
1. System connections

Use the provided dedicated remote control cable to connect the control unit to the drive unit. Insert firmly until you hear a click.

Control unit



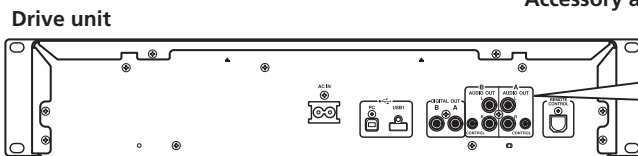
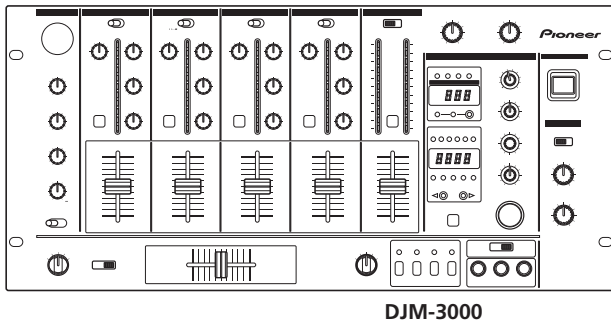
Drive unit



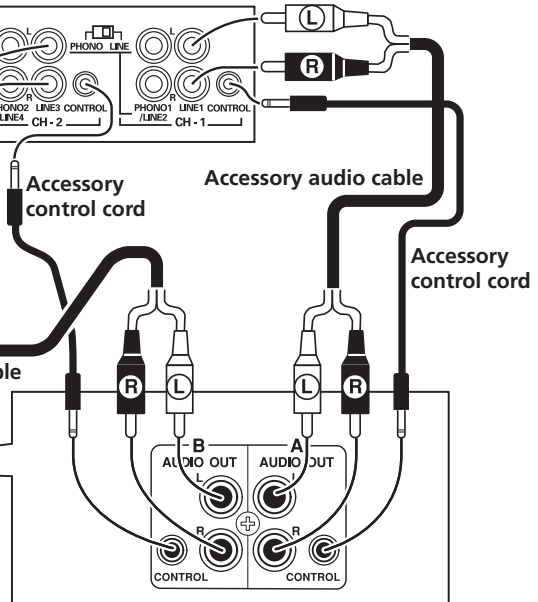
Accessory dedicated remote control cable

2. Connections to DJ mixer (DJM-3000/DJM-800) (audio output and control connections)

Using the accessory audio cable, connect the white plug to the L (left) channel connector and the red plug to the R (right) channel connector. By connecting the accessory control cord, this unit can be controlled from a Pioneer DJ-mixer so as to allow fader start play and back cue operations (except during relay play).



Accessory audio cable



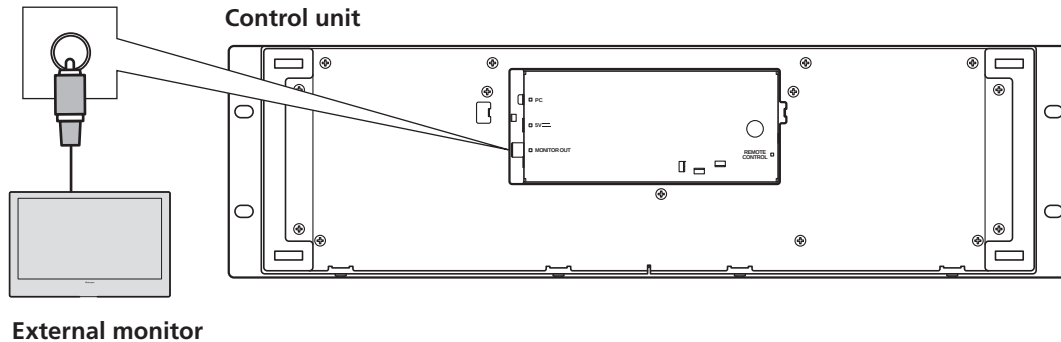
MEMO

- When connecting to the DJM-300, DJM-500 or DJM-600, use the accessory audio cable to connect the CD1 to the drive unit's side A output connectors, and CD2 to the drive unit's side B output connectors as shown in the accompanying illustration.

CONNECTIONS

3. Connection to external monitor (pin-jack connector)

Use these connections when you wish to output the center display images to a large screen, or when using CD-G Karaoke. After connecting this unit to the external monitor, the unit's settings must be changed (see the item "MONITOR OUT" in the topic "[1] DISPLAY" under the section "USING THE UTILITY" on P. 55).



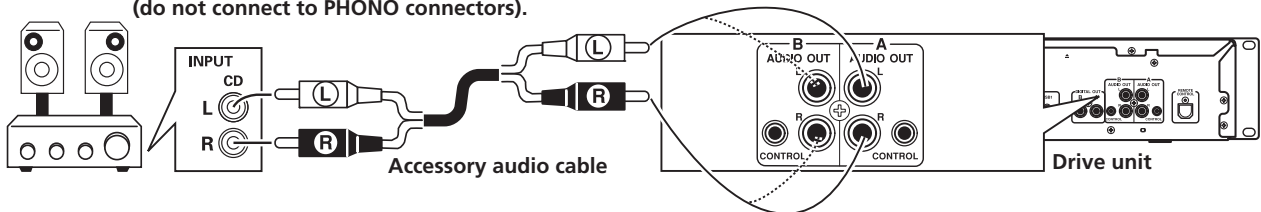
4. Connecting other components

A. Connecting another mixer

Connect this unit's AUDIO OUT connectors to the mixer's LINE IN or AUX connectors. (Do not connect to PHONO connectors, since sound will be distorted and proper playback will not be produced.)

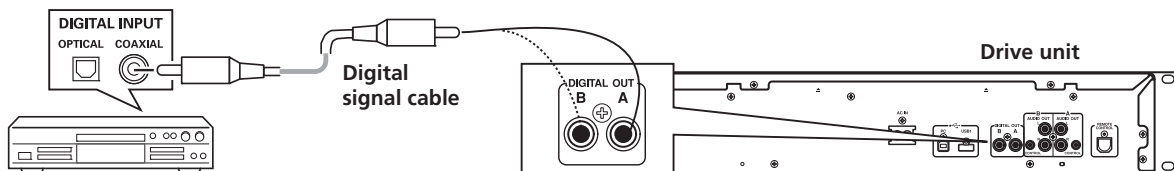
B. Connecting a stereo amplifier (when not using DJ mixer)

Connect to CD or AUX IN connectors
(do not connect to PHONO connectors).



C. Connecting a component with digital input connectors

CD recorder, amplifier with digital inputs, etc.



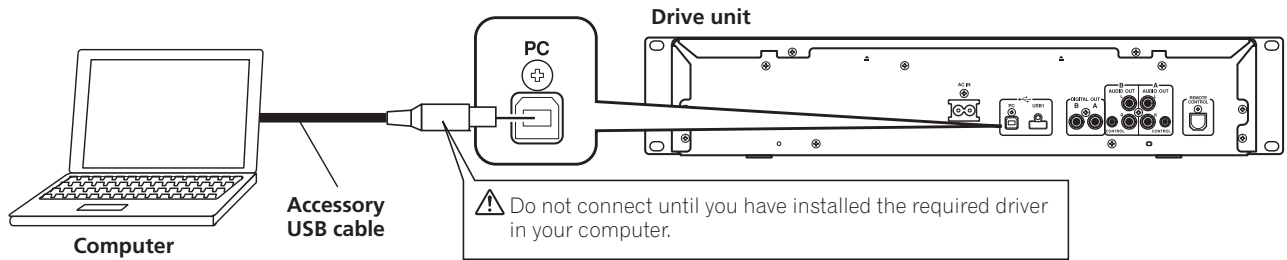
MEMO

- The digital output connectors produce only audio data without the inclusion of subcodes.
- Depending on the CD recorder or other component, certain features, including CD recording, may be restricted. For details, consult the operating instructions for the connected component.

CONNECTIONS

5. Connecting a computer

Make these connections in order to use DJ software program.



NOTE

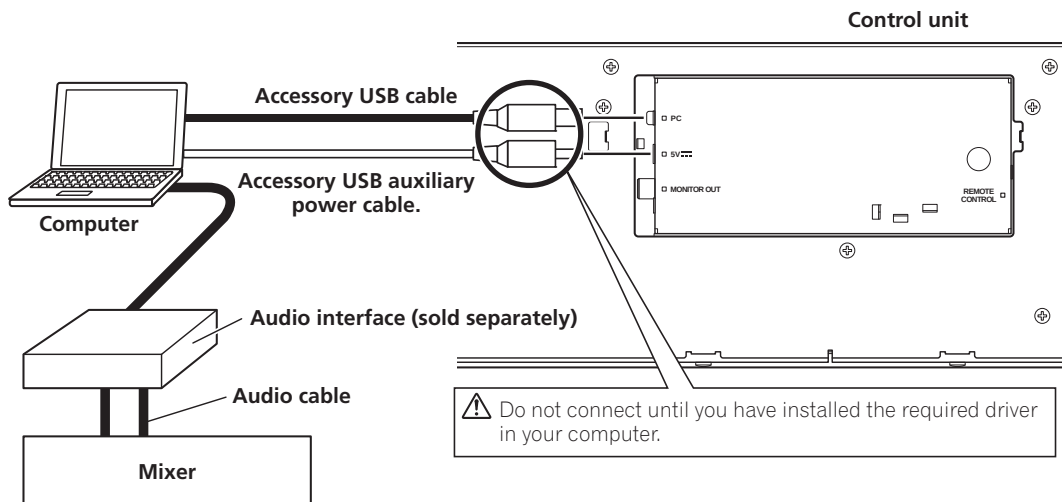
- Use only the furnished accessory USB cable.

6. Connecting the power cord

When all other connections have been completed, connect one end of the accessory power cord to the AC IN jack on the rear side of the drive unit, and the other end to a normal AC power outlet, or the auxiliary power outlet of an amplifier.

MANIPULATOR STYLE CONNECTIONS

These connections should be used when you wish to operate DJ software without connecting the drive unit. Use the accessory USB auxiliary power cable and the normal USB cable to connect the control unit to the computer (connect the USB auxiliary power cable first).



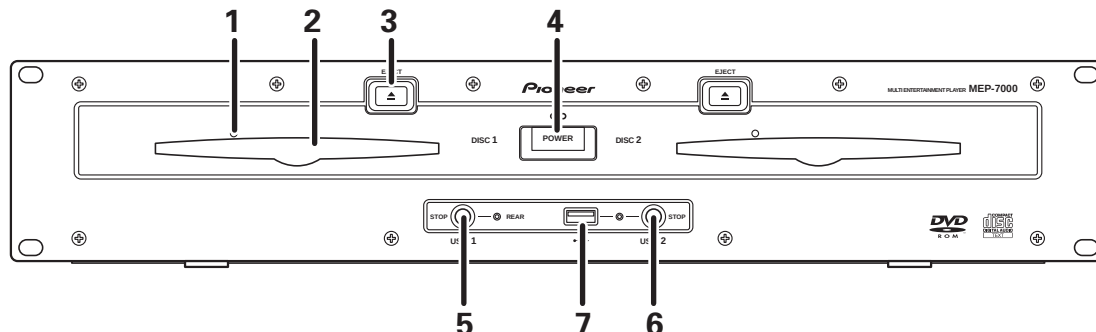
NOTE

- When making manipulator style connections, do not connect the drive unit, since it will not function correctly.
- Do not connect anything to the 5V connector other than the accessory USB auxiliary power cable.
- Always use the accessory USB auxiliary power cable and USB cable only.
- Always connect the accessory USB auxiliary power cable and USB cable to one and the same computer.
- Do not connect this unit to a computer through a USB hub.
- Do not connect this unit to a computer through a CardBus-supported USB interface card.

PARTS AND THEIR FUNCTIONS

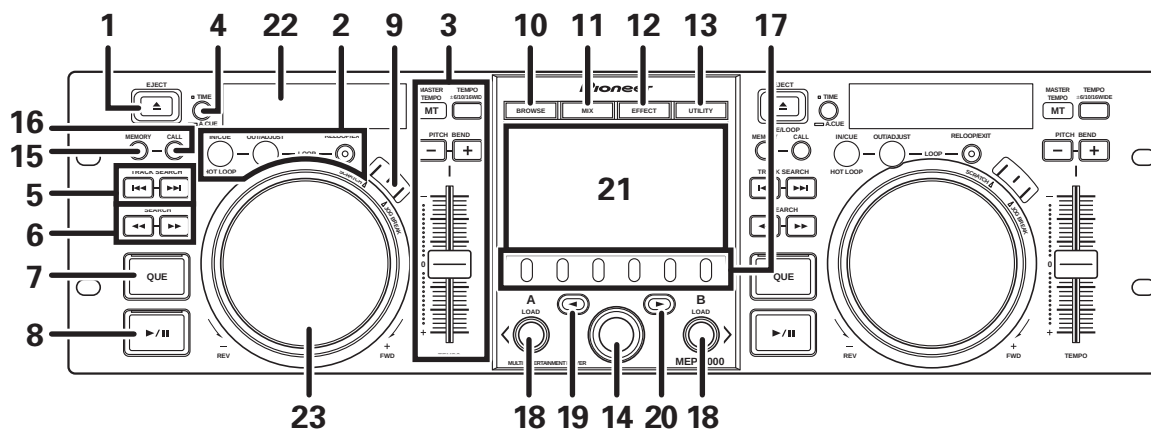
FRONT PANEL

Drive Unit



- | | |
|--|---|
| <p>1 Forced eject hole (P. 23)</p> <p>2 Disc loading slot (P. 23)</p> <p>3 EJECT (▲) button
To eject a disc from the disc loading slot, press this button during the cue standby or pause mode, or when no tracks are being loaded from the disc.</p> <p>4 POWER switch and indicator
Turns unit power ON/OFF.</p> | <p>5 USB1 STOP button and indicator
Press when removing a USB storage device from USB1 port.</p> <p>6 USB2 STOP button and indicator
Press when removing a USB storage device from USB2 port.</p> <p>7 USB2 port (type A)
Use to connect a USB storage device or USB keyboard.</p> |
|--|---|

Control Unit



- | | |
|---|---|
| <p>1 EJECT (▲) button
To eject a disc from the disc loading slot, press this button during the cue standby or pause mode, or when no tracks are being loaded from the disc.</p> <p>2 LOOP operation buttons (P. 39)</p> | <p>3 TEMPO control section
 TEMPO control range button (±6/10/16/WIDE):
Each time the button is pressed, the variable range of the TEMPO adjust slider changes.
 MASTER TEMPO button and indicator (MT):
Each time the button is pressed, the master tempo function alternates ON/OFF.
 TEMPO adjust slider:
From the center detent position, pull the slider towards you (+) to increase the tempo, and push the slider away from you (–) to slow down the tempo.
 PITCH BEND +/- buttons:
When pressed during play, the pitch bend function is enabled. Pressing the “+” button accelerates the pitch bend speed, and pressing the “–” button decelerates the pitch bend speed. The speed of the pitch change can be modified by holding the button depressed while rotating the jog dial.</p> |
|---|---|

4 Time mode/auto cue button (TIME/A.CUE)

TIME:

Each time the button is pressed, the display's time display alternates between the current track's elapsed playing time, and the remaining time (REMAIN).

A.CUE: (P. 38)

5 TRACK SEARCH (◀◀, ▶▶) buttons (P. 36)

6 SEARCH (◀◀, ▶▶) buttons (P. 35)

7 CUE button and indicator

Setting a cue point (P. 37)

Cue point sampler (P. 37)

Back-cue (P. 37)

Modifying a cue point (P. 37)

8 Play/pause (▶/⏸) button and indicator (P. 35)

9 SCRATCH/JOG BREAK buttons and indicators

Use to select jog mode, including SCRATCH, JOG BREAK, or OFF (neither indicator lighted).

10 BROWSE button (P. 26)

Use to select the BROWSE screen.

11 MIX button (P. 43)

Use to select the MIX screen.

12 EFFECT button (P. 40)

Use to select the EFFECT screen.

13 UTILITY button (P. 55)

Use to select the UTILITY screen.

14 Rotary selector dial

Rotate clockwise/counterclockwise for track selection and to move cursor between setting items. Press to confirm selection.

15 CUE/LOOP MEMORY button (P. 39)

Use to store cue points and loop points in memory.

Hold the button depressed to cancel a loop point.

16 CUE/LOOP CALL button (P. 39)

Use to call up cue and loop points stored in memory.

17 Function buttons (F1 to F6, from left)

Switching between the functions allocated to the six function buttons can be performed by using the menu shown on the center display.

On BROWSE screen:

"SELECT THE TRACK" (P. 28)

On MIX screen:

"MIX SCREEN" (P. 43)

On EFFECT screen

"[1] Scratch effect" (P. 40)

"[2] Jog break effect" (P. 42)

On UTILITY screen:

"USING MIDI FOR COMPUTER CONTROL" (P. 50)

"USING THE UTILITY" (P. 55)

18 LOAD A/B buttons

Sets the selected track in the controller A/B.

19 Select up (◀) button

Each time this button is pressed, the display returns to the next higher menu level.

20 Select down (▶) button

Each time this button is pressed, the display advances to the next lower menu level.

21 Center display (P. 21)

22 Display A/Display B (P. 21)

23 Jog dial (+FWD/-REV) (P. 36)

Center Display



1 Main menu display

The center display's menus are changed by using the **BROWSE** button, **MIX** button, **EFFECT** button, and **UTILITY** button. The function buttons, select up (◀)/down (▶) buttons, **LOAD A/B** buttons, and the rotary selector dial are used to manipulate the contents of each menu.

BROWSE screen

Use to select tracks and construct playlists (P. 26).

MIX screen

Use to perform mixing operations, including auto mix using playlists (P. 43).

EFFECT screen

Use to select scratch play and various effects used in jog break play (P. 40).

UTILITY screen

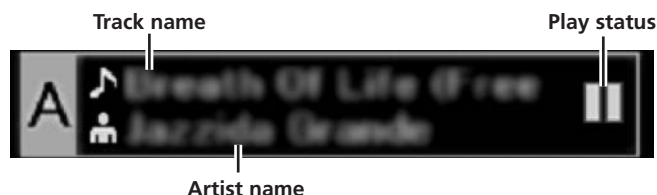
Use to make unit settings (P. 55).

2 Function tab

Displays items that can be changed using the six function buttons. Items displayed differ depending on the contents shown on the main menu display.

3 A/B track information display

Displays track information and current status for tracks playing on controller A/B.



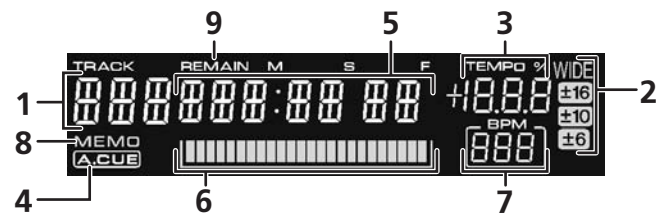
Play status

	Indicates track is currently playing.
	Indicates track is currently paused.
	Indicates track is currently in cue standby condition (see P. 37 "SETTING CUE POINTS").

MEMO

- Track name and artist name can be displayed in Western European languages, Russian, Chinese (simplified Mandarin), and Japanese.

Display A/Display B



1 Track number display

Displays the number of the track currently playing.

2 TEMPO control range display (±6, ±10, ±16, WIDE)

Displays the selected variable range mode of the **TEMPO** adjust slider.

3 TEMPO change ratio display

Displays the change in tempo produced by the operation of the **TEMPO** adjust slider.

4 A.CUE indicator

Lights when the Auto Cue function is ON.

5 Time display

Displays the current track's elapsed time ([REMAIN] indicator is off), or remaining time ([REMAIN] indicator is lighted), in minutes [M], seconds [S], and frames [F].

6 Playing address display

To provide a quick intuitive grasp of the relative progress of a track's playback (either elapsed time or remaining time), a bar graph is used to represent the full length of the track.

- Elapsed time display: Starts with all segments off, then gradually lights from left to right.
- Remaining time display: Starts with all segments on, then gradually goes off from left to right.
- When 30 seconds of remaining playing time is reached, the graph begins to flash slowly.
- When 15 seconds of remaining playing time is reached, the graph begins to flash quickly.

7 BPM display

Shows the currently playing track's BPM (Beats Per Minute)

8 MEMO indicator

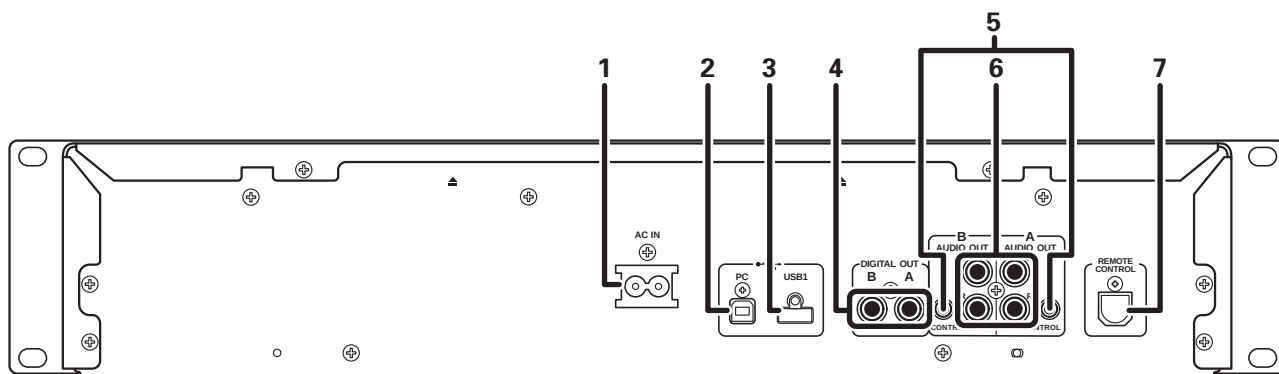
Lights when a cue or loop point has been stored in memory.

9 REMAIN indicator

Lights when the time display is set for remaining time.

REAR PANEL

Drive Unit



- 1 AC inlet (AC IN)**
Use the supplied power cord to connect this inlet to a household AC outlet.
- 2 PC connector: USB port (type B)**
Use the supplied USB cable to connect this port to a computer.
- 3 USB1 port (type A)**
Use to connect a USB storage device or USB keyboard.
- 4 Digital output connectors (DIGITAL OUT A/B)**
RCA-type coaxial digital output connector for connecting a DJ mixer, AV amplifier, CD recorder or other component supporting digital input.
The output supports all functions including DJ function, but only audio data not including subcodes is output.
- 5 Control jacks (CONTROL A/B)**
When the supplied control cord is used to connect this unit to a Pioneer DJ mixer, the DJ mixer can be used to control this unit so as to perform fader start play and back cue operations. Also, by connecting this jack to another DJ player's control jack, automated relay play can be performed.*
* Relay play is disabled during DJ software track selection.
- 6 Audio output connectors (AUDIO OUT A/B)**
RCA-type analog audio output connectors.
- 7 Remote control connector (REMOTE CONTROL)**
Use the supplied dedicated remote control cable to connect to the control unit.

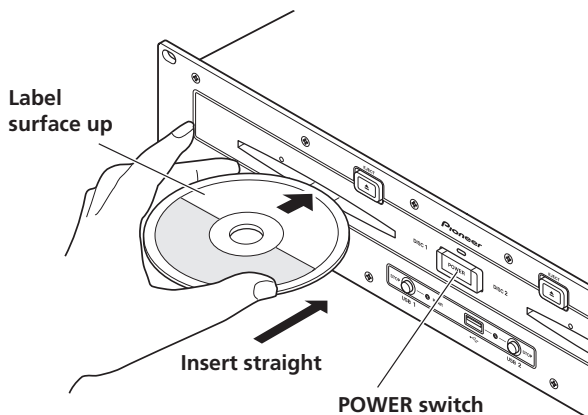
Control Unit



- 1 PC connector: USB port (type B)**
Use the accessory USB cable to connect this port to a computer.
- 2 5V connector**
Use the accessory USB auxiliary power cable to connect to a computer.
- 3 Video output connector (MONITOR OUT)**
Use a video cable to connect to an external display.
- 4 Remote control connector (REMOTE CONTROL)**
Use the supplied dedicated remote control cable to connect to the drive unit.

HANDLING DISCS AND OTHER MEDIA

LOADING AND REMOVING DISCS



- 1 Set the drive unit's front panel **POWER** switch to **ON**.

NOTE

- Do not attempt to forcibly insert a disc when the power is off, since damage may occur to the disc or loading mechanism.

- 2 Insert a disc.

- Insert the disc flat with the label surface upright.
- Only one disc can be loaded at a time. Do not attempt to insert two discs together, or to insert a second disc when one is already playing.
- When inserting a disc, do not apply excessive force, or so much pressure that the disc bends. Also, when the mechanism is pulling in a disc or ejecting a disc, do not apply opposing pressure so as to defeat the mechanism's purpose. Any of these actions may damage the disc or mechanism.

- 3 To remove a currently playing disc, first press the play/pause (▶/II) button to stop the playback, then press the **EJECT** (▲) button. Alternately, when a cue point has been set, during play press the **CUE** button (to cause "back cue") and then press the **EJECT** (▲) button.

Disc rotation will stop and the disc will be ejected from the slot.

NOTE

- Do not attempt to reinsert a disc while the eject procedure is still operating and the **[EJECT]** indicator is lighted. If a disc is pressed back in while it is still being ejected (the **[EJECT]** indicator is lighted), the mechanism may stop. In this case, press the **EJECT** (▲) button once again, and wait until the **[EJECT]** indicator has gone out before reinserting the disc.

REGARDING FORCIBLE DISC EJECT

If the **EJECT** (▲) button fails to operate and a disc cannot be removed, insert the furnished forcible eject pin into the forcible eject hole on the front panel of the drive unit to allow the disc to be removed.

When performing forcible eject, always abide by the following precautions:

- 1 Turn off the power to the drive unit and wait at least one minute.

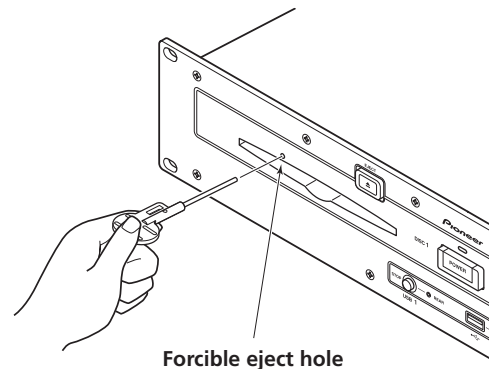


Inserting the forcible eject pin before one minute has elapsed may occasion the following dangers:

- The disc may be ejected while it is still rotating at high speed, causing injury to fingers or hands.
- The drive's disc clamp may rotate in an unstable condition, causing damage to the disc.

- 2 Use only the furnished eject pin (do not use other objects)

When the forcible eject pin is inserted fully into the forcible eject hole, the disc will come out of the slot by about 5 mm to 10 mm, where it can be grasped by the fingers and removed.



WRITING MANAGEMENT DATA TO A USB STORAGE DEVICE

When this unit is used with a USB storage device to play music, various management data files are created within the storage device. The management data are of the following three types, and stored within the hidden directory named "PIONEER" (in HFS+ format, named ".PIONEER"). Note that if these data folders and their files are deleted, cue and other information created by the unit will be deleted.

■ CUE folder

Cue data files are created whenever cue point memory is used with tracks on the USB storage device. Approximately 200 bytes of space are required for each cue point.

■ PLAYLIST folder

Playlist data files are created whenever a playlist is created for tracks on a USB storage device. Approximately 100 Kbytes are required for each playlist.

■ LIBRARY folder

This folder is created whenever the UTILITY screen is used to make a music library. Storage space required per track ranges from several hundred bytes to about 1 Kbyte.

CONNECTING AND DISCONNECTING USB STORAGE DEVICES

■ Indicator contents

Displays the connection status for the USB storage device.

Not lighted	Device not connected
Lighted steadily	Device is detected
Flashing (two stages)	The STOP button has been pressed and device is being dismounted. If the STOP button is released while the indicator is flashing slowly, the dismount will be canceled.

- The communication status between this unit and the USB storage device can be confirmed by viewing the storage device's status lamp.

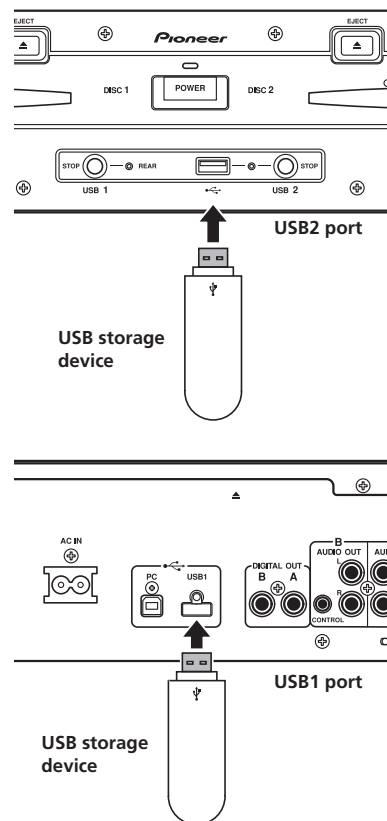
■ Connecting a USB storage device

By connecting a USB memory or other USB storage device, the music files on the storage device will be read into this unit.

1 Connect the device to the USB1 or USB2 port.

2 Confirm that the indicator lights red.

Confirm on the front panel that the indicator for the port used has changed from not lighted to lighted red.



✓ MEMO

- USB storage devices supported by this unit are of the class of USB mass storage devices including external hard discs, portable flash memory devices, and digital audio player. However, optical disc devices such as external DVD/CD drives cannot be used.
- When connecting a USB storage device containing a large number of folders and files, some time may be required to read in the device contents.
- When a connected USB storage device contains multiple partitions, only the initial partition can be used.

CAUTION

⚠ **Depending on the device used, proper playback may not be possible with all USB storage devices. Pioneer assumes no responsibility for any loss of data resulting from connecting any given USB device to this unit.**

- Proper operation may not be possible when a USB storage device is connected through a USB hub.
- Even if a USB hub is used to connect multiple USB storage devices, the second and later devices cannot be used.
- Operation cannot be guaranteed when using a USB storage device with installed flash card reader.
- When connecting a USB storage device utilizing two USB cables, connect both cables to this unit's USB ports.
- If an electrical current stronger than the allowable current is applied to the unit's USB1 port or USB2 port, the unit may stop supplying power to the USB storage device, thus terminating transmission. In this case, a message will be displayed in the center display of the unit, and the stop indicators for USB1 and USB2 will flash red simultaneously. To restore normal operation, disconnect all USB storage devices connected to the unit, then hold either of the USB STOP buttons depressed for two seconds or more. Avoid connecting the USB storage device from which the excess current was detected and other USB storage devices connected through a bus-powered USB hub. If normal operation is not restored through this method, turn the power of this unit off, and then turn it back on.

■ To disconnect a USB storage device

- 1 Hold the STOP button pressed for two second or more.
- 2 Confirm that the indicator goes out.
Confirm on the front panel that the red indicator for the connected port has change from flashing to off.
- 3 Disconnect the USB storage device.

MEMO

- After the indicator goes out, if the **STOP** button is held depressed for two seconds or more, the USB storage device's connection can be reinitiated without the need to physically disconnect and reconnect it.

CAUTION

⚠ **When disconnecting a USB storage device, always be sure to perform the STOP operation first.**

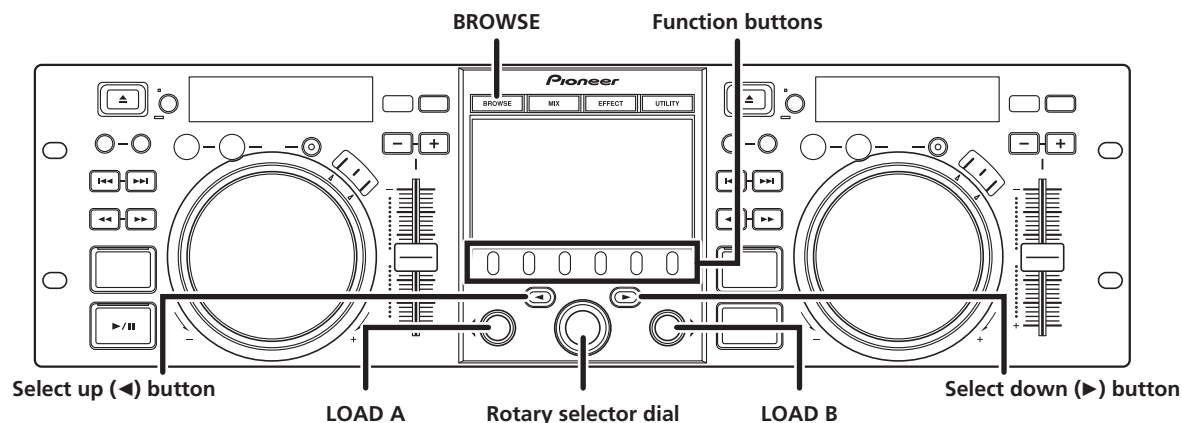
If the STOP operation is not completed before disconnection, cue/loop memory and playlist update may not occur properly, resulting in the loss of data. Also, the USB storage device may becomes unreadable, or other substantial damage may occur.

In the case of a HDD device, do not subject it to impact or vibration during use.

Always disconnect the USB storage device before turning off the power to this unit.

START PLAYBACK (Using normal connections)

Using the MEP-7000, track selection can be performed on the center display from up to six kinds of music source, including two discs, two USB storage devices, a personal computer (DJ software), and playlists. The buttons needed for selecting each type of source are illustrated below.



BROWSE SCREEN

When the **BROWSE** button is pressed, the BROWSE screen shown below will be displayed, allowing confirmation of all information necessary for track selection.

MEMO

- Track information, including file/folder names, title, and artist can be displayed in Western European languages, Russian, Chinese (simplified Mandarin) and Japanese.
- If characters are not displayed correctly, use the LANGUAGE item on the UTILITY screen to select the desired language (P. 56).



1	Contents display	Displays the contents of the line selected with the cursor. In the case of a folder, the contents of the folder are displayed; in the case of a track, the track information is displayed.
2	A/B track information display	Displays title, artist name, and playback status for track currently set in controller.
3	Selection cursor	Use the rotary selector dial to move this cursor up/down and select folders and tracks.

4	Browse window	Displays the selected source contents. Displays contents in alphabetical order by M3U files, folders, and tracks.
5	Higher level name	Displays the name of the folder or source at the next higher level of the hierarchy relative to the item currently shown in the browse window.
6	Source selection	Use the function button to select the source displayed in the window.
7	Jacket photo display	If a JPEG image is attached to the ID3 tag or present in the folder, when the selection cursor is used to choose a track, the associated image will be displayed in the contents display section.

Source icons

The following icons are displayed in the source selection section.

	Music CD (CD-DA) disc. Selecting this icon displays the disc's contents.
	CD-ROM/DVD-ROM disc. Selecting this icon displays the disc's contents.
	Selecting this icon displays the contents of the USB storage device.
	Selecting this icon enables DJ software control (P. 49).
	Selecting this icon displays the playlist (P. 33).

START PLAYBACK (Using normal connections)

■ Browse icons

These icons indicate the types of items displayed in the browse window.

	Track
	Track (with memory cue)
	Track (currently playing on Controller A)
	Track (currently playing on Controller B)
	Track (currently playing on both controllers)
	Folder
	M3u file or playlist
	Album
	Artist
	Genre

FILE BROWSING AND LIBRARY BROWSING

This unit can display the as-written structure of file and folder contents for discs and USB storage devices, and allow the user to browse the contents. This manner of display is called "file browsing."

Further, in the case of USB storage devices, by constructing a library within the device based on ID3 tags and other track information, tracks can be classified by album name, artist name, and genre, thus facilitating track selection. This kind of display is called "library browsing" For instructions on how to make libraries, see P. 57 "CREATING LIBRARIES."

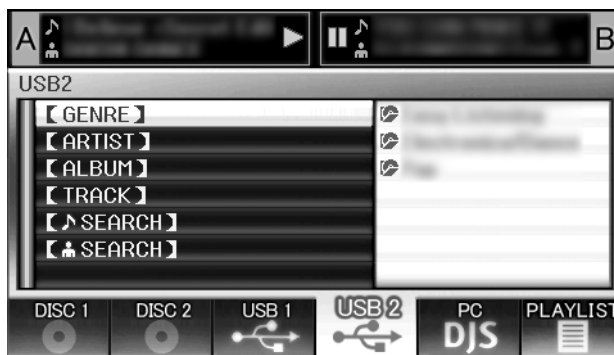
■ File Browsing

Displays as-written structure of folders and files in selected source.



■ Library Browsing

Screen menu is displayed as shown below, allowing track selection based on genre, artist name, album name, or title.



[GENRE]

Allows track selection in order of Genre → Artist name → Album name → Title.

[ARTIST]

Allows track selection in order of Artist name → Album name → Title.

[ALBUM]

Allows track selection in order of Album name → Title.

[TRACK]

Allows track selection from the song title.

[SEARCH]

Select titles by searching for track titles (P. 30).

[SEARCH]

Select titles by searching for artist names (P. 30).

[ALL]

In the event that multiple folders exist within the selected category of [GENRE] or [ARTIST], the [ALL] item will appear. By selecting [ALL], all content items existing on the same hierarchy level as that selected will be displayed.

✓ MEMO

- In the case of library browsing, even when a device has a previously created library, the UTILITY setting can be used to switch to file browsing (P. 56).
- Tracks without genre, artist name or album name will be listed together as [Unknown] within the respective categories.
- In the event track numbers are written in the track tags, the tracks within album will be displayed in their track order. In the case of genre, artist, and album, display will be in alphabetical order.

START PLAYBACK (Using normal connections)

SELECT THE TRACK

- 1 Press the **BROWSE** button.
The BROWSE screen will appear.
- 2 Prepare the source you wish to play.

For discs

Load the disc into either Drive 1 or Drive 2.

For USB storage devices

Insert the USB storage device into either port USB1 or USB2.

For DJ software

Connect your computer to the drive unit's PC connector, and start the DJ software.

✓ MEMO

- For instructions on operating the DJ software, see the section "USING DJ SOFTWARE" on P. 48. Not all DJ software programs support the ability to assign this unit as an audio output device. For details, consult the operating instructions for your DJ software.

- 3 Use the function buttons to select the source you wish to play.
The contents of the selected source will be displayed in the window. In the event that a library is present in the USB storage device, track selection can be performed by the name of the album or artist.
- 4 Turn the rotary selector dial.
The selection cursor in the browse window can be moved up/down. The contents display shows the contents of selected folders and track information.
- 5 Use the select up (◀)/down (▶) buttons to move up/down the folder hierarchy.
When a folder has been selected, press the button (or press the rotary selector dial) to enter that folder.
Press the select up (◀) button to return one level up the folder hierarchy.
- 6 Press the **LOAD A** button or **LOAD B** button.
A track will be loaded in the controller A or B, and the loaded track will begin playback.

✓ MEMO

- In the case of music CDs (CD-DA), the disc in Drive 1 is set in Controller A, and the disc in Drive 2 is set in Controller B. The controller cannot be optionally designated.
- If **LOAD LOCK** is ON, loading cannot be performed in the currently playing controller. In this case, press the play/pause (▶/||) button to set the pause mode, or press the **CUE** button to perform back cue, and then press the **LOAD** button.
- The **LOAD LOCK** can be set to ON/OFF by means of the **UTILITY** screen (P. 56).

■ Track menu

If the rotary selector dial is pressed when a track is selected, the contents display will show the track menu and the rotary selector dial can then be used to execute the menu items:

	Music CD	Other than music CD
[CANCEL]	Leave the track menu.	
[LOAD A]	Sets drive 1 in controller A, drive 2 in controller B.	Set track in Controller A.
[LOAD B]		Set track in Controller B.
[ADD TO PLAYLIST]		Record track to playlist. See "USING THE PLAYLIST" (P. 33).
[DELETE MEMO CUE]	Erase cue/loop point data. See "SETTING CUE POINTS" (P. 37).	

VIEW PROPERTIES OF THE CURRENTLY PLAYING TRACK

- 1 Of the four buttons (**BROWSE**, **MIX**, **EFFECT**, **UTILITY**), once again press the one currently selected to turn it OFF.

The display will show track information, including the source name, title, artist name, album name, genre, total playing time, bit-rate, and BPM.

Press the select up (◀) button to move the menu to the folder with the currently playing track on controller A; press the select down (▶) button to move the menu to the folder with the currently playing track on controller B (INFORMATION JUMP).



START PLAYBACK (Using normal connections)

M3U FILE

The MEP-7000 supports files in the m3u format.

Files with the extension m3u are treated the same as folders; when selected with the cursor, the recorded tracks are shown on the contents display in the form of a playlist.



☒ MEMO

- Up to 100 m3u files can be displayed per device.
- Up to 300 tracks can be displayed for each m3u file. However, if a file exceeds 308 000 bytes, tracks loaded past that size cannot be displayed.
- M3U files are not supported using HFS+ file systems on USB storage devices.
- In the case of discs, short file name notation is not supported.

☒ NOTE

- When this unit's library function (P. 57) is used for browsing, m3u files will not be displayed.
- Since a variety of formats can coexist within an m3u playlist, it may not operate properly in all cases.

USING A KEYWORD TO SEARCH FOR TRACKS

You can search for tracks by inputting the title or name of artist. Input the rotary selector dial or USB keyboard to input the characters. When using a USB keyboard to perform searches, see the section "TRACK SELECTION WITH A USB KEYBOARD" (P. 31).

1 Turn the rotary selector dial.

- Select the search category, [ **SEARCH**] or [ **SEARCH**].

2 Press the select down (▶) button or the rotary selector dial.

- The character input mode will be initiated.

3 Operate the rotary selector dial to input characters.

- A maximum of 25 characters can be input.

Select up (◀) button:

erase the immediately preceding character.

Select down (▶) button:

the same character as the final input character will be input, and the cursor will move to the next space.

Rotate rotary selector dial:

Select type of character, in order Upper Case → Numerals → Symbols.

Press rotary selector dial:

Confirm search character string, end input mode, and begin search.

4 After completing input of the desired search string, press the rotary selector dial.

- The number of search hits will flash and search will begin.
- When the search is completed, the searched track will be displayed.
- The number of search hits changes to steadily lighted and the number of searched tracks appears, and the searched tracks are displayed in a list.

5 Load the searched tracks:

- Use the rotary selector dial to select desired tracks, and then press either **LOAD A** button or **LOAD B** button.

✓ MEMO

- Up to 3 000 tracks can be searched.
- To interrupt the search process midway through, press the **USB function** button. The search results to that point will be displayed.
- The search process will be interrupted if you return to the level above that currently being searched, or if you change the selected device.
- After completing a search, the search results will be preserved until a subsequent search is performed, even if you return to the level above the current level, or if you switch the selected device.
- To perform a new search, press the select down (▶) button or the rotary selector dial and choose [**NEW SEARCH**] from the menu.
- A keyboard can also be used for searches. For information on using a keyboard for searches, see "Keyboard Input Reference Table" (P. 31).
- If a keyboard is connected during the character input mode, operations using the select down (▶) button and rotary selector dial are disabled.
- If the cursor is on the [ **SEARCH**] or [ **SEARCH**] items, tracks cannot be recorded to [**LOAD**] or [**PLAYLIST**].
- When [ **SEARCH**] or [ **SEARCH**] is selected, the jump function cannot be used to move to the initial characters of search strings (P. 31).
- When **LOAD** is performed from search results, the results are treated as a single track. When the loaded track ends, "END" is displayed and play does not advance to the next track.
- When **LOAD** is performed from search results, "INFORMATION JUMP" (P. 28) is disabled.

✓ NOTE

- Keyword search cannot be performed if no library has been created.
- Even if a library has been created, keyword search cannot be performed except in the library browse mode.

START PLAYBACK (Using normal connections)

TRACK SELECTION WITH A USB KEYBOARD

By attaching a keyboard, track selection can be performed by inputting the initial characters of the track or folder name (track/folder jump), keyword search of titles and artist names can be performed, and playlist names can be edited. Connect the keyboard to the USB1 or USB2 port.

■ Track/folder jump

- 1 Use the **TAB** key to select the **BROWSE** screen.
- 2 Use one of the **F1** to **F4** or **F6** keys to select the source.
DJ software cannot be used for selection.
Jump is possible if the **PLAYLIST** is at the first hierarchical level (playlist name) or lower in the folder tree.
- 3 Sequentially input the letters of the track name you wish to select.
The cursor will move to the first track with the matching string of characters. If folders exist at that level, the cursor will likewise jump to matching folder names.
- 4 When the cursor is on the desired track name, press the **ENTER** key to confirm the selection.
The track menu will appear.
- 5 Press the **↓** key to select either **[LOAD A]** or **[LOAD B]**, and press the **ENTER** key.
The track will begin playback.

■ Keyword search for title and artist name

- 1 Use the **TAB** key to select the **BROWSE** menu.
- 2 Use the **F11** key or **F12** key to select either  **SEARCH** or  **SEARCH**.
- 3 Input the characters for the name of the title or artist, and press the **ENTER** key to confirm.
Titles or artist names including the input character string will be displayed.
- 4 Align the cursor with the desired track and press **ENTER** key.
The track menu will be displayed.
- 5 Use the **↓** key to select either **[LOAD A]** or **[LOAD B]**, and press the **ENTER** key.
The track will begin playback.

■ Editing playlist names

- 1 Use the **TAB** key to select the **BROWSE** screen.
- 2 Use the **F6** key to select the playlist screen.
- 3 Use the **↓** key to select playlist you wish to edit.
- 4 Press **shift + ENTER** key to confirm the selection.
The playlist menu will be displayed.
- 5 Use the **↓** key to select **[RENAME]**, then press **ENTER** key.
The edit mode will be enabled, allowing you to edit the playlist name.
- 6 Edit the playlist name.
A playlist name can include up to 32 characters.
- 7 When editing is completed, press the **ENTER** key.
The playlist will flash, signaling the completion of editing.
For other keyboard operations, see "Keyboard Input Reference Table" (P. 31).

Keyboard Input Reference Table

Input	Jump to track name or folder name; keyword search	Editing playlist
Alphabet	[Char input mode] Character input	[Char input mode] Character input
Numeral	[Char input mode] Character input	[Char input mode] Character input
Symbol	[Char input mode] Character input	[Char input mode] Character input
SPACE	Blank space input	Blank space input
ENTER	Enter level below that of current cursor selection.	Confirm edit
	If cursor is on track name, opens menu screen.	
	During keyword search mode, begins search.	
Shift+ENTER	If cursor is on track name, record track in PLAYLIST.	If cursor is on PLAYLIST (first level), open menu screen.
	During keyword search mode, begins search.	
	If cursor is on folder, record folder contents in PLAYLIST.	
Home	Cursor jump to top level of list.	—
End	Cursor jump to bottom level of list.	—
Page Up	Turn page of list (7 items above).	—
Page Down	Turn page of list (7 items below).	—
↑	Move cursor up.	Move cursor up.
↓	Move cursor down.	Move cursor down.
→	Move cursor to lower level.	[Char input mode] Inputs same character as last input, and moves to next input position.
←	Move cursor to higher level.	[Char input mode] Deletes last character (if only one character is present, character is deleted but mode does not change).

START PLAYBACK (Using normal connections)

Back Space	[Char input mode] Deletes last character (during track/folder name jump, if initial character is deleted, quits mode).	[Char input mode] Deletes last character (if only one character is present, character is deleted but mode does not change).
Shift+Back Space	[Char input mode] - During track/folder name jump, deletes last character (Also, if initial character is deleted, quits mode). - During keyword search, deletes all characters.	[Char input mode] Deletes all characters (even though all characters are deleted, does not leave current mode).
Delete	[Char input mode] Deletes last character (during track/folder name jump, if initial character is deleted, quits mode).	[Char input mode] Deletes last character (if only one character is present, character is deleted but mode does not change). - Normally, delete item (tracks in PLAYLIST).
F1	Selects [DISC 1] icon.	
F2	Selects [DISC 2] icon.	
F3	Selects [USB 1] icon.	
F4	Selects [USB 2] icon.	
F5	Selects [PC] icon.	
F6	Selects [PLAYLIST] icon.	
F7	During library browse, switches to [GENRE] (see P.32 MEMO).	
F8	During library browse, switches to [ARTIST] (see P.32 MEMO).	
F9	During library browse, switches to [ALBUM] (see P.32 MEMO).	
F10	During library browse, switches to [TRACK] (see P.32 MEMO).	
F11	During library browse, switches to [ SEARCH]. Also, during [ SEARCH], performs all-character delete (see P. 32 MEMO).	
F12	During library browse, switches to [ SEARCH]. Also, during [ SEARCH], performs all-character delete (see P. 32 MEMO).	
Esc	[Char input mode] Returns to normal mode.	
TAB	BROWSE/MIX/EFFECT/UTILITY button select (toggles to right direction)	
Shift+TAB	BROWSE/MIX/EFFECT/UTILITY button select (toggles to left direction)	
Ctrl	–	
Alt	–	

MEMO

- Two-byte characters are not supported. Also, character search is disabled in the edit mode.
- In the event character input appears mistaken, use the UTILITY screen to set the KEYBOARD LANGUAGE to an appropriate selection (see P. 56).
- The USB STOP indicator will not light even when a USB keyboard is connected.
- Function keys F7 ~ F12 do not operate if no library has been created. For instructions on how to make a library, see "CREATING LIBRARIES" (P. 57).

NOTE

- Proper operation may not be possible depending on the USB keyboard or USB hub used.

START PLAYBACK (Using normal connections)

USING THE PLAYLIST

This unit allows the user to prerecord desired tracks in a playlist, thus allowing quick track selection even when using large-capacity discs and USB storage devices.

Up to 20 playlists can be constructed, and each playlist can record up to 150 tracks from multiple USB storage devices and CD-ROM/DVD-ROM discs.

MEMO

- Music CD (CD-DA) tracks and DJ software tracks cannot be recorded on a playlist.
- Once recorded, a playlist remains in memory even when the power is turned off, so that it can be reused later.
- When a track is recorded on a playlist from a USB storage device, the playlist information is written to the storage device itself.

■ Playlist display composition

Playlist listing

When the [PLAYLIST] function button is pressed, a listing of playlists is displayed. By using the rotary selector dial, a desired playlist can be selected. The playlist indicated by an orange icon has been selected for mixing (P. 43).



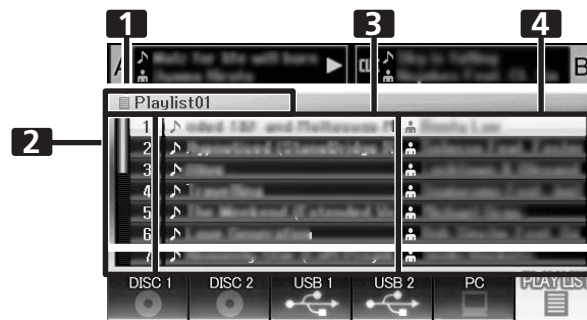
Also, if a playlist is selected and the rotary selector dial is held depressed for one second or more, the playlist menu will appear in the right window.



When a Playlist is Open

Tracks recorded in a playlist are given consecutive numbers and displayed with title and artist names. When no title is present, the file name is displayed.

When a track's original storage device (USB memory, CD-ROM/DVD-ROM, etc.) is not currently connected, that track's name is grayed out on the display.



1	Playlist name
2	Consecutive number
3	Title
4	Artist name

Also, if a track is selected and the rotary selector dial is pressed, the track menu will appear in the right window.



■ To record tracks in a playlist

1 Use the cursor to select tracks or folders in a USB storage device or CD-ROM/DVD-ROM disc.

2 Hold the rotary selector dial depressed for one second or more.

- The cursor will flash, and the track will be recorded in the currently open playlist.
- The maximum number of tracks recordable in a single playlist is 150.
- When entire folders are recorded additional time may be required.
- The [PLAYLIST] icon will flash during recording of tracks to the playlist. A playlist cannot be opened when the tab is flashing.

NOTE

- If the connected USB storage device does not have sufficient open space, it may be impossible to record the contents of tracks on the device.

■ Play a track from the playlist

1 Open playlist.

2 Use the rotary selector dial to select a track, then press the LOAD A or LOAD B button.

- Tracks will playback in consecutive numerical order.
- New tracks can be registered and edited on the playlist even while another track is playing from the list.

START PLAYBACK (Using normal connections)

■ Changing the playlist's track order

- 1 Select the track you wish to move from the playlist.
- 2 Press the rotary selector dial.
 - A menu will appear in the right window.
- 3 Turn the rotary selector dial to select [MOVE TRACK], then press the rotary selector dial.
 - A yellow line will be displayed.
- 4 Turn the rotary selector dial to the place you wish to move the track.
- 5 Press the rotary selector dial.
 - The track selected in step 1 will be moved to before the track selected in step 4, and the display will return to the playlist.

■ To delete tracks from a playlist

- 1 Select the track you wish to delete from the playlist.
- 2 Press the rotary selector dial.
 - A menu will appear in the right window.
- 3 Turn the rotary selector dial to select [DELETE TRACK], then press the rotary selector dial.
 - The track will be deleted from the playlist.
 - A track cannot be deleted when it is set in the controller.

■ To close a playlist

- 1 When a playlist is open, press the select up (◀) button.

■ To delete a playlist

All tracks recorded in the playlist will be deleted from the playlist.

- 1 Select the name of the playlist.
- 2 Hold the rotary selector dial depressed for one second or more.

The [CANCEL], [RENAME], [ALL TRACK CLEAR] menu will appear.
- 3 Turn the rotary selector dial and select [ALL TRACK CLEAR].
- 4 Press the rotary selector dial.

All tracks recorded in the playlist will be deleted from the playlist (the playlist will be empty).

 - A track set in the controller cannot be deleted from the playlist.

■ Saving a playlist

Whenever tracks are recorded, erased, or edited in a playlist, the new playlist is automatically saved (saving occurs about five seconds after an editing operation is performed, assuming no further command input).

✓ NOTE

- If the unit's power is turned off immediately (within five seconds) after editing a playlist, the results of the edit may not be reflected properly.

■ Editing the name of a playlist

- 1 Select the desired playlist
- 2 Hold the rotary selector dial depressed for one second or more.
 - A menu will appear on the right side of the center display.
- 3 Use the rotary selector dial to select [RENAME], then press the rotary selector dial.

- 4 Enters edit mode. Use the rotary selector dial to edit the name of the playlist.

- A maximum of 32 characters can be input.

Select up (◀) button:

Delete previous character to cursor.

Select down (▶) button:

Inputs same character as last input, and moves to next input position.

Press rotary selector dial:

Save edited contents and leave editing mode.

Rotate rotary selector dial:

Select character type: Upper case → lower case → numerals → symbols

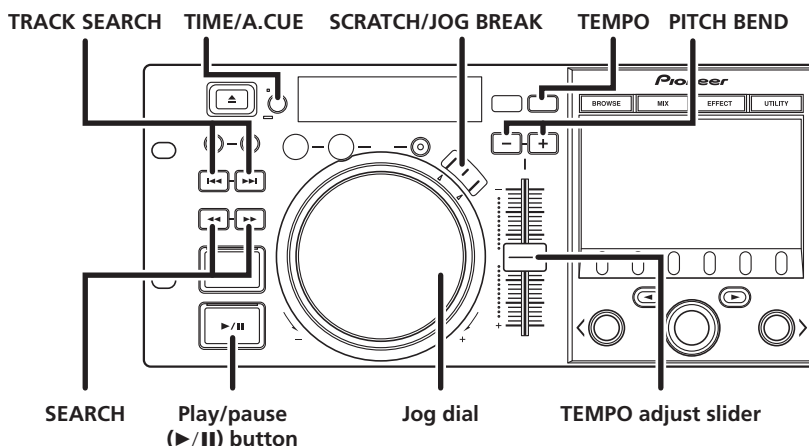
- 5 When editing is completed, press the rotary selector dial.
 - The playlist will flash, indicating that editing is completed.

✓ MEMO

- Two-byte characters are not supported.
- For information on using a keyboard for editing, see the section "TRACK SELECTION WITH A USB KEYBOARD" (P. 31).

BASIC CONTROLLER OPERATIONS

When the center display is used to select a track and the **LOAD A** button is pressed to load the track, subsequent play operations are performed with controller A (if **LOAD B** button is pressed, the track will be loaded into controller B). When a disc is inserted, Auto Play will function.



ABOUT THE DISC AUTO PLAY FUNCTION

If a disc is loaded into drive 1, if no track has previously been set in controller A, a disc track will automatically be set in controller A and playback will begin automatically.

In the same way, if a disc is loaded into drive 2 its track will be set in controller B and automatically begin playback. In the case of music CDs (CD-DA), the first track will be set; in the case of CD-ROM/DVD-ROM discs, the first track found by the unit will be set. However, if Auto Cue has been set to ON, the unit will not begin playback, but enter the cue standby mode (P. 38).

- Auto play is not supported when a USB storage device is inserted.

TO STOP PLAYBACK AND EJECT DISC

- 1 During playback, press the play/pause (▶/II) button, (or, if a cue point has been set, press the CUE button to perform back cue), then press the **EJECT** (▲) button.
 - Disc rotation will stop and the disc will be ejected from the slot.
 - The player is not equipped with an ordinary "stop" button.
 - The **EJECT** (▲) button is disabled during disc playback.

TO PAUSE PLAYBACK

- 1 During playback, press the play/pause (▶/II) button.
 - The ▶/II button indicator and **CUE** button indicator will flash, and play will stop.
 - To resume playback, press the play/pause (▶/II) button once again. The ▶/II button indicator will light steadily, and playback will continue.
 - If the jog mode is set to something besides SCRATCH, even during the pause mode, intermittent sound will be audible (called "audible pause"). If you wish for no sound to be audible, lower the audio mixer's output level.
 - If no subsequent operation is performed for a period of 100 minutes from the time the unit is set to the pause mode, it will automatically stop disc rotation. In this event, press the play/pause (▶/II) button to resume playback.

ABOUT THE DISC RESUME FUNCTION

After ejecting a disc, if the same disc is once again inserted into the same drive, the operation condition will return to that in effect immediately before the prior eject, with the exception that jog break effect and scratch effect are not resumed.

If the **TRACK SEARCH** button is pressed before playing the same disc a second time, playback will begin after performing normal track search.

- The resume function does not support play on USB storage devices.
- The resume function is supported only when the **EJECT** (▲) button is used to remove a disc.
- Although the resume function is meant for disc media, when drive 1 has been ejected only the state of controller A will be resumed. Likewise, when drive 2 has been ejected, only the state of controller B will be resumed. USB storage devices and DJ software without an eject function will not be resumed.

FAST FORWARD/FAST REVERSE

■ Using the **SEARCH** (◀◀, ▶▶) buttons

During playback, press one of the **SEARCH** (◀◀, ▶▶) buttons.

- Fast forward is performed while the ▶▶ button is depressed.
- Fast reverse is performed while the ◀◀ button is depressed.

■ Super fast search

While holding one of the **SEARCH** (◀◀, ▶▶) buttons depressed, rotate the jog dial.

- When the dial is rotated while holding one of the **SEARCH** (◀◀, ▶▶) buttons depressed, the unit enters the super fast forward or super fast reverse mode. In the case of VBR type music files, search will be performed at normal fast-forward and fast-reverse speeds.
- The search direction follows the direction in which the jog dial is rotated. The **SEARCH** button pressed has no effect on the direction.
- When the jog dial rotation is stopped, playback begins.
- If the **SEARCH** button is released, the fast forward/fast reverse mode is canceled.
- In cases other than music CD (CD-DA), fast forward and fast reverse can be performed only within the same folder.

TRACK SKIP

■ Using the TRACK SEARCH (◀◀, ▶▶) buttons

Press one of the TRACK SEARCH (◀◀, ▶▶) buttons

- Each time the button is pressed, the player will skip to the beginning of the next track in the direction indicated by the button. (To skip to the beginning of the track preceding the current one, the ◀◀ button must be pressed twice.)
- When the button is held depressed, the player moves continuously in the direction indicated. When the button is held depressed for two seconds or more, track skip is performed at higher speed.
- If an attempt is made to continue the track skip earlier than the first track (track No. 1), the track skip will move to the last track.
- Likewise, if an attempt is made to press the ▶▶ button to continue the track skip later than the last track, the track skip will move to the first track (track No. 1).

■ Super fast track search

While holding one of the TRACK SEARCH (◀◀, ▶▶) buttons depressed, rotate the jog dial.

- While holding the button depressed, rotate the jog dial in the direction you wish to perform the track skip operation, and high-speed track skip will be performed in proportion to the amount the jog dial is turned.
- The skip direction follows the direction in which the jog dial is rotated. The TRACK SEARCH button pressed has no effect on the direction.
- The skip operation is canceled when the TRACK SEARCH button is released.

SWITCHING THE JOG MODE

Press the SCRATCH or JOG BREAK buttons.

The mode will switch to either the SCRATCH, JOG BREAK, or OFF mode. When the side with the flashing LED is pressed, the LED indicator goes out and the Jog mode is turned OFF.

JOG DIAL FUNCTION

- 1 Rotate during playback (pitch bend: when jog mode is OFF).**
 - Disc rotation will be accelerated (FWD+) or decelerated (REV-) in proportion to the degree of jog dial rotation.
 - When jog dial rotation is stopped, the disc rotation returns to its former speed.
- 2 Rotate during playback (scratch play: when jog mode is set to SCRATCH).**

See the section "SCRATCH PLAY" (P. 40).
- 3 Rotate during playback (jog break: when jog mode is set to JOG BREAK).**

See the section "JOG BREAK PLAY" (P. 40).
- 4 Rotate during pause mode (frame search).**
 - Search will be performed in one-frame increments.
 - When the jog dial is turned in the FWD+ direction at a stable speed, the playback sound (1x speed) will be output.
- 5 During cue standby, press one of the SEARCH (◀◀, ▶▶) buttons, then rotate jog dial (cue point search).**

If the button is pressed during cue standby, if the jog mode is set to something besides SCRATCH, the unit will enter "audible pause" mode, and the jog dial can be rotated to search for a cue point candidate. Following movement of the point, pressing the CUE button sets the new cue point.
- 6 During playback, rotate the jog dial while holding one of the SEARCH (◀◀, ▶▶) buttons depressed (super fast search).**

While holding the button depressed, rotate the jog dial in the direction you wish to perform the search. Search will be performed at accelerated speed, in proportion to the direction.
- 7 During playback, rotate the jog dial while holding one of the TRACK SEARCH (◀◀, ▶▶) buttons depressed (super fast track search).**

While holding the button depressed, rotate the jog dial in the direction you wish to perform the track search. Track search will be performed at accelerated speed, in proportion to the direction and amount of dial rotation.
- 8 Rotate while holding the PITCH BEND (+/-) button depressed (super fast pitch bend).**

While holding the button depressed, rotate the jog dial in the direction you wish to modify the speed; the speed will change faster than during normal pitch bend.

CHANGING THE PLAY SPEED

■ Tempo adjustment

Slide the **TEMPO** adjust slider forward or back.

When moved toward the front (+), the tempo becomes faster, and when moved away from you toward the rear (–), the tempo becomes slower.

- The amount (%) of tempo change is shown in the display.
- The tempo of the piece can be changed even while maintaining the same musical pitch; see “APPLYING A MASTER TEMPO”.

■ Pitch bend

Press the **PITCH BEND** (+) button to increase the playback speed, and press the (–) button to slow the playback speed.

■ Selecting a tempo adjust range

Press the **TEMPO** control range button.

Each time the button is pressed, the variable range of the **TEMPO** adjust slider changes ($\pm 6\%$ / $\pm 10\%$ / $\pm 16\%$ /WIDE). When set to a variable range of $\pm 6\%$, the tempo changes in increments of 0.02 %. When set to $\pm 10\%$ and $\pm 16\%$, the tempo changes in increments of 0.05 %. When set to WIDE, the tempo can be changed in increments of 0.5 %.



MEMO

- When playing MP3/AAC/WAV/AIFF files, the variable range is $\pm 6\%$ / $\pm 10\%$ / $\pm 16\%$ only.
- The tempo range setting is preserved in memory even when power is turned OFF.
- The variable range setting value is shown in the display.
- In the case of a track on DJ software, the tempo range will depend on the software's specifications.

APPLYING A MASTER TEMPO

During playback, press the **MASTER TEMPO** button.

- The button indicator (**MT**) will light; when the **TEMPO** adjust slider is used to adjust the speed (tempo), the pitch of the music will remain unchanged.
- The sound quality will change due to the digital processing of the audio.

SETTING CUE POINTS

By setting a cue point in memory, you can set the track to cue standby instantly merely by pressing the **CUE** button.

■ Manual cue

1 During playback, press the play/pause (▶/II) button and pause playback around the point you wish to set as cue point.

2 Find the accurate cue point.

Set the cue point using the frame number.

The cue point can be set in one-frame units (75 frames = one second).

Use the jog dial or **SEARCH** (◀◀, ▶▶) buttons to adjust the frame position. Rotating the jog dial one rotation moves playback 75 frames, while pressing **SEARCH** button once moves the playback one-frame in the designated direction.

Set the cue point while listening to the playback audio.

Rotate the jog dial slowly and return the play to the point just before the place you wish to begin playback (if the jog mode is something other than SCRATCH, the cue point will be the point immediately after the sound heard in audible pause).

3 Once the frame number or audible sound is at the desired cue point, press the **CUE** button.

- The sound will be muted, and the **CUE** button indicator will light, indicating successful setting of the cue point.
- When a new cue point is set in memory, any previously set cue point will be cleared from memory.

■ Real time cue

During playback, press the **IN/CUE** button at the point you wish to mark as a cue point.

This point will be recorded as a new cue point.

■ To confirm the cue point (cue point sampler)

After setting the cue point, press and hold the **CUE** button.

The sound at the cue point will be audible so long as the **CUE** button is held depressed.

■ To return to the cue point (back cue)

1 During playback, press the **CUE** button.

The unit will return to the set cue point and enter cue standby mode.

2 Press the play/pause (▶/II) button.

Playback will begin instantly from the cue point.

■ To modify a cue point (cue point modification)

1 During playback, press the **CUE** button.

The unit will return to the set cue point and enter cue standby mode.

2 Press one of the **SEARCH** (◀◀, ▶▶) buttons.

- The cue point will be moved in one-frame increments (the cue point sound will move).
- The cue point can also be moved by pressing one of the **SEARCH** (◀◀, ▶▶) buttons and then rotating the jog dial (the cue point sound will move).

3 Press the **CUE** button.

The point at which the **CUE** button is pressed forms the newly set cue point.

AUTO CUE FUNCTION

When a track is first loaded or track search is performed, this function automatically sets a cue point immediately before the point that music begins, and then sets the player to cue standby at that point.

Turning Auto Cue ON/OFF

- The auto cue function can be turned ON/OFF by holding the **TIME/A.CUE** button depressed for one second or more.
- The auto cue function is ON when the [**A.CUE**] indicator is lighted in the display.
- The status of the A.CUE function remains the same even when power is turned OFF.
- The auto cue level can be changed if desired.

Changing the Auto Cue Level

- 1 **Hold the TIME/A.CUE button depressed for five seconds or more.**

The display will show [**-60db**] (in default condition).

- 2 **Press the PITCH BEND (+, -) buttons to change the value.**

- The level can be set to one of the following values:
-36 dB, -42 dB, -48 dB, -54 dB, -60 dB, -66 dB, -72 dB, -78 dB.
- To cancel the auto cue adjust mode, either press the **TIME/A.CUE** button, or wait 15 seconds, and it will be automatically canceled.
- The selected level is preserved even when power is turned OFF.
- The auto cue level can also be changed from within the UTILITY screen.

ADVANCED OPERATIONS SECTION

LOOP PLAY

■ Create a loop.

- 1 Press the play/pause (▶/II) button to start playback.
- 2 During playback, press the IN/CUE/HOT LOOP button at the point you wish to designate as the "loop-in" point.
This step is unnecessary in the event you have a previously recorded cue point you wish to designate as a loop-in point.
- 3 During playback, press the OUT/ADJUST button at the point you wish to designate as the "loop-out" point.
Loop play will begin and continue between the loop-in and loop-out points.

■ To cancel loop play

During loop play, press the RELOOP/EXIT button.
Even after playback reaches the loop-out point, play will continue without returning to the loop-in point.

■ To change the loop-out point

- 1 During loop play, press the OUT/ADJUST button.
The time of the out point will show on the display; the OUT/ADJUST button indicator will flash rapidly, and the IN/CUE/HOT LOOP button indicator will turn off.
- 2 Press one of the SEARCH (◀◀, ▶▶) buttons or rotate the jog dial.
 - The loop-out point will move in one-frame increments.
 - Either press the OUT/ADJUST button, or wait for 30 seconds without doing anything and the adjust mode will be canceled and loop play will return.

■ During loop play, to return to the loop-in point and begin loop play again (hot loop)

During loop play, press the IN/CUE/HOT LOOP button.
Playback will return to the loop-in point and loop play will begin again.

■ To return again to a loop

During playback after canceling loop play, press the RELOOP/EXIT button.
Playback will return to the previously set loop-in point and loop play will begin again from that point (reloop play).

■ To store loop play information

During loop play, press the CUE/LOOP MEMORY button, and the current loop information will be stored in memory.

CUE POINT/LOOP POINT MEMORY

This unit can store cue points and loop points for future use. When the tracks are on discs, the cue/loop points are stored in the unit's internal memory; when the tracks are on external USB storage devices, the cue/loop points are stored in the external storage device itself.

One cue point or loop point can be stored for each track.

✓ MEMO

- This unit's internal memory is capable of storing a maximum of 2 000 discs' worth of cue/loop points (when each disc has no more than 10 cue/loop points each). When the internal memory becomes full, previously stored disc information is overwritten, beginning from disc information with the lowest usage frequency.
- If the external USB storage device has insufficient storage capacity, the cue/loop point information for the tracks on that device cannot be saved.
- Tracks in DJ software cannot be stored in memory.

■ Storing a cue point

- 1 Use the auto cue function or CUE button to input a cue point.
- 2 Press the CUE/LOOP MEMORY button.
The [MEMO] indicator will light, indicating that the cue point has been stored.

■ Storing a loop

- 1 Input a loop-in and loop-out point, and begin loop play.
- 2 During loop play, press the CUE/LOOP MEMORY button.
The [MEMO] indicator will light, indicating that the loop-in and loop-out points have been stored.
In the case of tracks for which cue or loop points are recorded, the [🎵] icon will change to [🔒] on the BROWSE screen.

✓ NOTE

- If a cue point differs from the loaded track, it cannot be stored.
- If the external USB storage device has insufficient storage capacity, the cue/loop point information for the tracks on that device cannot be saved.

■ To call up a stored cue point or loop

When a cue point or loop has been stored, the [MEMO] indicator will light.

- 1 Press the CUE/LOOP CALL button.
When the CUE/LOOP CALL button is pressed, the cue point or loop is called from memory, and the unit enters the standby mode at the cue or loop-in point.
- 2 Press the play/pause (▶/II) button.
Play or loop play begins.

■ To delete a cue point or loop information from memory

- 1 **Press the CUE/LOOP CALL button.**
When the **CUE/LOOP CALL** button is pressed, the cue point or loop information is called up, and the unit enters the standby mode at the cue or loop-in point.
- 2 **At the cue or loop point you wish to delete, hold the CUE/LOOP MEMORY button depressed for one second or more.**
The **[MEMO]** indicator will go out and the designated cue point or loop point information will be deleted.
 - The information can be deleted from the BROWSE screen as well (P. 28).

SCRATCH PLAY

When the jog mode is set to **[SCRATCH]**, pressing and rotating the top surface of the jog dial will cause playback to be performed in proportion to the direction and speed of jog dial rotation.

- 1 **Press the SCRATCH button.**
The **SCRATCH** indicator will flash blue.
- 2 **During playback, press the surface of the jog dial.**
Playback will stop.
- 3 **Rotate the jog dial in the direction and at the speed you wish for playback to occur.**
Playback will begin in the direction and at the speed corresponding to the jog dial input.
- 4 **Release hand from surface of jog dial.**
Playback will return to its original speed.

SPIN PLAY

During playback with the jog mode set to **[SCRATCH]**, either press the surface of the jog dial or the play/pause (▶/II) button to set the pause mode, then rotate the jog dial quickly; playback will proceed in response to the direction and speed of jog dial rotation, even if you remove your hand from the dial.

JOG BREAK PLAY

When the jog mode is set to **[JOG BREAK]**, the pressing and rotating the surface of the jog dial causes effects to be applied to the sound in proportion to the direction of rotation and rotation speed.

- 1 **Press the JOG BREAK button.**
The **JOG BREAK** indicator will flash red.
- 2 **During playback, touch and press the surface of the jog dial.**
- 3 **Rotate the jog dial.**
- 4 **Release hand from surface of jog dial.**
The effect will stop and sound will return to its original condition.
 - Jog break play is not enabled when DJ software tracks are loaded.

EFFECT SCREEN

When the **EFFECT** button is pressed, the center display will show the EFFECT screen, providing graphic expression to assist with scratch play and jog break play.



Function buttons

[1] Scratch effect

When the jog mode is set to **[SCRATCH]**, the screen on the controller side switches to scratch effect mode.

A blue ball will rotate in response to the track playback.

- The ball normally rotates to the right. When playback direction changes, the ball reverses direction, and when playback stops, the ball's rotation also stops.

- 1 **During playback, press one of the function buttons [SCRATCH/TRANS/BUBBLE].**

About SCRATCH

For more information, refer to the item "SCRATCH PLAY".



MEMO

- When DJ software tracks are set, only SCRATCH is supported as a scratch effect. The display in that case will appear as shown below. (Depending on the DJ software used, SCRATCH may not be supported as well. For details, consult the author of your DJ software.)



About TRANS

This produces an effect like temporarily muting the sound with the mixer's cross fader. In linkage with the effect, the ball on the screen flashes while rotating.



About BUBBLE

This effect simulates the bubble scratch technique. In linkage with the effect, the ball on the screen undulates to right and left while rotating.



ADVANCED OPERATIONS SECTION

[2] Jog break effect

When jog mode is set to **[JOG BREAK]**, the screen on the controller side switches to jog break effect mode.

✓ MEMO

- The jog break effect mode is not supported when DJ software tracks are loaded.

1 During playback, press one of the function buttons **[JET/ROLL/WAH]**.

- The selected effect is shown in the center display, and the respective effect is changed in response to the rotation of the jog dial.

2 Effect HOLD

- Normally, when you remove your hand from the jog dial the current effect stops and the also returns to its original status. By pressing the select up (◀) button is pressed on controller A, or the select down (▶) button on controller B, even if the hand is removed from the jog dial, the effect responding to the current position of the jog dial is maintained (HOLD function). When the button is pressed again, the function returns to normal.
- During HOLD, the **JOG BREAK** indicator will light red, and the screen's **[HOLD ON]** indicator will light.

About JET

Delay time is changed in response to the jog dial rotation and a short delay is mixed with the playback sound, thus producing interference between the two sounds and resulting in a jet-like “SCHWA—” sound effect.

In linkage to the effect the JET image animation is displayed (WAVE display)

✓ MEMO

- When you remove your hand from the jog dial, sound will gradually return to the original sound.



About ROLL

In response to the rotation of the jog dial, the pitch and playback time are changed, and effect applied to the playback sound.

✓ MEMO

- The sound playing at the time the jog dial is touched is continuously looped and roll is applied.
- When you remove your hand from the jog dial, the playback returns to the original sound.
- In linkage to the effect, the ROLL image animation will be displayed (a ball in orbit will appear; the orbit of the ball and its speed will change in response to the rotation position and direction of the jog dial.)



ADVANCED OPERATIONS SECTION

About WAH

This function applies a filter that changes the cutoff frequency in response to the rotation of the jog dial.

In linkage to the effect, the WAH image animation is displayed (the line slides right-left in response to the rotation direction of the jog dial).

MEMO

- When the dial is rotated clockwise, a high-pass filter is applied; when rotated counter-clockwise, a low-pass filter is applied.
- When you remove your hand from the jog dial, sound will gradually return to the original sound.



[3] Effect off

When jog mode is set to OFF (neither of the **SCRATCH/JOG BREAK** button indicators is lighted), the effect off mode is enabled. This mode supports pitch bend (P. 36) and audible pause function.

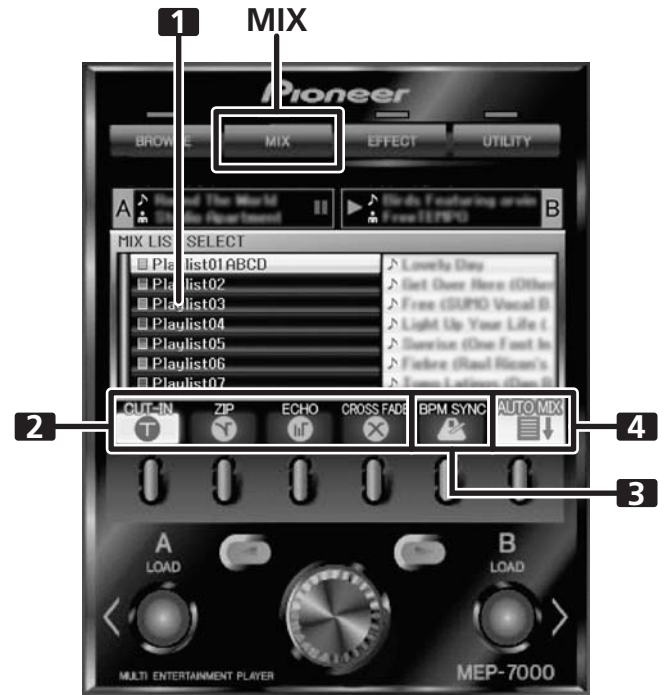


MIX SCREEN

When the **MIX** button is pressed, the MIX screen appears in the center display, allowing easy mixing and playback of tracks.

MEMO

- The MIX function is disabled when a DJ software track is set in the controller.



1 Playlist display	The playlist menu is displayed. When a playlist is selected for mixing, it appears as an orange icon.
2 MIX mode select	Use function buttons to select MIX mode.
3 BPM SYNC	Automatic BPM synchronization when performing MIX. Use function button to alternate ON/OFF.
4 AUTO MIX	Automatic playback for the selected playlist. Use function button to alternate ON/OFF.

AUTO MIX

Sets the AUTO MIX function ON/OFF.

When AUTO MIX is set to ON, playback of the selected playlist continues automatically.

MEMO

- When AUTO MIX is turned ON, the auto cue function will also turn on automatically. While in this state, the auto cue function cannot be turned off.

■ BPM SYNC

Sets the BPM SYNC ON/OFF.

When BPM SYNC is set to ON, the tempo of the next track is automatically adjusted to match the BPM of the currently playing track.

✓ MEMO

- The tempo will not change if the tempo variable range is exceeded (music CD [CD-DA] $\pm 100\%$, MP3/AAC/WAV/AIFF: $\pm 16\%$).

■ MIX mode select

CUT-IN

Playback of the currently playing track stops and switches instantly to the next track.

ZIP

The pitch of the currently playing track gradually decreases until it can no longer be heard, at which point playback of the next track begins.

ECHO

One beat of sound continues repetitively and fades until it can no longer be heard, at which point playback of the next track begins.

CROSS FADE

The currently playing track fades out as playback of the next track fades in; when the fade out / fade in is completed, the track changes.

✓ MEMO

- If none of the MIX modes is selected, one of the four (CUT-IN, ZIP, ECHO, CROSS FADE) will be selected at random.

■ Instant Change Function

Using the instant change function, you can switch from the currently playing track to another desired track at the timing of your choice.

1 While one track is playing, setup the next track.

Load a track on the controller opposite the one currently playing, and set to cue standby.

✓ MEMO

- Tracks can be set not only from the BROWSE screen, but from the MIX screen as well. With a playlist opened on the MIX screen, rotate the rotary selector dial; the cursor will appear and both **LOAD** buttons will flash. In this condition, press the **LOAD** button and the track selected by the cursor will be set in either controller A or B.

2 Press the MIX button.

The MIX screen will appear in the center display.

The **LOAD** button for the controller on cue standby will flash.

3 Select the desired MIX mode.

Press the function button to select the MIX mode.

If none of the MIX modes is selected, one of the four modes will be selected at random.

4 Press the flashing **LOAD** button.

The playback will switch by the selected MIX mode.

✓ MEMO

- If the flashing **LOAD** button is pressed again while the tracks are still changing, the track mixing will be canceled.

■ Automatic Playlist Playback

This function allows previously selected playlist to be selected and automatic playback to commence in the order by which the tracks are recorded, alternating between controllers A and B.

1 Press the MIX button.

The MIX screen appears in the center display.

2 Rotate the rotary selector dial to select a playlist, then press the select down (►) button to open the playlist.

The opened playlist will be selected for MIX.

3 Select the desired MIX mode

Use the function buttons to select the MIX mode.

If none of the mix modes is selected, one of the four modes will be automatically selected at random.

4 Rotate the rotary selector dial, and load the first track of the playlist to controller A, the second track to controller B, and set to cue standby.

The tracks will be loaded in controllers A/B, and the unit will enter the cue standby mode.



MEMO

- If no tracks are set in controllers A/B, they will be set automatically in step 5.

5 Press the [AUTO MIX] function button to set to ON.

If no track is loaded, the playlist's first track will be set on controller A, the second track on controller B, and both set to cue standby.

6 Press the play/pause (►/II) button for controller A.

The track loaded on controller A will begin playback, and AUTO MIX will begin.

Thirty seconds before the end of playback, playback will switch to the track set in controller B, using the selected MIX mode.



MEMO

- The instant change function can be used if desired to switch playback even while a track is still playing.

7 Press the [BPM SYNC] function button to set to ON.

Set BPM SYNC to ON if you wish to synchronize the tempos of successive tracks.



MEMO

- During auto play, you can interrupt the playback order by using the BROWSE screen to load a track into the standby controller.

ABOUT FADER START PLAY

When the accessory control cord is used to connect this unit's CONTROL jack to the CONTROL jack of a Pioneer DJ mixer, when the DJ mixer's channel fader lever is raised, the player's CUE standby mode is released and playback begins immediately. The player's fader start can also be performed by operating the cross fader lever.

Also, the player can be returned to the cue point (back cue operation) by returning the fader lever to its original position (except during auto play).

ABOUT THE DRIVER PROGRAM

When operating this unit connected to a computer, it is necessary to first install the dedicated device driver for this unit.

NOTE

- Consult the following website for information on downloading and installing the device driver for this unit.
<http://www.prodjnet.com/support/>
- Before downloading and installing the device driver for this unit, please carefully read the accompanying Software End User License Agreement.

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- 6.6 You agree that this Agreement shall be governed and construed by and under the laws of Japan.

USING DJ SOFTWARE

By loading DJ software to a computer connected to this player via USB cable, the player can be used to operate the DJ software program.

Supported DJ softwares

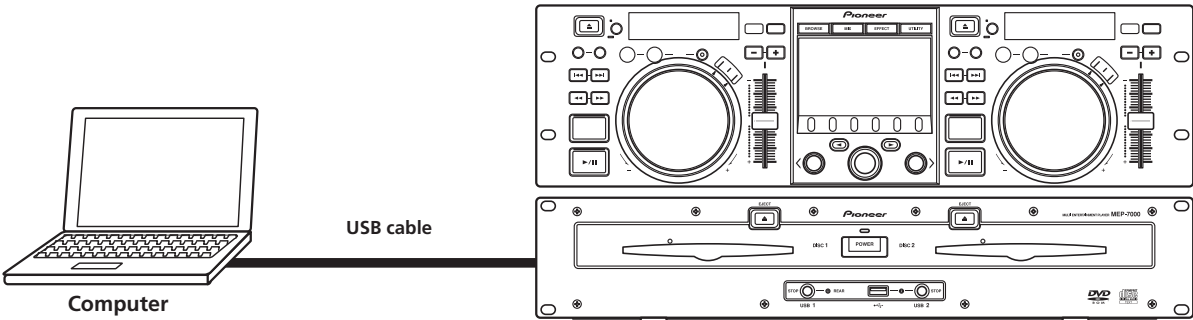
Communication-supported DJ software	Commercially available DJ softwares supporting the MEP-7000's dedicated communications protocol can be operated even without the use of a control disc. For latest information regarding supported DJ software, please consult the following Pioneer website: http://www.prodjnet.com/support/
MIDI-supported DJ software	The MEP-7000 outputs data regarding button and TEMPO adjust slider status in universal MIDI format, so DJ softwares with MIDI support can be used to assign the unit's MIDI messages, thus using the MIDI communication for control.

Two Styles of Play

This player can be connected to a computer using either of the methods shown below.

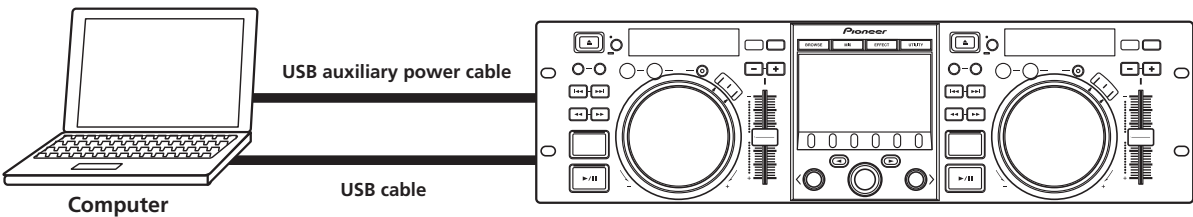
Normal Style

The playing setup whereby the MEP-7000 operates with the control unit and drive unit as a set is called "normal style." In normal style play, when using a DJ software program, the MEP-7000's drive unit is connected to a computer via a USB cable. The DJ software program is allocated as a source on the BROWSE screen the same as discs and USB storage devices, and switching between these sources is performed on the unit's center display. By designating the MEP-7000 as an audio output device, it becomes unnecessary to use a mixer to switch between two sound sources, allowing seamless DJ play impossible until now. (Designation of the MEP-7000 as an audio output device is supported only by certain DJ software programs.)



Manipulator Style

The playing setup whereby the MEP-7000's control unit is made to operate as the DJ software program's manipulator is called "manipulator style." When the MEP-7000 is used as a manipulator, you can control your DJ software without need for either mouse or keyboard, using the same layout, functions, and ease of operation transmitted from the Pioneer CDJ series.



PREPARING YOUR DJ SOFTWARE PROGRAM

Before using your DJ software program, you must prepare your computer and the DJ software. Do not connect the MEP-7000 to your computer until you have loaded the software driver!

Step	Normal Style	Manipulator Style	Dedicated communication-supported DJ software	MIDI-supported DJ software
Confirm computer's setup and operating environment.	●	●	Consult the instruction manual for your DJ software. Computer operating system support is limited to Windows Vista, Windows XP or Windows 2000 (For those using a Mac OS, 10.3.9 or later).	
Turn on computer power.	●	●	Consult the instruction manual for your DJ software.	
Install the driver.	●	●	See P.46 of this manual ("ABOUT THE DRIVER PROGRAM").	
Connect the MEP-7000 to your computer.	●	●	See P.15 of this manual ("CONNECTIONS"). See P.17 for Normal Style connections and P.18 for Manipulator Style connections.	
Turn on power to the MEP-7000.	●	●		
Adjust the buffer size (ASIO).	●	●	Please refer to the Driver Installation Guide available on our website.	
Confirm "Correct USB connection to computer?".	●	●		
Install the DJ software program.	●	●		
Startup the DJ software.	●	●		
Set audio output device.	●	●		
Operate for DJ play.	●	●		

MEMO

- Consult the following website for information on downloading and installing the device driver for this unit.
<http://www.prodjnet.com/support/>
- Before downloading and installing the device driver for this unit, please carefully read the accompanying Software End User License Agreement.

CONTROLLING YOUR COMPUTER USING THE DEDICATED COMMUNICATIONS PROTOCOL

The MEP-7000 can be used to control DJ software programs supporting the MEP-7000's dedicated communications protocol.

Control in "Normal Style"

1 Connect to the computer.

When the USB connection with the computer is properly established, the BROWSE screen's [PC] icon will change to active display.



2 Start the DJ software program.

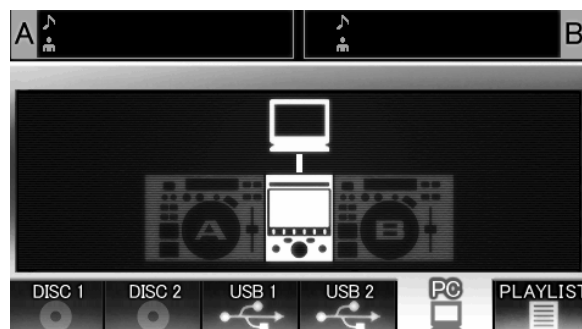
The icon will not change.

3 Designate the MEP-7000 as an audio output device in the DJ software.

In "Normal style," designating the MEP-7000 as an audio output device will enable it to output tracks played from the DJ software. Consult your supported DJ software's instruction manual for details regarding how to designate the MEP-7000 as an audio output device.

4 Select [PC] on the BROWSE screen.

Once the DJ software starts, the center display's BROWSE screen will show the computer control status, allowing the rotary selector dial, select up (▲) and down (▼) buttons to be used to operate the DJ software.



USING DJ SOFTWARE

5 Press LOAD A (or B) button.

When the **LOAD A** (or **LOAD B**) button is pressed while **[PC]** is selected on the BROWSE screen's source selector, the DJ software's track will be set in the controller corresponding to the **LOAD** button pressed (A or B). During DJ software operation, the controller appears highlighted in the BROWSE screen.



At the same time, the display A/B displays "PC".



6 Use the controller to operate the DJ software.

Use the various buttons, jog dial, and **TEMPO** adjust slider to operate the DJ software.

✓ MEMO

- When using certain DJ software programs, the MEP-7000's center display, and displays A/B will show the currently playing track's time data and title, together with the name of artist.
- By designating the MEP-7000 as an audio output device in the DJ software, tracks played with the DJ software can be output from the drive unit.

7 To switch to playback of disc or tracks on USB storage device

While controller A (or B) is controlling the computer, if a track on disc or USB storage device is selected on the BROWSE screen and the **LOAD A** (or **LOAD B**) button is pressed, playback and control will switch to the selected track on disc or USB storage device.

■ Control using "Manipulator Style"

1 Connect to the computer.

The center display will show the **[PRO DJ]** logo.



2 Start the DJ software program.

When communication is established with the DJ software, the buttons, jog dial, and **TEMPO** adjust slider can be used to control operation, and the MEP-7000's center display, and displays A/B will show the currently playing track's time data and title, together with the name of artist.



✓ MEMO

- Some DJ software programs do not support the aforementioned track information displays.
- While the UTILITY screen is being displayed on the center display, the center display's buttons and rotary selector dial cannot be used to control DJ software.

USING MIDI FOR COMPUTER CONTROL

MIDI (Musical Instrument Digital Interface) is a standardized protocol used to govern data transmission between electronic musical instruments and computers.

The MEP-7000 uses the MIDI message format to output its operating data and status to a computer connected by USB cable. By using a DJ software program with USB MIDI support to assign the MIDI messages output by the MEP-7000, the MEP-7000 can be used to control the DJ software.

For more information regarding messages output by the MEP-7000, consult the section "MIDI MESSAGE TABLE" (P. 52).

■ Control in "Normal Style"

1 Connect to the computer.

When the USB connection with the computer is properly established, the BROWSE screen's **[PC]** icon will change to active display.



2 Start the DJ software program.

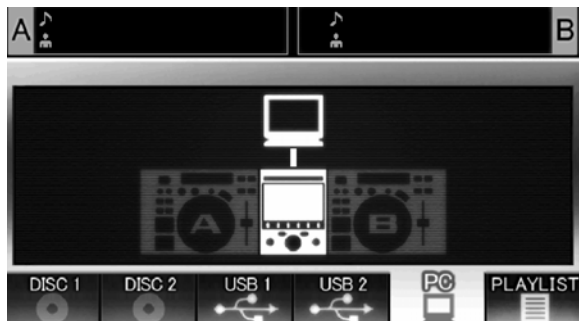
The icon will not change.

3 Designate the MEP-7000 as an audio output device in the DJ software.

In "Normal style", designating the MEP-7000 as an audio output device will enable it to output tracks played from the DJ software. Consult your supported DJ software's instruction manual for details regarding how to designate the MEP-7000 as an audio output device.

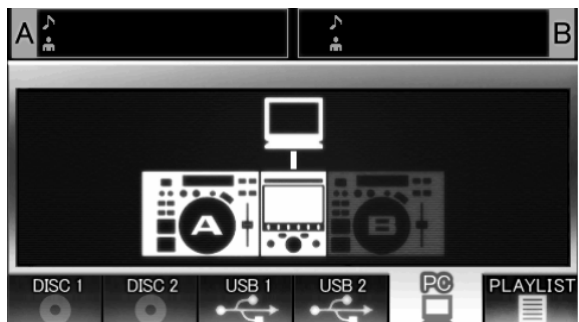
4 Select [PC] on the BROWSE screen.

When communication is established with the DJ software, the center display's BROWSE screen will indicate the computer control status. While the BROWSE screen is displayed, the center display outputs MIDI messages that enable operation of the DJ software by using the rotary selector dial and select up (◀) and down (▶) buttons.



5 Press LOAD A (or B) button.

When the **LOAD A** (or **LOAD B**) button is pressed, controller A (or B) MIDI messages are output, allowing use of the controller to operate the DJ software. During DJ software operation, the controller appears highlighted in the BROWSE screen.



At the same time, the display A/B displays "PC".



6 Use the controller to operate the DJ software.

Use the various buttons, jog dial, and **TEMPO** adjust slider to operate the DJ software.

MEMO

- By designating the MEP-7000 as an audio output device in the DJ software, tracks played with the DJ program can be output from the drive unit.

7 To switch to playback of disc or tracks on USB storage device

While controller A (or B) is controlling the computer, if a track on disc or USB storage device is selected on the BROWSE screen and the **LOAD A** (or **LOAD B**) button is pressed, playback and control will switch to the selected track on disc or USB storage device.

Control using "Manipulator Style"

1 Connect to the computer.

The center display will show the [PRO DJ] logo.



2 Start the DJ software program.

When communication is established with the DJ program, the MEP-7000 operates as a MIDI controller, and the status of controller A/B and center display section's buttons and controls are output as MIDI messages.

MEMO

- While the UTILITY screen is being displayed on the center display, the center display's MIDI messages are not output.

Setting a MIDI channel

MIDI channel setting can be performed from the UTILITY screen.

1 Press the UTILITY button.

2 Press the [PC] function button.

The center display will show the MIDI channel setting menu.

- Controller A uses the same channel as the center display, while controller B uses a different channel. (Factory defaults are for Controller A and center display to be set to Channel 1, and Controller B set to Channel 2).



3 Either press the rotary selector dial, or press the select down (▶) button.

The ▶ icon will move to the right.

4 Turn the rotary selector dial to change the value.

Values between 1 and 16 can be set.

5 Press the rotary selector dial to confirm the value selected.

- Press the select up (◀) button to cancel the selection and return to the UTILITY screen.

MIDI MESSAGE TABLE

	Interface Name	Interface Type	Message			Comments
			MSB			
Controller A	JOG DIAL	General Purpose Controller	Bn	10	dd	Linear value with respect to speeds from stop to 4x, 64 at stop; FWD direction: 65 (0.06x) to 127 (x4); REV direction: 63 (0.06x) to 0 (4x).
	TEMPO ADJUST SLIDER	VR	Bn	1D	dd	0 to 127 0 at – side, 127 at + side
	PLAY/PAUSE	SW	9n	00	dd	OFF=0, ON=127
	CUE	SW	9n	01	dd	OFF=0, ON=127
	SEARCH FWD	SW	9n	02	dd	OFF=0, ON=127
	SEARCH REV	SW	9n	03	dd	OFF=0, ON=127
	TRACK SEARCH Next	SW	9n	04	dd	OFF=0, ON=127
	TRACK SEARCH Prev	SW	9n	05	dd	OFF=0, ON=127
	IN/CUE	SW	9n	06	dd	OFF=0, ON=127
	OUT/ADJUST	SW	9n	07	dd	OFF=0, ON=127
	RELOOP	SW	9n	08	dd	OFF=0, ON=127
	MEMORY	SW	9n	0A	dd	OFF=0, ON=127
	CALL	SW	9n	0B	dd	OFF=0, ON=127
	TIME/A.CUE	SW	9n	0E	dd	OFF=0, ON=127
	TEMPO RANGE	SW	9n	10	dd	OFF=0, ON=127
	MT	SW	9n	11	dd	OFF=0, ON=127
	SCRATCH	SW	9n	12	dd	OFF=0, ON=127
	JOG BREAK	SW	9n	13	dd	OFF=0, ON=127
	PITCH BEND +	SW	9n	14	dd	OFF=0, ON=127
	PITCH BEND –	SW	9n	15	dd	OFF=0, ON=127
	JOG TOUCH	SW	9n	20	dd	OFF=0, ON=127
Controller B	JOG DIAL	General Purpose Controller	Bn+1	10	dd	Linear value with respect to speeds from stop to 4x, 64 at stop; FWD direction: 65 (0.06x) to 127 (x4); REV direction: 63 (0.06x) to 0 (4x).
	TEMPO ADJUST SLIDER	VR	Bn+1	1D	dd	0 to 127 0 at – side, 127 at + side
	PLAY/PAUSE	SW	9n+1	00	dd	OFF=0, ON=127
	CUE	SW	9n+1	01	dd	OFF=0, ON=127
	SEARCH FWD	SW	9n+1	02	dd	OFF=0, ON=127
	SEARCH REV	SW	9n+1	03	dd	OFF=0, ON=127
	TRACK SEARCH Next	SW	9n+1	04	dd	OFF=0, ON=127
	TRACK SEARCH Prev	SW	9n+1	05	dd	OFF=0, ON=127
	IN/CUE	SW	9n+1	06	dd	OFF=0, ON=127
	OUT/ADJUST	SW	9n+1	07	dd	OFF=0, ON=127
	RELOOP	SW	9n+1	08	dd	OFF=0, ON=127
	MEMORY	SW	9n+1	0A	dd	OFF=0, ON=127
	CALL	SW	9n+1	0B	dd	OFF=0, ON=127
	TIME/A.CUE	SW	9n+1	0E	dd	OFF=0, ON=127
	TEMPO RANGE	SW	9n+1	10	dd	OFF=0, ON=127
	MT	SW	9n+1	11	dd	OFF=0, ON=127
	SCRATCH	SW	9n+1	12	dd	OFF=0, ON=127
	JOG BREAK	SW	9n+1	13	dd	OFF=0, ON=127
	PITCH BEND +	SW	9n+1	14	dd	OFF=0, ON=127
	PITCH BEND –	SW	9n+1	15	dd	OFF=0, ON=127
	JOG TOUCH	SW	9n+1	20	dd	OFF=0, ON=127

	Interface Name	Interface Type	Message			Comments
			MSB			
Center display section	ROTARY SELECTOR DIAL	General Purpose Controller	Bn	4F	dd	98 to 127, 1 to 30 (± 1 to ± 30), transmits count value difference from previous time. When ± 30 or more, becomes ± 30 .
	SELECT DOWN (>)	SW	9n	31	dd	OFF=0, ON=127
	SELECT UP (<)	SW	9n	32	dd	OFF=0, ON=127
	ROTARY SELECTOR DIAL PUSH	SW	9n	33	dd	OFF=0, ON=127
	LOAD A	SW	9n	34	dd	OFF=0, ON=127
	LOAD B	SW	9n	35	dd	OFF=0, ON=127
	BROWSE	SW	9n	36	dd	OFF=0, ON=127
	MIX	SW	9n	37	dd	OFF=0, ON=127
	EFFECT	SW	9n	38	dd	OFF=0, ON=127
	F1	SW	9n	39	dd	OFF=0, ON=127
	F2	SW	9n	3A	dd	OFF=0, ON=127
	F3	SW	9n	3B	dd	OFF=0, ON=127
	F4	SW	9n	3C	dd	OFF=0, ON=127
	F5	SW	9n	3D	dd	OFF=0, ON=127
	F6	SW	9n	3E	dd	OFF=0, ON=127

- n = channel number
- Messages with gray overlay are output only when unit is connected to computer in manipulator style, with the exception that they are not output when the UTILITY screen is displayed.

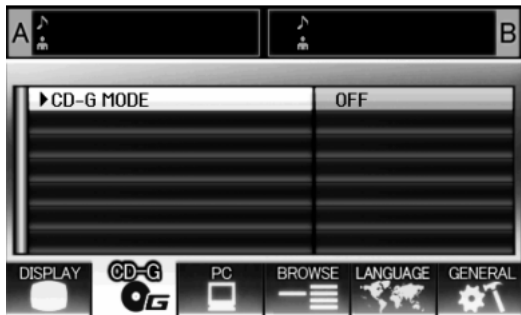
ENJOYING CD-G KARAOKE

The MEP-7000 can playback CD-G discs and output images to an external monitor (MONITOR OUT) for Karaoke play.

SELECT CD-G PLAY MODE

To play a CD-G disc, it is necessary to use the UTILITY screen to set the CD-G play mode.

- 1 Press the **UTILITY** button.
- 2 Press the **[CD-G]** function button.
The CD-G setting menu will appear.



- 3 Select **[CD-G MODE]**, and press the select (▶) down button.
- 4 Use the rotary selector dial to select **[ON]**, then press the rotary selector dial.
The **LOAD A/B** buttons will flash blue, and the center display will show the **[CD-G MODE]** indicator.



MEMO

- During CD-G play mode, the **UTILITY** button's LED will flash red, and it will not be possible to change to the **BROWSE**, **MIX**, or **EFFECT** screens. To change to one of those screens you must first cancel the CD-G play mode.

MEMO

- The CD-G images from the controller being played corresponding to the lighted **LOAD** button will be visible on the display. If a flashing **LOAD** button is pressed, the controller on the corresponding side will switch to the CD-G images being played back.
- If Auto Cue is set to ON when track search is performed, playback will enter the pause (standby) mode at the beginning of the searched track.
- If control cords are connected to a Pioneer DJ mixer, the fader start operation can also be used to switch playback between controller A and controller B.

Key control

When the **PITCH BEND** button is pressed, the key (pitch) can be adjusted. Each half-step can be adjusted in six stages.

Vocal cancel

Vocal audio can be canceled by pressing the **MASTER TEMPO** button, thus allowing ordinary music CDs (CD-DA) to be used for karaoke play.

Audio switching

Each time the **TEMPO** range button is pressed, the audio output switches as follows:

L-R: Stereo → L: monaural → R: monaural

MEMO

- The disc loaded into drive 1 is set for controller A, and the disc loaded into drive 2 for controller B. Other designation of the controllers is not supported.
- In the CD-G play mode, playback is disabled from CD-ROM/DVD-ROM and USB storage device.
- In the CD-G play mode, Scratch and other DJ play operations are disabled.
- Images can be output to an external monitor during disc play. No external output is performed when the UTILITY screen is displayed, however.
- The vocal cancel mode is designed to cancel vocal sounds coming equally both right and left speakers. The unit may be unable to cancel vocals that are output from only right or left speaker alone.

TO PLAY A CD-G DISC

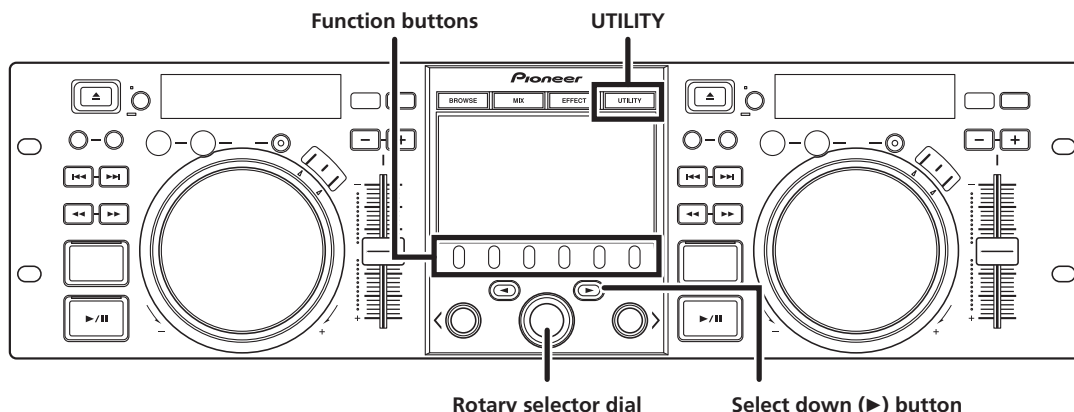
- 1 Press the **LOAD A** or **LOAD B** button.
The selected controller's **LOAD** button will change to lighted blue.
- 2 Insert a CD-G disc into the drive corresponding to the lighted **LOAD** button, and use the **TRACK SEARCH** button to select the desired track.
CD-G disc play will begin, and the image will be output to the display.

TO CANCEL CD-G PLAY MODE

- 1 Press the **UTILITY** button.
- 2 Press the **[CD-G]** function button.
The UTILITY CD-G setting menu will be displayed.
- 3 Select **[CD-G MODE]** and press the select down (▶) button.
- 4 Use the rotary selector dial to select **[OFF]**, then press the rotary selector dial.
The CD-G play mode will be canceled. If a disc is currently being played, play will simultaneously stop.

USING THE UTILITY

When the **UTILITY** button is pressed, the UTILITY screen appears, allowing setting of various device parameters, creation of libraries, and backup of user data.



SETTING METHOD

- 1 Use the function buttons to select the item you wish to set [DISPLAY/CD-G/PC/BROWSE/LANGUAGE/GENERAL].
- 2 Rotate the rotary selector dial to align the cursor with the desired setting item.
- 3 Press either the select down (▶) button or the rotary selector dial to move the ▶ icon to the right side.
- 4 Turn the rotary selector dial to select the desired setting value.
- 5 Press the rotary selector dial to confirm the new setting value.

To cancel before confirming, press the select up (◀) button.

SETTINGS

[1] DISPLAY

Brightness, external output settings, etc.

		Factory default setting
LCD BRIGHTNESS	Sets brightness of center display (5 steps)	5
OEL BRIGHTNESS	Sets brightness of displays A/B (5 steps)	5
LED BRIGHTNESS	Sets brightness of LED (5 steps)	5
SCREEN SAVE ^{*1}	After the set time without user operation, the LCD and OEL screens are dimmed in order to preserve the displays.	ON
TV STANDARD	Sets signal format for monitor output (PAL, NTSC (7.5 IRE), NTSC (0 IRE)).	PAL
MONITOR OUT	Sets center display aspect ratio to LETTER BOX, FULL SCALE, or OFF.	OFF

*1 Screen saver operation

- The screensaver operates when five minutes have passed without a track being loaded in either controller.
- The screensaver also operates after 100 minutes passes without any button input when either one or both of the controllers is in pause mode (including cue standby or END display).
- Screensaver operation can be set for either normal style or manipulator style connection.
- The screen saver is disabled when a DJ software track is loaded in the controller.
- During operation of the screensaver, pressing a button, inserting a disc, or performing any other command operation will cancel the screensaver.

[2] CD-G

The CD-G karaoke mode can be selected (P. 54).

[3] PC

The MIDI channel can be set (P. 51).

USING THE UTILITY

[4] BROWSE

Allows setting of the browse type and creation of libraries.

		Factory default setting
BROWSE TYPE (USB1)	Sets the browse type for the rear-panel USB storage device.	LIBRARY
BROWSE TYPE (USB2)	Sets the browse type for the front-panel USB storage device.	LIBRARY
LIBRARY (USB1)	Creates a library on the rear-panel USB storage device. (*2)	
LIBRARY (USB2)	Creates a library on the front-panel USB storage device. (*2)	

*2 See P. 57 "CREATING LIBRARIES".

■ Setting the browse type

The browse type can be selected, and each USB storage device set regarding whether to use created libraries.

LIBRARY	If a library is found on a USB storage device, library browsing is set.
NORMAL	File browsing is used as the browse mode, without using any libraries.

✓ MEMO

- The browse type setting is applied to any USB device connected after the setting has been made. To change the browse mode of a USB storage device already connected, disconnect and reconnect the USB device after changing the setting.

[5] LANGUAGE

Set the language to be used.

		Factory default setting
LANGUAGE	Select display language from ten available (English, French, German, Italian, Spanish, Dutch, Russian, Portuguese, Simplified Chinese, Japanese).	Simplified Chinese

[6] GENERAL

Allows making LOAD LOCK and other settings, and backup of user data.

		Factory default setting
LOAD LOCK *3	Locks the LOAD button so that it is disabled during playback.	OFF
<A>AUTO CUE LEVEL	Sets the auto cue level for controller A (8 steps).	-60 dB
AUTO CUE LEVEL	Sets the auto cue level for controller B (8 steps).	-60 dB
KEYBOARD LANGUAGE	Select keyboard input language from eleven available (English (US), English (UK), French, German, Italian, Spanish, Dutch, Russian, Portuguese, Simplified Chinese, Japanese).	Simplified Chinese
BACKUP MODE *4	Backup cue points and playlists.	
VERSION INFO	Displays MEP-7000 version information.	

*3 The LOAD LOCK function is disabled when a DJ software track is loaded in the controller.

*4 See P. 57 "BACKING UP USER DATA".

CREATING LIBRARIES

This unit supports the creation of libraries for large-capacity USB storage devices, thus allowing categorizing numerous tracks by album name, artist name, and genre, and facilitating smooth track selection.

Library creation, updating, and deletion are performed with the UTILITY screen.

MEMO

- Library creation and updating requires increasing amounts of time in correspondence to the number of files. (As a general estimate, creation of a library for 5 000 files may take about 30 minutes. Additional time may be required when creating libraries for a folder containing a large number of sub-folders and files.)
- By using a computer, you can create libraries even faster. Library creation programs can be downloaded from the following website: <http://www.prodjet.com/support/>

- 1 Connect the USB storage device on which you wish to create a library.
- 2 On the UTILITY screen, select [BROWSE], then select [LIBRARY (USB1)] or [LIBRARY (USB2)] in accordance with the device on which you wish to create the library; finally, press either the down (▼) button or rotary selector dial.

MEMO

- Library creation/updating/deletion cannot be performed when a track is currently playing.

- 3 Rotate the rotary selector dial and select the desired operation [CREATE/UPDATE/DELETE/CANCEL], then press the rotary selector dial.

CREATE	Create a library
UPDATE	Perform comparison with library existing on USB storage device, and if a difference is found, update the library.
DELETE	Delete a library on the USB storage device.
CANCEL	Return to UTILITY screen.

- 4 The screen will change as the selected operation begins; when the operation is finished, the [Done] message will appear.

When the database management operation is completed, disconnect and reconnect all USB storage devices.

MEMO

- To interrupt the management operation midway, hold the UTILITY button depressed for one second or more.
- A library can be created with up to 150 000 tracks.
- Libraries are created on the USB storage device in folders named PIONEER (or .PIONEER in the case of HFS+).
- When updating a library, information on deleted or added tracks is updated. Revised (changed) track information is not updated. To update (change) track information, use of a library creation program is required.

NOTE

- Creation of a library requires from about several-hundred bytes to 1 Kbyte of storage space per track.
- Updating a library requires approximately 2 KB of open space on the device per track.

BACKING UP USER DATA

Information stored in this unit regarding playlists and disc cue/loop points can be copied to a USB storage device, allowing the information to be transferred to another MEP-7000.

Begin this operation with no discs loaded or USB storage devices connected.

Writing data to USB storage device

- 1 Press the UTILITY button.
- 2 Press the function [GENERAL] button.
- 3 Turn the rotary selector dial to select [BACKUP MODE], and then press the select down (▶) button or the rotary selector dial.
- 4 Turn the rotary selector dial and select [Write to USB], then press the rotary selector dial.
- 5 When [Connect a USB storage device to the USB port.] is displayed, insert the USB storage device to the USB port.
- 6 The data will begin writing to the USB storage device. When writing is completed, [Done] will be displayed, and the screen will change to the UTILITY screen.

MEMO

- A backup file named BACKUP.BIN with size of around 1.5 Mbyte will be created in the root directory of the USB storage device.

Reading data from a USB storage device

- 1 Press the UTILITY button.
- 2 Press the function [GENERAL] button.
- 3 Turn the rotary selector dial to select [BACKUP MODE], and then press the select down (▶) button or the rotary selector dial.
- 4 Turn the rotary selector dial and select [Read from USB], then press the rotary selector dial.
- 5 When [Connect a USB storage device to the USB port.] is displayed, insert the USB storage device to the USB port.
- 6 Data reading begins. When writing is completed, [Done] will be displayed, and the screen will change to the UTILITY screen.

MEMO

- Backing up cue point and loop points is supported for disc media stored in this unit.

NOTE

- Any data stored in this unit will be overwritten, so any previously stored information will be lost.

TO PERFORM A FACTORY RESET

All unit settings can be restored to their factory default values by using the UTILITY screen (P. 55). The settings on TIME/REMAIN, A.CUE, and TEMPO range will also be restored to their factory default values (REMAIN, OFF, 10%).

- 1 With the power turned OFF, hold the UTILITY button depressed while setting power to ON. The button must be depressed for five seconds or more.
- 2 Confirm message. After the boot-up screen appears, a message will be displayed: [The settings have been reset to factory defaults].
- 3 Turn power OFF and ON again.

MEMO

- Recorded playlists and cue and loop point data are not deleted during a factory reset.

TROUBLESHOOTING

If you believe your player is failing to work properly, check the following troubleshooting table for tips. Sometimes simple mistakes in setup or operation may appear like serious problems. There are also times when the problem in question may be caused by something else other than your player, and at times like these you should check any other electronic devices being used at the same time.

If the problem in question continues to persist even after checking the troubleshooting table below and taking whatever corrective action is recommended, contact your nearest Pioneer Service Station or contact the store from which you purchased your player for further assistance.

Description of problem	Possible cause of problem	Recommended action
A disc fails to be ejected even after the EJECT (▲) button has been pressed.	• Power cord has not been plugged in.	• Plug in power cord.
	• A track is being played back.	• Set the player to pause or cue standby mode before pressing the EJECT (▲) button.
	• EJECT (▲) button is broken.	• See P. 23.
Playback doesn't begin even when a disc is inserted.	• Auto Cue function is turned ON.	• Press the play/pause (▶/II) button to begin play. • Hold the TIME/A.CUE button depressed for one second or more to set the Auto Cue mode to OFF.
	• CD-R/RW, DVD ±R/RW or other media are of poor quality.	• Replace with other media, or media recorded on a different recording machine.
	• Format not supported.	• See P. 10 "REGARDING PLAYABLE DISCS AND FILES" regarding supported formats.
Playback comes to a halt almost immediately after it begins.	• Disc has been inserted upside down.	• Reinsert with label side facing upward.
	• Disc is dirty or covered with condensation.	• Wipe disc to remove dust or condensation.
USB storage device not detected.	• The connected USB storage device has excessive power consumption (if current exceeding the permitted level flows to the USB device, a warning message will appear in the center display).	• The MEP-7000's USB port rating is for a current of 500 mA or less per port. Use only USB devices that abide by the permitted rating.
	• Device does not comply with USB mass storage class.	• Use a device complying with USB mass storage class (some portable audio players included in the class of image devices are not supported. Also, some flash card readers cannot be detected).
	• USB hub in use.	• Some USB hubs will not operate properly. Try a different USB hub, or connect the storage device directly to the USB port. Also, if multiple USB storage devices are connected through a USB hub, only one of the devices will be recognized.
	• Format not supported.	• Use only FAT, FAT32, or HFS+ formats.
A caution message to the effect that "an excess current has been detected" will appear in the center display.	• The connection with this unit has been terminated because an electrical current stronger than that allowable was applied to this unit's USB1 port or USB2 port.	• Restore normal operation by following the directions listed in "Connecting a USB storage device" (P. 25). The rating (allowable current) for this unit is 500 mA or less per port. Use USB storage devices that meet these standards. If you have a USB storage device connected through a bus-powered USB hub, connect the USB storage device directly to this unit.
Can't play MP3 or AAC tracks.	• Format not supported.	• See P. 10 "REGARDING PLAYABLE DISCS AND FILES" regarding supported formats.
	• Files are copy-protected.	• Cannot be used on this unit.
No sound is output.	• Audio cable has come loose or has not been properly plugged in.	• Plug in audio cable properly.
	• DJ mixer is not working properly.	• Check switch and volume settings on DJ mixer.
	• Jacks or jack plugs are dirty.	• Wipe away dust or dirt and reinsert plugs.
	• Controller is currently in pause mode.	• Press the play/pause (▶/II) button to begin play.

TROUBLESHOOTING

Description of problem	Possible cause of problem	Recommended action
Sound is distorted or full of noise.	• Audio cable has not been properly plugged in.	• Connect audio cable to line input jack of DJ mixer. Do not connect to microphone jack.
	• Jacks or jack plugs are dirty.	• Wipe away dust or dirt and reinsert plugs.
	• Player is subject to noise from a nearby television set.	• Turn off power to television set or move television set further away from player.
A large amount of noise is generated when playing back a certain disc or discs. Playback halts unexpectedly.	• Disc is seriously warped or scratched.	• Replace with new disc.
	• Disc is unusually dusty or dirty.	• Wipe away dust or dirt from disc.
Track won't load during playback.	• LOAD LOCK is set to ON.	• Use UTILITY screen to set LOAD LOCK to OFF.
Track searching fails to halt with Auto Cue function turned ON.	• Track searching sometimes takes longer than expected when the length of silent portions between tracks is unusually long. • If a search cannot be performed within 10 seconds, the track's start is set as the cue point.	• Hold the TIME/A.CUE button depressed for one second or more to set the Auto Cue mode to OFF.
The jog dial performs a different function from that desired.	• The jog mode is incorrect.	• Press the SCRATCH/JOG BREAK button to select the desired function.
Back cueing fails to work when the CUE button is pressed during playback.	• No cueing point has been defined.	• Specify the desired cueing point. (P. 37)
Unable to produce loop playback by pressing the OUT/ADJUST button.	• No cueing point (i.e., starting point) has been defined.	• Specify the desired cueing point. (P. 37)
Auto cue and other setting are not stored.	• The power was turned off right after a setting was made.	• Wait 10 seconds before turning off the power after a change.
Can't store cue/loop point data for tracks on USB storage device.	• Insufficient space on USB storage device.	• Delete unnecessary files or other make sufficient space on USB storage device.
Recorded USB storage device cue and loop points aren't displayed.	• USB storage device was disconnected before performing proper dismount procedure, or power was turned off.	• Always perform proper dismount procedure before disconnecting USB storage device or turning off power.
Playlist tracks appear grayed out.	• The disc or USB storage device for the recorded tracks is not loaded/connected.	• Load or connect the disc or USB storage device for the recorded tracks.
	• The recorded tracks have been deleted from the USB storage device. • The file names for the recorded tracks have been changed, or the files moved.	• Once again record the changed file names or changed locations in the playlist.
	• USB storage device was disconnected before performing proper dismount procedure, or power was turned off.	• Always perform proper dismount procedure before disconnecting USB storage device or turning off power.
Can't record tracks located on USB storage device on playlist.	• Insufficient space on USB storage device.	• Delete unnecessary files or other make sufficient space on USB storage device.
Keyboard input isn't correct.	• KEYBOARD LANGUAGE setting is incorrect.	• Use UTILITY screen's KEYBOARD LANGUAGE setting to select the proper input language.
	• You are using a keyboard for a language other than the eleven supported by this unit.	• Use a keyboard for one of the supported languages.
Character data for MP3, AAC format tracks appears garbled.	• LANGUAGE setting is incorrect	• Go to the UTILITY screen and set LANGUAGE to the language of your choice.
	• The track information for the music file created in the DJ software is in a language not supported by this unit.	• Input the file information in a language supported by this unit. This unit is able to display European languages, Russian, simplified Chinese and Japanese.
	• The track information for this unit is in a language not supported by the DJ software.	• For information on the languages supported by your DJ software, check the instruction manual for the software you are using.
Tracks contained in m3u files won't load.	• m3u file is not recorded correctly.	• Confirm correct recording format for m3u file.

TROUBLESHOOTING

Description of problem	Possible cause of problem	Recommended action
MEP-7000 isn't detected when connected to computer (normal style connections).	Driver software hasn't been correctly installed in computer. If the MEP-7000 is not connected properly and communicating with the computer, the version information utility will not display the firmware version.	Install the driver correctly. If already installed, try uninstalling and reinstalling it.
	Control unit is connected to computer.	In Normal Style, connect drive unit to computer.
MEP-7000 isn't detected when connected to computer (manipulator style connections).	Driver software hasn't been correctly installed in computer. If the MEP-7000 is not connected properly and communicating with the computer, the version information utility will not display the firmware version.	Install the driver correctly. If already installed, try uninstalling and reinstalling it.
	USB auxiliary power cable not connected.	Connect to computer in the order (1) USB auxiliary power cable, and (2) USB cable.
Television pictures are distorted or noise appears in FM broadcasts.	Interference caused by player.	Turn off the power to the player or move the player further away from the radio or television set.
Disc is not rotating even though power has been turned on.	- Disc rotation is automatically halted when no operation is performed for 100 minutes or longer when in pause mode. - When the last track on the disc is over the disc stops rotating.	Press the play/pause (▶/⏸) button to begin playback. Alternatively, press the EJECT (▲) button to eject the disc.

- There may be times when MEP-7000 fails to operate properly as a result of static electricity or some other form of interference from an outside source. If any such problem occurs, turn off the power to the MEP-7000, wait for the currently inserted disc to come to a full stop, and then turn on the power again to see if that fixes the problem in question.
- This unit cannot play "partial" (unfinalized) CD-R/-RW, DVD-R/-RW, DVD+R/+RW, and DVD±R dual layer media.
- Do not attempt to play irregularly shaped or other discs besides normal 12 cm round discs, since malfunction or damage may result.
- The BPM value measured by MEP-7000 may differ from the BPM value recorded on a CD or from our DJ mixer, but this difference is a result of differences in the BPM value measurement method; not a result of a fault with the player.

ABOUT THE LCD SCREEN

- Some LCD monitors may display so-called "hot pixels" or "dead pixels" (constantly bright pixels or pixels that are permanently off). This is a phenomenon characteristic of LCD displays and is not considered a malfunction.
- When used in cold regions, the screen may appear dark for a while after the power is first turned on. As the unit warms up with time, the screen will return to normal brightness.
- Avoid viewing the LCD screen in direct sunlight, since the light reflected off the screen may make the image difficult to view.

ABOUT OEL (ORGANIC EL) SCREENS

- The two screens (displays A/B) may display slightly different color characteristics, but this is not a malfunction.

ERROR MESSAGE DISPLAY

When MEP-7000 is unable to operate properly, an error code is displayed on the display panel. Check the error code displayed against the following table and take the recommended action to correct the error. If an error code other than any of the error codes listed in the table below is displayed or if the same error code is displayed even after corrective action has been taken, contact your nearest Pioneer Service Station or contact the store from which you purchased your player for assistance.

Error Code	Error Type	Media	Description	Possible cause and recommended action
E-6002	AUDIO DSP DOWNLOAD ERROR		Programs cannot be written to the audio DPS when the power is turned on.	Consult your dealer or the nearest Pioneer Service Station.
E-7201	TOC READ ERROR	DVD/CD	TOC data is not being read from the disc.	- If there are cracks in the disc, replace the disc. - If the disc is dirty, clean the disc. - If the unit operates normally with other discs, there is a problem with the disc.
E-8301	STOP ERROR	DVD/CD	Cannot stop disc properly.	Consult your dealer or the nearest Pioneer Service Station.
E-8302	PLAYBACK ERROR	DVD/CD	Desired address cannot be searched.	- If there are cracks in the disc, replace the disc. - If the disc is dirty, clean the disc. - If the unit operates normally with other discs, there is a problem with the disc.
			Address cannot be read.	
			Focus servo cannot be closed.	
			Pickup cannot be moved.	Consult your dealer or the nearest Pioneer Service Station.
E-8303	BUFFER WRITE ERROR	DVD/CD/USB	Failed to write to music data buffer.	Consult your dealer or the nearest Pioneer Service Station.
E-8304	DECODE ERROR	DVD/CD/USB	Although the compressed music file (MP3/AAC) is in the format supported by this unit, a data error or decode error occurred.	Consult your dealer or the nearest Pioneer Service Station.
E-8305	FORMAT ERROR	DVD/CD/USB	Although the extension of the music file (MP3/AAC/WAV/AIFF) is correct, the description within the file is not in the supported format.	Exchange the disc or file to one that meets format specifications.
E-8306	MUSIC FILE NONE	USB	Although tracks were entered in libraries (database)/playlists etc., at time of playback the tracks had been deleted from the USB storage device.	Do not delete music files from USB storage devices.
E-9101	LOADING TIMEOUT	DVD/CD	A mechanical error (timeout) occurred during the loading or unloading of a disc.	If a foreign object is in the disc loading slot, remove the object.

MEP-7000 UPDATES

Software for this unit may be updated to improve operation or functionality. For details consult the following support website:
<http://www.prodjnet.com/support/>

SOFTWARE LIMITING CONDITIONS

Supported devices	Disc media	Discs must be recorded in compatibility with ISO9660 file system. When recorded in UDF file system, the ISO9660 file system must be jointly recorded or the disc will not be playable. (For details consult the manufacturer of the applicable software.)
		On a single disc, no more than 2 000 folders and no more than 3 000 files can be displayed.
		Up to 8 levels of folder hierarchy are supported. Any files in folders beyond the eighth level will not be displayed.
		WAV/AIFF files on discs are not supported.
	USB storage devices	No more than 10 000 folders and no more than 10 000 files can be displayed within a single folder.
		Up to 8 levels of folder hierarchy are supported. Any files in folders beyond the eighth level will not be displayed.
		Does not support GUID partition-mapped Mac OS standard format.
		USB storage devices which have been formatted with the Mac extension format set to “discriminate upper case and lower case” may not be recognized properly.

Jacket Photograph	Photographs to be displayed as jacket art must be saved in JPEG format. Photographs larger than 800 x 800 pixels cannot be displayed.
	When an image is imbedded in an ID3 tag, or an image file is found within a folder, the image will be displayed as a jacket photograph together with the ID3 data. In the event that images are found in both places, the image imbedded in the ID3 tag will be given precedence.

m3u file	Up to 100 m3u files can be displayed per device.
	Up to 300 tracks can be displayed for each m3u file. However, if the file size exceeds 308 000 bytes, those tracks in the portion exceeding 308 000 bytes cannot be displayed.
	When browsing using a database you have constructed, m3u files will not be displayed.
	In the case of discs, those recorded with short file names are not supported.

MIX	In “normal style” operation, DJ software tracks cannot be mixed. In “manipulator style” operation, whether mixing is possible depends on the DJ software used.
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EFFECT	In “normal style” operation, effects cannot be applied to DJ software tracks. In “manipulator style” operation, whether applying effect is possible depends on the DJ software used.
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Playlists	Music (CD-DA) tracks cannot be added to playlists.
	A maximum of 150 tracks can be recorded in a single playlist. When a playlist becomes full, no further tracks can be added.
	If a USB storage device has insufficient capacity remaining, its tracks cannot be added to a playlist.
	When adding tracks to a playlist by designating an entire folder, if no database for the tracks exists, the tracks will be added by file name, not by the name of artist and album title.

Maximum displayable characters	Library browsing	Title: 63 characters; album name: 47 characters; artist name: 47 characters; genre name: 29 characters
	File browsing	Folder names, file names: 63 characters
	CD-TEXT	1 byte ASCII characters, etc.: 92 characters; 2-byte characters, MS-JIS, etc.: 80 characters
	Playlists	[During recording] Titles: 63 characters; artist names: 47 characters; [During playback] Titles: 49 characters; artists names: 29 characters
	ID3 data	Titles: 92 characters; album names: 47 characters; artists names: 47 characters; genre: 29 characters

Cue/loop point memory	Disc memory data, max, 2 000 discs (with 10 cue points or less per disc) can be stored in the built-in flash memory. When the built-in flash memory becomes full, information is overwritten, beginning from that for least-frequently used discs.
	If the USB storage device has insufficient capacity remaining, the cue/loop point information for tracks on that device cannot be saved.

Library	A library can be created with up to 150 000 tracks.
	Up to 1 000 genres can be displayed. Genres for tracks exceeding this limitation will be displayed as [Unknown] .

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 NOTE

- When bringing the unit to your dealer or a Pioneer Service Center, bring all components of the system (drive unit, control unit, cables).

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