

Numark® **AXIS 9**

PROFESSIONAL CD PLAYER

Quick Start Owner's Manual

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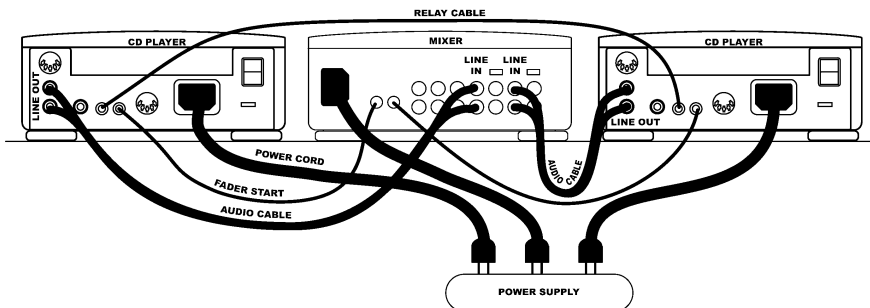
INHALT DER SCHACHTEL

- CD PLAYER
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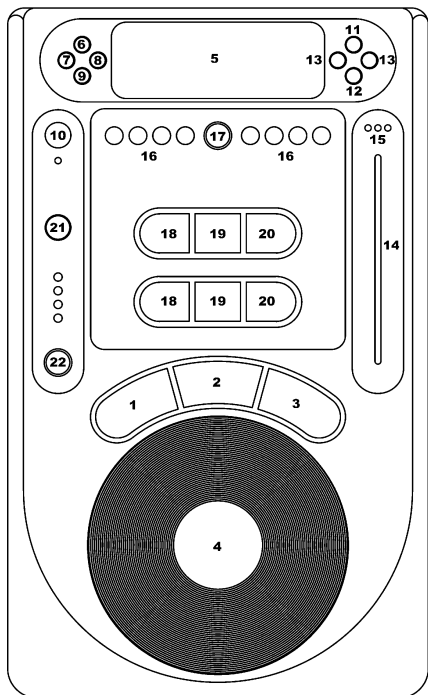
CONTENUTO DELLA SCATOLA

- CD PLAYER
- CAVO DI ALIMENTAZIONE
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CD PLAYER QUICK SETUP (ENGLISH)

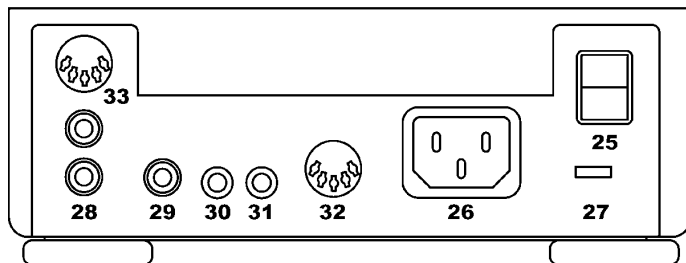
1. Make sure all items listed on the front of this guide were in the box.
 2. **READ SAFETY INSTRUCTION BOOKLET BEFORE USING THE PRODUCT.**
 3. Study this setup diagram.
 4. Place mixer in an appropriate position for operation.
 5. Make sure all devices are turned off and all faders and gain knobs are set to "zero"
 6. Connect all stereo input sources as indicated in the diagram, your microphone, and headphones
 7. Connect the stereo outputs to power amplifier(s), tape decks, and/or other audio sources.
 8. Plug all devices into AC power.
 9. Switch everything on in the following order.
 - audio input sources (i.e. turntables or CD players)
 - mixer
 - last, any amplifiers or output devices
 10. When turning off, always reverse this operation by,
 - turning off amplifiers
 - mixer
 - last, any input devices
 11. Go to <http://www.numark.com> for product registration.
- More information about this product may be found at <http://www.numark.com>**



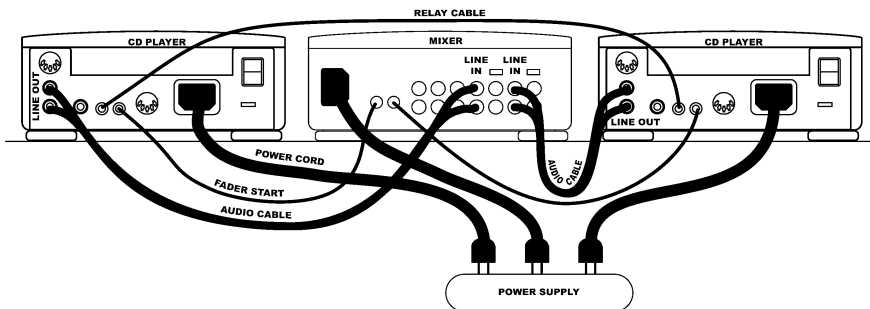
FEATURES:

1. PLAY/STUTTER- To start the music from the initial cue point.
2. PAUSE- To pause the music.
3. CUE- To move the music to the cue point and preview the selection.
4. JOG WHEEL-
 - a. INNER TOUCH WHEEL- Used for various functions such as cueing, scratching, pitch bend, searching, and effect control
 - b. Outer Pitch Wheel - Used for temporary pitch bend.
5. LCD DISPLAY- Indicates all the functions, as they are occurring, with the CD.
6. OPEN/CLOSE- Pressing will open or close the disc tray on the transport.
7. SGL- To set play mode in single or continuous play.
8. TIME- Controls display indication of time mode.
9. PROGRAM- Used for setting track order and various special commands.
10. TRACK SELECT/SEARCH-
 - a. Rotation - selects tracks
 - b. Pressing while rotating - selects tracks +10
 - c. Pressing once- Puts wheel in search mode.

11. PITCH- Actives and sets pitch slider range.
12. KEY- Used for various key control.
13. -,+ - Works as pitch bend and controls key and pitch functions.
14. PITCH SLIDER- Controls the overall speed of the music.
15. PITCH RANGE LED- Indicates current pitch range of the pitch slider
16. EFFECT BUTTON- Used to determine desired effect.
17. EFFECT HOLD- Used to set effects to an alternate position
18. LOOP IN- Used to set stutter and loop in points.
19. LOOP OUT- Used to set loop out points and release the loop.
20. RELOOP/STUTTER- Used for repeated play (stutter) from the loop in point, repeating a previously set, and hot start.
21. RELAY- Used for setting Alternating play start between attached units.
22. BEAT SYNC with MARCHING BAR GRAPH- Tracks the beats and measure position of music
23. CD Illumination Light (unit front) – lights up the CD drawer and CD when open.
24. CD Drawer (Unit Front) – Place your CDs you wish to play in here. This unit is designed to play commercially available CD and properly burned and finalized CDR. Due to variances on the specification of certain CD burners and CDs some discs home made CDs may not play properly.



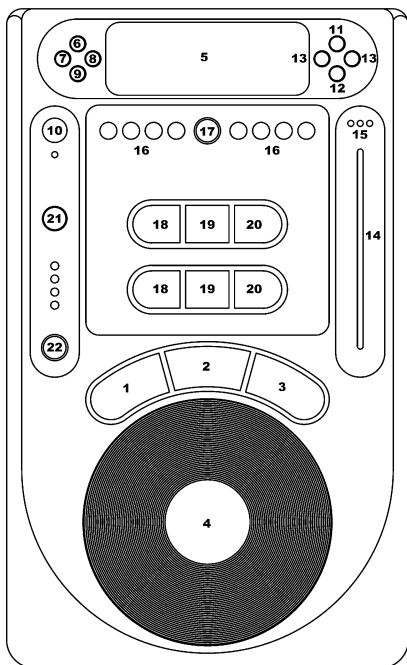
25. Power Switch- Turn on and turn off the machine with this button. The unit should always be shut down with this button first before any external power is removed. Typically it is recommended that the CD player is powered on before amplifiers and off after amplifiers to avoid an audio spike to be sent through your equipment.
26. IEC Power Plug Connector - Plug your supplied power cord in here.
27. Voltage Selector - Set this switch to the voltage for your location.
28. RCA Audio Connectors - Connect your CD player to your mixer from this line level output.
29. Digital Output - The format is type 2, form 1, also known as S/PDIF (Sony/Phillips Digital Interface Format). To active digital output, hold down "PROG" followed by "PITCH". This allows digital audio information to be sent. Some CDs also have information encoded in the original audio output such as CDG graphic CDs for Karaoke.
30. Relay Connector- If you wish to use the relay function plug in your 3.5mm stereo control cables into here and then into your other unit. The cable must be a stereo style plug for the units to work properly
31. Remote Start Connector – Use this connector to plug into your fader start compatible mixer or remote switch. This function is always active.
 - a. To use this connector for fader start, connect the supplied fader start cable to a fader start compatible mixer. Every time you move the crossfader on the mixer over to the side that the unit is on, it will automatically start playing. When you move the fader away from that side, the unit will stop. Moving the fader back to the unit side will start play again.
 - b. Foot switches can also be attached to this jack for creative mixing techniques and can be found in most music shops. Connector plugs are often 1/4" and an adapter to 1/8" will be needed for connection. There are also two types of footswitches that will work with this connector. The first is a typical, on/off pushbutton switch and are generally used for switching channels on guitar amps. The second switch is a momentary footswitch and is usually used for keyboard sustain pedals.
32. MIDI IN Connector – The port is for receiving MIDI (Musical Instrument Digital Interface) signals from other MIDI devices such as CD players, Keyboards, or Drum machines.
33. MIDI OUT Connector – The port is for sending MIDI signals to other MIDI devices.



MANUAL DE COMIENZO RÁPIDO DEL LECTOR DE CD (ESPAÑOL)

1. Cerciórese de que todos los items enumerados a principios de esta guía estén en la caja.
2. **LEA EL LIBRETE DE LA INSTRUCCIÓN DE SEGURIDAD ANTES DE USAR EL PRODUCTO.**
3. Estudie este diagrama de ensamblaje.
4. Coloque el mezclador en una posición de funcionamiento apropiada.
5. Cerciórese de que todos los dispositivos estén apagados y todos los atenuadores y las perillas del aumento estén puestas a "cero".
6. Conecte todas las fuentes estéreas de la entrada de información según lo indicado en el diagrama, su micrófono, y auriculares
7. Conecte las salidas estéreas con el amplificador(es) del poder, las cubiertas de cinta, y/o otras fuentes audio.
8. Tape todos los dispositivos en la corriente alterna.
9. Cambie todo encendido en la siguiente orden.
 - fuentes audio de la entrada de información (es decir placas giratorias o lectores de cd)
 - el mezclador
 - último, cualquier amplificador o dispositivo de salida
10. Al apagar, invierta siempre esta operación:
 - apaga los amplificadores
 - el mezclador
 - último, cualquier dispositivo de entrada de información
11. Vaya a <http://www.numark.com> para enregistrar el producto.

Más información sobre este producto se puede encontrar en
<http://www.numark.com>



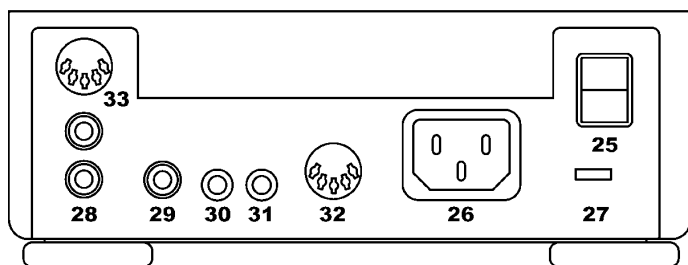
CARACTERÍSTICAS:

1. PLAY/STUTTER- Para comenzar la música de la señal inicial señale.
2. PAUSE- Para detenerse brevemente la música.
3. CUE- Para mover la música hasta un cierto punto y vea la selección de antemano.
4. JOG WHEEL-
 - a. INNER TOUCH WHEEL- Utilizado para varias funciones tales como contar(cueing), rasguño (scratching), pitch bend, buscar, y control del efecto
 - b. Outer Pitch Wheel - Utilizado para la pitch bend temporal.
5. LCD DISPLAY- Indica todas las funciones, mientras está ocurriendo, con el CD.
6. OPEN/CLOSE- Al presionar se abrirá o cerrará la bandeja que transporta el disco.
7. SGL- Para fijar el modo de operación en solo o continuo.
8. TIME- Indicación de la visualización de los controles del modo de tiempo.
9. PROGRAM- Utilizado para fijar el ordenes de la pista y varias comandos especiales.
10. TRACK SELECT/SEARCH-
 - a. Rotación - selecciona las pistas
 - b. Al presionar mientras que rota - selecciona las pistas +10
 - c. Al presionar una vez rueda puesta adentro empezará la búsqueda.

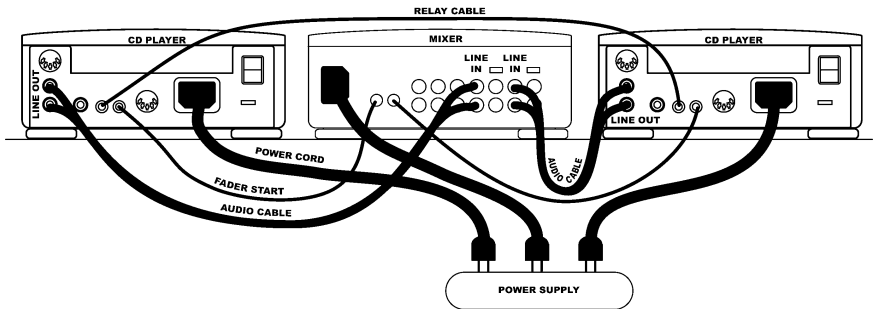
11. PITCH- Activa y establece las limitaciones del resbalador Pitch.
12. KEY- Utilizado para varios controles llave.
13. -,+ - Funciona como Pitch Bend y controla las funciones llave y pitch.
14. PITCH SLIDER- Controla la velocidad total de la música
15. PITCH RANGE LED- indica los límites corrientes del Pitch
16. EFFECT BUTTON- Determina el efecto deseado.
17. EFFECT HOLD- Fija los efectos a una posición alterna
18. LOOP IN- Fija el tartamudeo y las puntas de entrada del bucle.
19. LOOP OUT- Fijar las puntas de la salida del bucle y deja salir del bucle.
20. RELOOP/STUTTER- Utilizado para una canción repetada (tartamudeo) del punto

de entrada del bucle, repetando un comienzo previamente fijado, y hot start.

21. RELAY- Utilizado para fijar el comienzo de la canción que se alterna entre las unidades adjuntas.
22. BEAT SYNC con MARCHING BAR GRAPH- Sigue los ritmos y mide la posición de la música
23. Luz de la iluminación del CD (frente a la unidad)- ilumina el cajón del CD y el CD cuando está abierto.
24. Cajón del CD (frente a la unidad) - coloque su CDs que usted desea poner adentro. Esta unidad está diseñada para poner el CD comercial disponible y a CDR correctamente escritos y cerrados. Debido a las variaciones en la especificación de ciertos escritores de CD y CDs que están hechos en casa pueden funcionar incorrectamente.



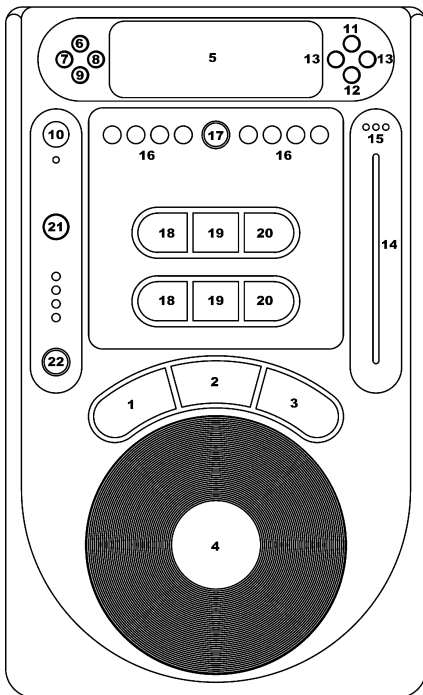
25. Power Switch- enciende y apaga la máquina con este botón. La unidad se debe cerrar siempre con este botón primero antes de que se quite cualquier potencia externa. Se recomienda típicamente que accione el lector de CD, encendido antes de los amplificadores y apagado después de los amplificadores para evitar un punto de audio que se enviará a través de su equipo.
26. Conector del enchufe de poder del IEC - enchufe su cable eléctrico previsto aquí.
27. Selector del voltaje - fije este interruptor al voltaje para su localización.
28. Los conectores audio RCA - conecte a su lector de CD con su mezclador de esta línea salida.
29. Salida Digital - el formato es el tipo 2, (forma 1, también conocida como S/PDIF (formato del interfaz de Sony/Philips Digital). Para activar la salida digital, mantenga "PROG" seguido por la " PITCH". Esto permite que la información audio digital sea enviada. Algunos CDs también tienen información codificada en la salida audio original tal como gráfico CDs de CDG para Karaoke.
30. Relay Connector- si usted desea utilizar la función de relay enchufa sus cables estéreo de control de 3.5mm aquí y después en su otra unidad. El cable debe ser un enchufe estéreo para que las unidades trabajen correctamente.
31. Remote Start Connector - utilice este conector para tapar en su mezclador compatible fader start o mando. Esta función siempre está activa.
- a. Conecte el cable previsto al fader start con un mezclador compatible fader start para utilizar este conector para el fader start. Cada vez que usted mueve el crossfader en el mezclador hacia la unidad, comenzará automáticamente a cantar. Cuando usted mueve el crossfader lejos de esta unidad se parará. El movimiento del crossfader otra vez hacia la unidad comenzará a cantar de nuevo.
- b. Los interruptores del pie se pueden también asociar a este enchufe para las técnicas creativas de mezcla y se pueden encontrar en la mayoría de los departamentos de la música. Los enchufes del conector son a menudo 1/4" y un adaptador a 1/8" será necesario para la conexión. Hay también dos tipos de interruptores de pie que funcionan con este conector. El primero es un interruptor típico pulsador, comenzar./apagar y se utiliza generalmente para los canales de la conmutación en los amplificadores de guitarra. El segundo interruptor es un interruptor de pie momentáneo y se utiliza generalmente para los pedales sostenidos del teclado.
32. MIDI IN Connector - el acceso está para recibir las señales de MIDI (Musical Instrument Digital Interface) de otros dispositivos de MIDI tales como lectores de cd, teclados, o del tambor (drum machine).
33. MIDI OUT Connector - el acceso está para enviar las señales de MIDI a otros dispositivos de MIDI



Instructions pour le lecteur de CD (FRANÇAIS)

- Assurez-vous que toutes les articles mentionnés ci-dessus sont dans la boîte.
- LISEZ LES INSTRUCTIONS DE SECURITE DU MANUEL AVANT D'UTILISER CE PRODUIT.**
- Etudiez la diagramme de programmation.
- Placez le mixer dans un endroit conforme à l'opération.
- Assurez vous que tous les boutons sont sur la position OFF et toutes les manches sont à « zero »
- Connectez toutes les sources comme indiqué dans la diagramme, votre microphone et votre casques.
- Connectez les output stéréo à l'amplificateur(s), les decks de cassette et/ou autre sources audio.
- Branchez tout dans la prise AC.
- Tournez les boutons et les manches dans l'ordre suivante:
 - Sources audio input (i.e. tables de mixage ou CD palyers)
 - mixer
 - Finalelement, tout amplificateur ou articles output
- Quand vous voulez éteindre, changez cette opération par :
 - Arrêter vos amplificateurs
 - mixer
 - Finalement, articles input.
- Visitez <http://www.numark.com> pour la régistration du produit.

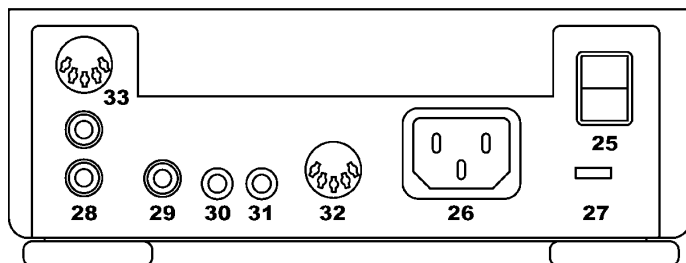
Plus d'informations peut être trouvées à <http://www.numark.com>



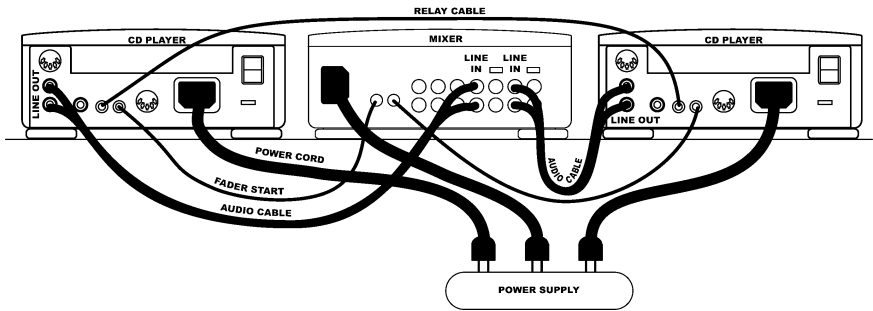
CARACTERISTIQUES:

- PLAY/STUTTER- pour commencer la musique du point initial.
- PAUSE-pour faire la pause.
- CUE- Pour bouger la musique au point de queue et prévoir la sélection.
- JOG WHEEL- MANCHE FREIN -
 - MANCHE INTERNE – utilisé pour différents fonctions comme cueing, scratching, pitch bend, contrôle des effets
 - MANCHE EXTERNE – utilisé pour pitch-bend temporaire.
- DISPLAY LCD – indique toutes les fonctions, comme elle apparaissent, avec le CD.
- OPEN/CLOSE – en appuyant on peut ouvrir ou fermer la boîte du disque.
- SGL – pour établir le play –mode en single (seul) ou continuous (continu).
- TIME – contrôle le display du mode temps.
- PROGRAM- utilisé pour établir l'ordre de la musique et autre commandes spéciales variées.
- TRACK SELECT/SEARCH-
 - Rotation-sélectionne la musique
 - Appuyer en même temps avec la rotation-selecter musique +10
 - Appuyer une seule fois- Met la manche en search-mode (recherche).
- PITCH – Actionne et programme la ratio du pitch slider.

- 12. KEY – Utilisé pour différents contrôles.
- 13. -,+ - Fonctionne comme pitch bend et contrôle les touches et les fonctions pitch.
- 14. PITCH SLIDER – Contrôle la vitesse moyenne de la musique.
- 15. PITCH RANGE LED – Indique la rate courante du pitch slider
- 16. EFFECT BUTTON – Utilisé a déterminer l'effet désiré.
- 17. EFFECT HOLD – Utilisé pour établir les effets dans une position alternative
- 18. LOOP IN – Utilisé à établir le stutter et loop dans des points.
- 19. LOOP OUT – Utilisé à déterminer les points loop et élibérer le loop.
- 20. RELOOP / STUTTER – utilisé pour un loop répété du loop au point, en répétant un préétablissement.
- 21. RELAY – Utilisé pour établir un commencement alternative entre les unités attachées.
- 22. BEAT SYNC with MARCHING BAR GRAPH – Détermine les tapes et mesure la position de la musique
- 23. CD Illumination Light (façade de l'unité) il s'allume au moment ou on retire le tiroir du CD et le CD.
- 24. CD Drawer (façade de l'unité) – Placez les CD que vous voulez écouter ici. Cette unité est fait pour les CD disponibles et pour le CDR finalisé. A cause de la variabilité de chaque CD disque, ceux qui sont fait à la maison ne peuvent pas représenter correctement.



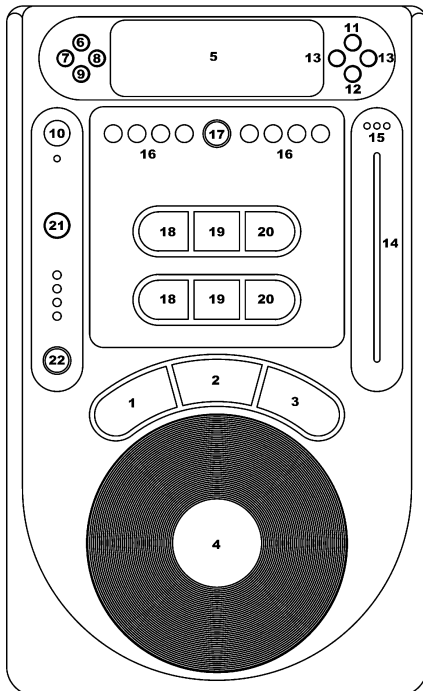
- 25. POWER SWITCH – c'est le bouton qui permet d'allumer ou d'éteindre la machine. L'unité doit être éteinte premièrement par ce bouton avant de débrancher la machine. En général il est recommandé d'allumer avant le CD player et après les amplificateurs pour éviter un choc audio à l'intérieur de votre système.
- 26. IEC Power Plug Connector – branchez votre corde d'alimentation ici.
- 27. Voltage Selector – Etablit le voltage pour votre location.
- 28. RCA Audio Connectors – Connectez votre CD player au mixer de ce niveau output.
- 29. Digital Output – Le format est type 2, forme 1, connu comme S/PDIF (Sony, Phillips Format digital de l'interface) Pour activer le output digital, appuyez « PROG » et ensuite « PITCH ». Cela permet que l'information digitale soit envoyée. Quelques CDs ont de l'information codée dans le output original comme la graphique CDG des CD pour Karaoke.
- 30. Relay Connector – Si vous voulez utiliser la fonction relay branchez vos cables 3.5 mm stereo ici et ensuite dans l'autre unité. Pour fonctionner correctement le cable doit avoir la prise stereo.
- 31. Remote Start Connector – Utilisez ce connecteur pour brancher votre potentiomètre dans votre mixer compatible. Cette fonction est toujours active.
 - a. Pour utiliser ce connecteur, connectez le cable à votre mixer. Chaque fois que vous bougez le cable connecteur du mixer sur la partie où l'unité fonctionne, cela va commencer a fonctionner automatiquement. Quand vous éloignez le cable fader, l'unité arrêtera. En bougeant le fader sur l'unité, cela va recommencer a fonctionner.
 - b. Des manches de changement pour les pieds peuvent être attachées pour un mixage creative et peuvent être trouvées dans la majorité des magasins de musique. Les prises de connection sont souvent L et un adaptateur pour 1/8 sera nécessaire pour la connection. Il existe deux types de manches pour le pied qui fonctionnent avec ce connecteur. Le premier est typique, bouton on/off et il est utilisé en général pour changer les canaux pour les guitares électriques. Le deuxième type est un bouton temporaire et il est utilisé pour les keyboards.
- 32. MIDI IN Connector – L'article est pour recevoir MIDI (Musique Instrumentale Digitale Interface) signaux d'autres MIDI machines comme CD players, Keyboards, ou tambours.
- 33. MIDI OUT Connector – L'article est pour envoyer signaux MIDI à autres machines MIDI



CD-Player – schneller Start (DEUTSCH)

1. Versichern Sie sich dass alle Objekte aufgezählt auf der vorderen Seite dieses Führers in der Schachtel waren.
2. **LESEN SIE DIE BROSCHÜRE MIT SICHERHEITSHINWEISE VOR DER BENUTZUNG DES PRODUKTES.**
3. Studieren Sie das Montagediagramm.
4. Setzen Sie de Mixer in einer entsprechenden Position für Handhabung.
5. Versichern Sie sich dass alle Vorrichtungen geschlossen sind und alle Fader und Tasten der Verstärkungspotentiometer auf Position "Null" sind
6. Schließen Sie alle Stereoeintritte wie im Diagramm an, das Mikrofon und die Kopfhörer
7. Schließen Sie die Stereoaustritte zum Verstärker (zu den Verstärker) für Kraft, Deckcassettenrecorder, und/oder andere Audioquellen.
8. Stecken Sie alle Vorrichtungen in der Dose für Wechselstrom (AC).
9. Starten Sie alles in folgender Reihenfolge.
 - Audioeintrittquellen (z.B. Turntable oder CD player)
 - Mixer
 - Als letzte, jedwelche Verstärker oder Austittsvorrichtungen
10. Wenn Sie schließen, immer in umgekehrter Reihenfolge, und zwar,
 - schließen Sie die Verstärker
 - Mixer
 - Zuletzt jedwelche Schließvorrichtung
11. Gehen Sie auf <http://www.numark.com> für die Registrierung des Produktes.

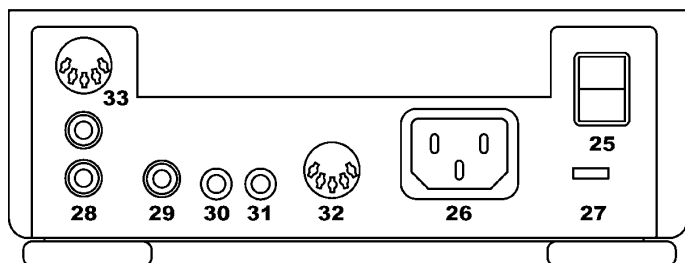
Mehr Informationen über dieses Produkt auf <http://www.numark.com>



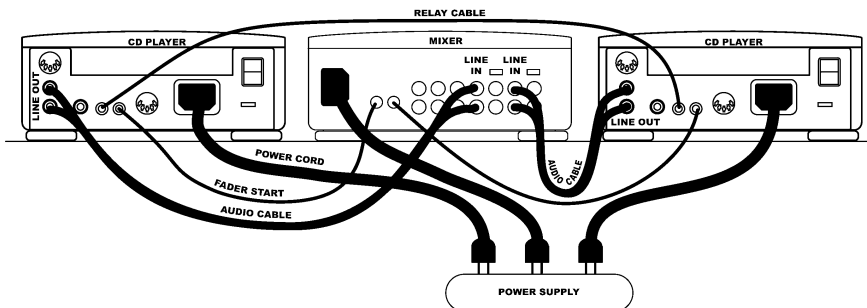
ERLEICHTERUNGEN:

1. PLAY/STUTTER- um die Musik von einem ursprünglichen Punkt zu starten.
2. PAUSE- um die Musik abzustellen (oder in Pause).
3. CUE- um die Musik zu einem gewissen Punkt zu versetzen und die Selektion vorzuschauen.
4. JOG WHEEL-
 - a. INNER TOUCH WHEEL- – benutzt für verschiedene Funktionen wie Cueing, Scratching, Pitch Bend, Suchen und Kontrolle der Effekte
 - b. Outer Pitch Wheel - benutzt für zeitweiligen Pitch Bend.
5. LCD DISPLAY- zeigt alle Funktionen, während es passiert, mit CD.
6. OPEN/CLOSE- auf Druck schließt oder öffnet das Transporttablett des Disks.
7. SGL- um die Vorgehensart einzustellen (play mode) in single oder ständig.
8. TIME- die Kontrollen zeigen die Anzeige des Zeitmodus.
9. PROGRAM- benutzt für die Einstellung der Reihenfolge der Tracks und verschiedene spezielle Steuerungen.
10. TRACK SELECT/SEARCH-
 - a. Rotation – selektiert die Tracks
 - b. Drückend während der Rotation – selektiert die Tracks + 10
 - c. Drückend nochmals – stellt das Rädchen in Bewegung im Suchungsmodus (search mode).

11. PITCH- aktiviert und stellt ein die Grenzen für den Pitch-Kursor.
12. KEY- benutzt für verschiedene Schlüsselkontrollen.
13. -,+ - funktionieren als Pitch Bend und kontrollieren die Schlüsselfunktionen und Pitch.
14. PITCH SLIDER- kontrollieren die totale Geschwindigkeit der Musik.
15. PITCH RANGE LED- zeigt den kurrenten Intervall des Pitch-Kursors
16. EFFECT BUTTON- benutzt für den gewünschten Effekt zu determinieren.
17. EFFECT HOLD- benutzt um die Effekte in alternativen Positionen einzustellen
18. LOOP IN- – benutzt um die Punkte Loop in und sttuer zu wählen.
19. LOOP OUT- benutzt um die Punkte Loop out und Loop fertig zu wählen.
20. RELOOP/STUTTER- benutzt für wiederholtes Play (Stutter) vom Loop in – Punkt, repetant eine vorherige Einstellung, und Hot Start.
21. RELAY- benutzt um das Play zwischen den angelegten Einheiten zu abwechseln.
22. BEAT SYNC mit MARCHING BAR GRAPH- verfolgt den Rhythmus (beat) und mißt die Position der Musik
23. CD Illumination Light (Vorseite der Einheit) – beleuchtet das CD Tablett und das CD wenn es geöffnet ist.
24. CD Drawer (Vorseite der Einheit) – setzen Sie die CD die Sie hören wollen (Play) hier hinein. Diese Einheit wurde projektiert um CD aus dem Handel zu benutzen und korrekt eingebrannte und abgeschlossenen CDR. Wegen den Variationen der Spezifikationen der verschiedenen Brenner (Burner) von CD, und den CD-s, können einige selbstgemachte CD-s nicht richtig funktionieren.



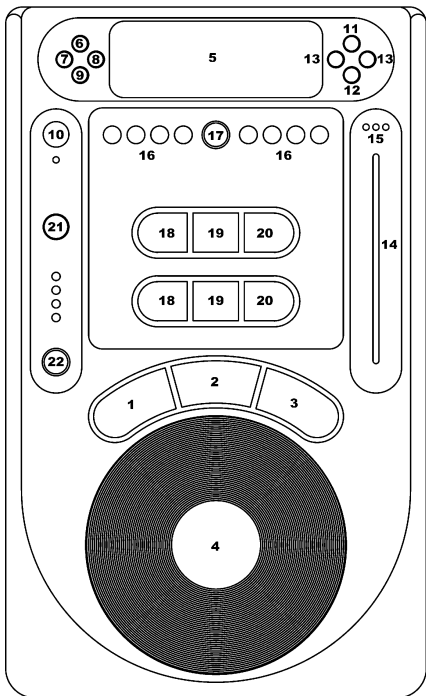
25. Power Switch- starten Sie und stellen Sie die Maschine mit dieser Taste. Die Einheit muss immer mit dieser Taste abgestellt werden bevor jede Versorgungskabel herausgenommen wird. Typisch wird empfohlen dass der CD Player von den Verstärker gestartet wird und abgestellt nach den Verstärker, um zu vermeiden dass ein Audiogipfel durch die Ausstattung übertragen wird.
26. IEC Power Plug Connector - stecken Sie den gelieferten Versorgungskabel hier ein.
27. Voltage Selector - stellen Sie diese Taste zur Spannung von Ihrem Standort ein.
28. RCA Audio Connectors - schließen Sie den CD Player zum Mixer aus diesem Austritt mit Linieniveau ein t.
29. Digital Output - Format ist Typ 2, Form 1, bekannt auch als S/PDIF (Sony/Phillips Digital Interface Format). Um den digitalen Austritt zu aktivieren, drücken Sie „Prog“ gefolgt von „Pitch“. Dieses gibt die Möglichkeit dass die digitale Audioinformation übertragen wird. Bestimmte CD-s haben auch Kodeinformation in der originalen Audioaustritt wie CDG grafisch, CD für Karaoke.
30. Relay Connector- wenn Sie die Relay-Funktion benutzen wollen stecken Sie die Stereokontrollkabeln von 3,5 mm hier und dann in die andere Einheit. Die Kabel muss stereo sein damit die Einheiten entsprechend funktionieren
31. Remote Start Connector – – benutzen Sie diesen Connector um ihn im Mixer oder Fernbedienung kompatibel Fader Start zu stecken. Diese Funktion ist immer aktiv.
 - a. um diesen Connector zum Starten von Fader zu benutzen, schließe den gelieferten Fader Kabel Start zu einem Mixer kompatibel Fader Start an. Jedes Mal wenn Sie den Crossfader des Mixers gegen die Einheit bewegen, wird dieser automatisch beginnen zu singen. Wenn Sie den Fader zur anderen Seite bewegen, wird die Einheit aufhören. Bewegen Sie den Fader zurück gegen die Einheitsseite, dieser wird wieder zu singen beginnen.
 - b. Die Fußschalter können auch angeschlossen sein dieser Jack-muffe für kreative Mixentechniken und können aus den meisten Musikgeschäften erhalten werden. Die Anschleißmuffen sind häufig ¼" und ein Adapter von 1/8" ist nötig für den Anschluss. Es gibt auch zwei Arten von Fußschalter die mit diesem Connector funktionieren können. Die erste ist eine Schaltertaste typisch ON/OFF und wird benutzt im allgemeinen um die Kanäle bei den Gitarrenverstärker zu wechseln. Die zweite Taste ist ein momentaner Fußschalter der gewöhnlich benutzt wird damit als Sustain-Pedal für die Instrumente mit.
32. MIDI IN Connector – dieser Port ist für das Erhalten von Signale MIDI (Musical Instrument Digital Interface) von anderen MIDI Vorrichtungen als CD Player, Keyboards, Drum Machines (Trommelmaschinen).
33. MIDI OUT Connector – dieser Port ist für die Übertragung von Signale MIDI (Musical Instrument Digital Interface) zu anderen MIDI Vorrichtungen



Il CD player – inizio rapido (Italiano)

1. Assicurarsi che tutti gli oggetti iscritti sulla parte frontale di questa guida sono stati nella scatola.
2. **LEGERE LA BROSSURA DI ISTRUZIONI DI SICUREZZA PRIMA DI UTILIZZARE IL PRODOTTO.**
3. Studiare questo diagramma di montaggio.
4. Collocare l'apparecchio da missare in una posizione adeguata per il funzionamento.
5. Assicurarsi che tutti i dispositivi sono accesi e che tutti i pulsanti dei potenziometri di amplificazione sono collocati nella posizione « zero »
6. Connettere tutte le fonti di entrata stereo tale come è indicato nel diagramma, il microfono e le cuffie
7. Connettere le entrate stereo all'amplificatore (agli amplificatori) di potere, ai cassette deck e/o ad altre fonti audio.
8. Introdurre tutti i dispositivi nella presa di corrente alternativo (AC).
9. Premere tutti i pulsanti nell'ordine seguente.
 - Le fonti di entrata audio (per esempio le tavole di missaggio o il CD player)
 - L'apparecchio da missare
 - Ultimamente, qualsiasi amplificatore o dispositivo di uscita (output)
10. Quando si spegne l'apparecchio, sempre si procede nell'ordine inverso, così:
 - Si spengono gli amplificatori
 - L'apparecchio da missare
 - Ultimamente, qualsiasi dispositivo di entrata (input)
11. Visitare <http://www.numark.com> per la registrazione del prodotto.

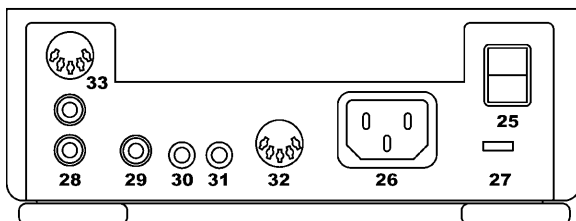
Più informazioni si possono incontrare all'indirizzo <http://www.numark.com>



FACILITA':

1. PLAY/STUTTER – per cominciare la musica da un punto iniziale.
2. PAUSE – per spegnere la musica (mettere la pausa).
3. CUE – per mettere la musica a un certo punto e prevedere la selezione.
4. JOG WHEEL-
 - a. INNER TOUCH WHEEL – utilizzata per varie funzioni tali come cueing, scratching, pitch bend, controllo degli effetti
 - b. OUTER PITCH WHEEL – utilizzata per il pitch-bend temporaneo.
5. LCD DISPLAY – indica tutte le funzioni, mentre appaiono, con il CD.
6. OPEN/CLOSE – premendo si chiuderà o si aprirà il cassetto di trasporto del disco.
7. SGL – per stabilire il modo di funzionamento (play mode) in single o continuo.
8. TIME – i controlli affissano le indicazioni del modo di tempo.
9. PROGRAM – utilizzato per stabilire l'ordine dei track e vari comandi speciali.
10. TRACK SELECT/SEARCH-
 - a. Rotazione – seleziona la musica
 - b. Premendo mentre si svolge la rotazione – seleziona la musica + 10
 - c. Premendo una sola volta – Mette la marcia nel modo di ricerca (search mode).
11. PITCH – Mette in funzionamento e stabilisce i limiti per il cursore pitch.

12. KEY - Utilizzata per vari controlli chiave.
13. -,+ - Funziona come pitch bend e controlla le funzioni chiave e le funzioni pitch.
14. PITCH SLIDER - Controlla la velocità totale della musica.
15. PITCH RANGE LED - Indica l'intervallo corrente del cursore pitch
16. EFFECT BUTTON- Utilizzato per determinare l'effetto desiderato.
17. EFFECT HOLD- Utilizzato per stabilire gli effetti in posizioni alternative
18. LOOP IN- Utilizzato per selezionare i punti di loop in e di stutter.
19. LOOP OUT- Utilizzato per selezionare i punti di loop out e di terminazione loop.
20. RELOOP/STUTTER- Utilizzato per un play ripetuto (stutter) dal punto loop in, ripetendo un set precedente, e hot start.
21. RELAY- Utilizzato per alternare il play fra le unità allegate.
22. BEAT SYNC con MARCHING BAR GRAPH- Segue il ritmo e misura la posizione della musica
23. CD Illumination Light (facciata dell'unità) - Illumina il cassetto CD e il CD quando questo è aperto.
24. CD Drawer (facciata dell'unità) - Si collocano i CD che uno desidera ascoltare (play) qui dentro. Questa unità è progettata per utilizzare dei CD disponibili nel commercio e dei CDR iscritti e finalizzati correttamente. A causa delle variazioni nelle specificazioni dei diversi iscrivitori (burner) di CD e dei CD stessi, certi CD manufatti potrebbero non funzionare correttamente.



25. Power Switch - questo è il pulsante che permette di accendere e di spegnere l'apparecchio. L'unità deve essere spenta sempre con questo pulsante prima che qualsiasi cavo di alimentazione sia tolto. Tipicamente, si raccomanda che il CD player sia acceso prima degli amplificatori e spento dopo gli amplificatori per evitare che un choc audio sia trasmesso tramite l'equipaggiamento.
26. IEC Power Plug Connector - Introdurre il cavo di alimentazione fornito qui.
27. Voltage Selector - Collocare questo commutatore alla tensione della sua locazione.
28. RCA Audio Connectors - Connettere il CD player all'apparecchio da misurare di questa uscita con livello di linea.
29. Digital Output - Il formato è tipo 2, forma 1, conosciuto anche con la denominazione di S/PDIF (Sony/Phillips Digital Interface Format). Per mettere in funzionamento l'uscita digitale, si deve tenere premuto "PROG" seguito da "PITCH". Questo dà la possibilità che l'informazione audio digitale sia trasmessa. Certi CD hanno anche delle informazioni codificate nell'uscita audio originale, tali come i CDG grafici, i CD per Karaoke.
30. Relay Connector- Se loro desiderano utilizzare la funzione relay, devono introdurre i cavi stereo di controllo di 3.5 mm qui e dopo all'altra unità. Il cavo deve essere stereo perchè le unità funzionino adeguatamente.
31. Remote Start Connector - Utilizzare questo connettore per introdurlo nell'apparecchio da misurare o il telecomando compatibile fader start. Questa funzione è sempre attiva.
 - a. Per utilizzare questo connettore allo scopo di accendere il fader, si collega il cavo fader start fornito a un apparecchio da misurare compatibile fader start. Ogni volta che si muove il crossfader dell'apparecchio da misurare nella parte in cui si trova l'unità, questo comincerà a cantare automaticamente. Quando si muove il cavo fader nella parte opposta, l'unità si spegne. Muovendo il cavo fader indietro verso la parte dell'unità, questa comincerà a cantare di nuovo.
 - b. Anche dei commutatori di piede possono essere allegati a questo manicotto jack per delle tecniche creative di missaggio e questi si possono procurare dalla maggior parte dei magazzini musicali. I manicotti connettori sono frequentemente 1/4" ; un adattore di 1/8" è necessario per la connessione. Ci sono anche due tipi di commutatori di piede che possono funzionare con questo connettore. Il primo è un commutatore pulsante da premere acceso/spento tipico ed è utilizzato in generale per cambiare i canali degli amplificatori di chitarra. Il secondo commutatore di piede momentaneo è utilizzato di solito come pedale di sostegno per gli strumenti con keyboards.
32. Questo si utilizza per ricevere dei segnali MIDI (Musical Instrumental Digital Interface - Interfaccia Di Strumenti Musicali Digitali) da altri dispositivi MIDI tali come CD players, Keyboards, Drum machines (tamburi).
33. MIDI OUT Connector - Questo serve alla trasmissione di segnali MIDI ad altri dispositivi MIDI

Numark® **AXIS 8/9**

Tabletop CD Players

Reference Guide

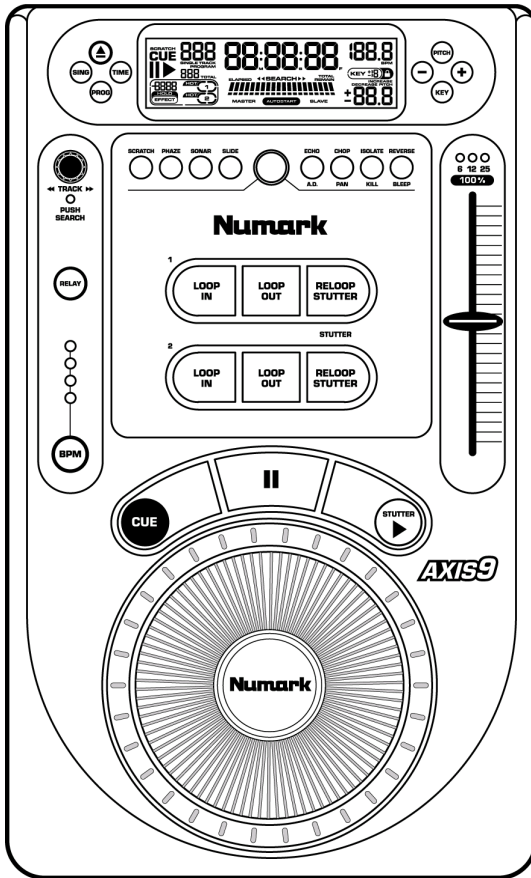


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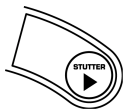
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BASIC OPERATIONS



Open/Close: Press to load or eject the disc. The drawer will automatically close to protect the tray from accidental damage while open. *NOTE: Tray will not open if the disc is in play.*

In order to program the automatic close time press and hold "PROG" followed by "OPEN/CLOSE". The display will indicate options of 30 seconds, 60 seconds, 120 seconds, and (no) for no auto close. This setting will be remembered at power down.



Play/Stutter: Starts the music from either the first set cue point or the last point of pause. By starting from the last pause point while the unit is paused a new cue point is set. Pressing this button while the unit is in play restarts the unit from the last cue point, creating a "stutter" effect.

Startup speed of initial play can be adjusted by pressing "PROG" followed by "PLAY/STUTTER" and then rotating the wheel until the desired seconds of startup are shown. Pressing "PROG" followed by "PLAY/STUTTER" twice will toggle startup between 0 to the desired seconds. This setting will be remembered at power down.

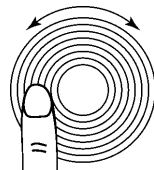


Pause: Stops the music while in play. Pressing play following this sets a new cue point. Holding down the button while scratching or stuttering the music will stop the music at the current position, allowing you to capture a loop in or cue point.

Pause speed (BRAKING) can be adjusted, by pressing "PROG" followed by "PAUSE" and then rotating the wheel until the desired seconds of startup are shown. Pressing "PROG" followed by "PAUSE" twice will toggle startup from 0 to the desired seconds. This setting will be remembered at power down.



Cue: Returns and pauses the music at the last set cue point. The cue point is the last place in which the unit was paused and then play was pressed. Pressing a second time allows for temporary play of this point. You can easily edit the cue point by turning the wheel. As you rotate the wheel the music will sound. By stopping the wheel and pressing play a new point is set.



*The sound during wheel rotation can be adjusted from a smooth "scratch" sound to the traditional "stutter" sound. To alternate modes hold "PROG" followed by "CUE". The display will indicate **SCRATCH** when the scratch sound is active. This indication will go away when the style of cue is stutter. This setting will be remembered at power down.*



Time: switches the time modes on the display between elapsed playing time, remaining time on the track and remaining time on the entire CD. *This setting will be remembered at power down.*



Single: toggles the unit to play back just one track at a time (single) or play continuously through all tracks and then start over repeating the CD infinitely (continuous). *This setting will be remembered at power down.*

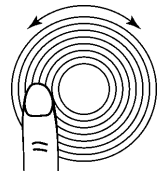
You have an option for eliminating the dead space at the end of tracks during continuous mode. The unit already automatically removes dead space at the beginning of tracks. End of track dead space elimination is useful if you are playing a CD continuously and want to eliminate all the gaps between songs. Press "PROG" followed by "SGL". The display will indicate "SPRC E" when the function is set to eliminate space and indicates "SPRC E" when the unit is left to leave the natural space between tracks. This setting will be remembered at power down.



Track Selection: Rotate the dial to quickly find the desired track. To advance by +10, press the knob while rotating.

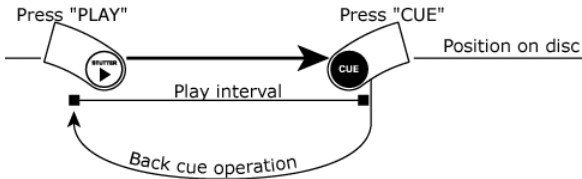
You can also pre program the desired sequence of songs Track sequence programming can be done by pressing "PROG" while the unit is stopped and "PROGRAM" will light. Select each track to be programmed then press "PROG" between selections. Press "PLAY/STUTTER" to start the track sequence program playing. To exit and erase program hold "PROG" for more than 2 seconds while the unit is stopped, open the disc tray, or turn off the power.

Search: Pressing the "TRACK" selector changes the mode of the jog wheel to a search mode. Search will remain active while the wheel is being moved and for 8 seconds after. Moving the wheel clockwise rapidly moves forward through the music. Counterclockwise moves backwards through the music. There are 2 search speeds depending upon wheel rotation speed.



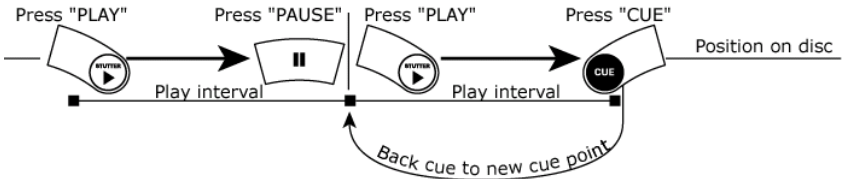
SETTING CUE POINTS

PLAY and CUE



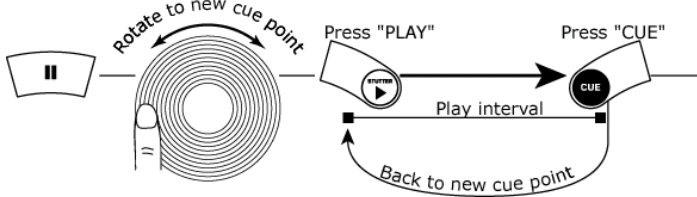
Pressing the **"PLAY"** button starts the disc. Pressing the **"CUE"** button will reset the disc to the last place where the disc was started. This is called the cue point. By alternately pressing the **"PLAY"** button and the **"CUE"** button, the disc may be returned and played from the cue point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

PLAY, PAUSE and CUE



When pressing **"PLAY"** to start then pressing **"PAUSE"** and then **"PLAY"** again, a new cue point will be set. Pressing **"CUE"** will return to the last pause position and will be the new cue point.


EDITING CUE POINT




When the jog wheel is turned while paused, a new cue point can be located. By pressing **"PLAY"** while paused that point will be set. By pressing **"PLAY"** again (STUTTER) the point can be checked as desirable.

CUE/LOOP POINT STORAGE AND RECALL


To SAVE Cue and Loop points on the current CD:

- CD should still be in the drawer with cue and loop points set.
- Press **"PROG"** + .
- Cue points are stored and LCD shows "CUE STORE" for 1 second.
- If MIDI OUT is connected to the MIDI in of another CD player's MIDI IN, the cue point is stored on the other CD player.

To RECALL Cue points on the current CD:

- Press **"PROG"** + .
- If CD player is open, it will automatically close and LCD will show "CUE FETCH" to indicate cue point loading.
- If CD is already in the player, it will stop the current function and show "CUE FETCH" to indicate cue point loading.
- All cue, loop in, and loop out points are restored along with the BPM and downbeat for immediate access to beatkeeper functions.
- If the CD doesn't have cue points stored on the CD player, then the LCD will show "NO FETCH".

To TRANSFER stored cue points from another unit:

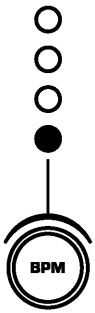
- "No Disc" should be in the player you want to get the points into, (Player A).
- The CD Player needing cue points, (Player A), should be looped via MIDI to another CD player with the cue points already stored (Player B).
- Press **"PROG"** +  on Player A to retrieve cue points from Player B.
- Player B will flash "CUE FETCH" and send all of its cue points to Player A.
- Player A will then flash "CUE STORE" and store all cue points received.

Notes:

- *If over 1024 CDs have cue points written, the oldest cue points are overwritten.*
- *If the same CD is found with other cue points, the old cue point data is replaced by the new cue point data.*

THE BEATKEEPER™ III

The AXIS 9 includes the latest Numark patented Beatkeeper™ technology. The Beatkeeper™ automatically tracks beats based upon a combination of frequencies and rhythm patterns in the music. It shows BPM in the display and outputs 4-count (a.k.a. measure) information about the music in a marching bar graph.



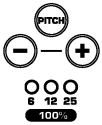
The Bar Graph: Most dance music and rock is set up in 4 beat increments called measures. Many of the features within the AXIS-8 use this information for incredible results. It's important to understand the basics of how the Beatkeeper works to effectively take advantage of other advanced features in the unit. The bottom LED is for the 1st beat or "Down Beat". Typically, most music starts on the downbeat so the unit sets the first beat to where the music begins. Occasionally this may not be correct or you may wish to reset it. To reset the downbeat simply tap the "**BPM**" button at the new downbeat location as the music is playing or while in pause.



BPM: This button is used for resetting the downbeat and also recalibrating the BPM. The Beatkeeper is considered by many to be the most accurate automatic beat counter on the market today, however, it occasionally may have trouble determining the correct BPM. This can happen when the music contains complex rhythms, or if it starts without a beat at all. If you know the BPM showing in the display is incorrect, or if the beat LEDs are not flashing with the beat, you have 2 options to reset the Beatkeeper.

1. Tap "**BPM**" on the downbeat and hold for a second. This will tell the unit to search and display the next BPM it finds.
2. If holding the "**BPM**" button doesn't work you can manually tap "**BPM**" on the beat and the display will indicate the new BPM. The BPM will be based upon the average of your last 8 taps. The Beatkeeper will then know which beats in the music it should be using to determine the correct BPM and it will track them through the song.

Occasionally the unit will be tracking the wrong beat but have the correct BPM. To reset the downbeat, simply tap the "**BPM**" button once on the downbeat.

ADJUSTING PITCH/ALIGNING BEATS



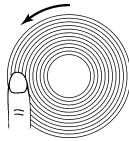
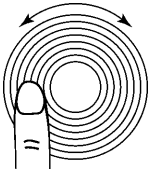
Pitch Button: Activates the pitch slider and adjusts the amount of control the pitch slider has on the overall speed of music. Pressing "PITCH" will toggle the slider on and off. Range adjustments of 6, 12, 25, and 100% can be achieved by holding down "PITCH" and then pressing   to cycle through the range options. *This setting will be remembered at power down.*



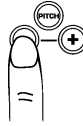
Pitch Slider: By moving the slider toward "+" the speed of the music speeds up. By moving toward "-" the speed slows down. With 100% control the music can be stopped or played at 2 times original speed. To match the speeds of two units you can either monitor the music of both units by ear or use the automatic BPM readout and adjust the pitch to match.


When the tempo of the music of the CD you wish to match is slow compared to the tempo of the other music, move the slider to the (+) end and match the BPM.

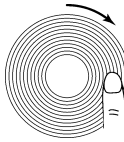
When faster, move the pitch slider to the (-) end. By making this adjustment the speeds will be matched though the beats may not yet be aligned.



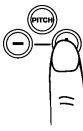
or






When the beats of the music of the CD you wish to match are fast compared to the tempo of the other music press the  button or rotate the jog wheel counter clockwise (to the left).



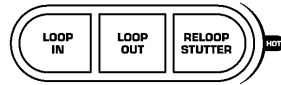
or



When PLAYER 2 is behind press the  button or rotate the jog wheel clockwise (to the right). The pitch changes temporarily while the  or  buttons are being pressed or the jog wheel is rotated.

The faster you rotate the wheel or the longer you hold the buttons the more you change the speed. Releasing the button or wheel results in a return to the original pitch.

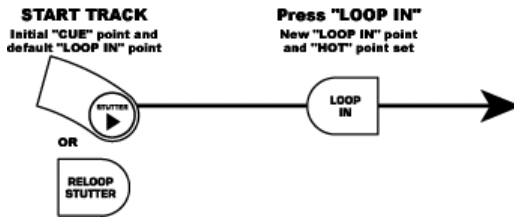
LOOPING OPERATIONS



A loop is any area of a CD that you choose to repeat seamlessly. On the AXIS 8/9 two seamless loops are possible.



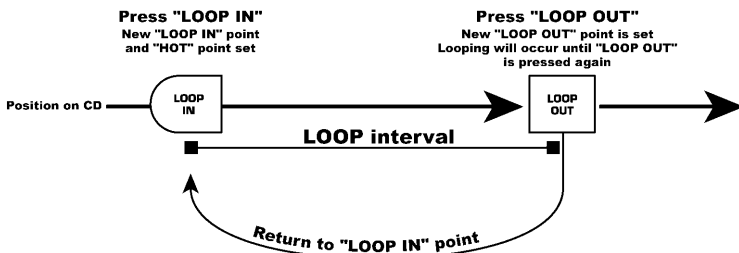
LOOP IN: is the point where you wish for the loop to start. The initial "CUE" or "PLAY" point of the CD is also the default "LOOP IN" point for both loops or "Hot Start" point. If you wish to set a new "LOOP IN" point, just press "**LOOP IN**" while the CD is playing when it reaches the desired point. The "**LOOP IN**" button will light indicating a new loop is set. The "**RELOOP/STUTTER**" button and **HOT** in the display will also illuminate indicating a point has been set and is accessible for "STUTTER". *By default the "LOOP IN" also becomes the "STUTTER" or "HOT START" point.*



The CD Player will always remember a new set point as the "LOOP IN" or "HOT START" point until you actually set a new "LOOP IN" point or put in a new CD. The new point will be accessible until you remove the CD from the unit. If you change tracks and you previously set a "Loop In" on another track, pressing "RELOOP/STUTTER" will jump to that point.



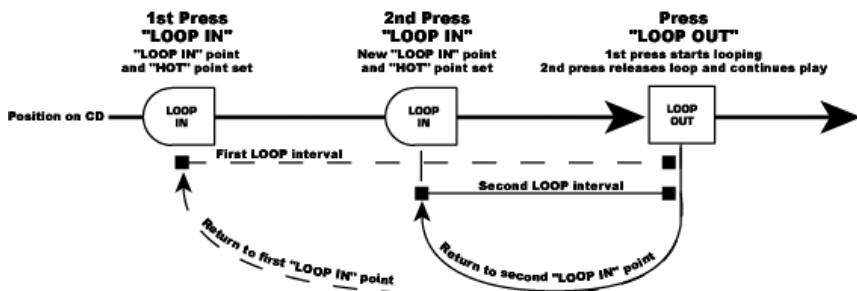
LOOP OUT: is the end point for a loop. The first time you press "**LOOP OUT**" while a CD is in play mode, the "LOOP OUT" LED will turn on and flash while the song automatically returns to the "LOOP IN" point with no breaks and continues to play. When the song reaches the "LOOP OUT" point again it returns to the "LOOP IN" point and continues to repeat this action. You will notice the "LOOP IN" LED will also be flashing during loop action. To release or end the LOOP press "**LOOP OUT**" a second time and play will continue forward when the song passes the previously set "LOOP OUT" point. The "LOOP OUT" LED will be lit solid indicating that the LOOP is now in memory for "RELOOP" purposes.



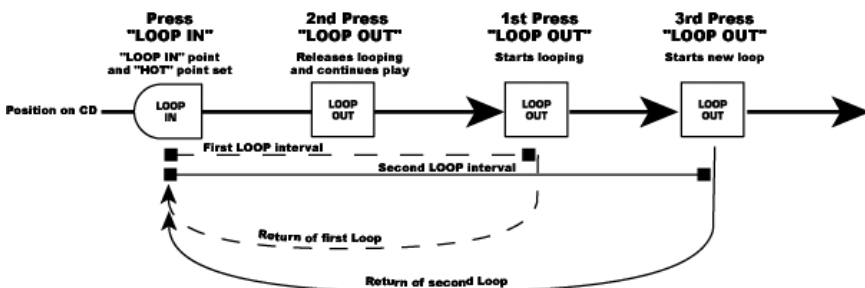
Note: The "LOOP OUT" point will be erased if "LOOP IN" is pressed or a new "CUE" point is set after the "LOOP OUT" point. This is important because without this point, "RELOOP" will not be possible.

MOVING LOOP POINTS

The "LOOP IN" point can be moved while the music is playing just by pressing "LOOP IN" at the new desired point. The next time "LOOP IN" is reached the CD will return to this new "LOOP IN" point. If "LOOP IN" is pressed after the "LOOP OUT" point it will clear the "LOOP OUT" point. The "LOOP IN" point can also be edited while paused. First hold down "CUE" then press "LOOP IN" to move to the loop in point. Next rotate the wheel to search for a new cue point and then press "LOOP IN" again to set the new point. Check your point by pressing "RELOOP/STUTTER".



The "LOOP OUT" point can also be moved while a loop is playing. Press "LOOP OUT" to release the old "LOOP OUT" point and pressing it again at the new desired point.



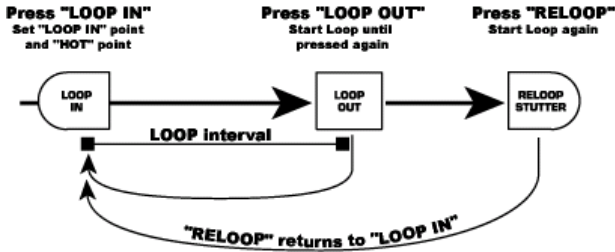
SMART LOOPING 5-LOOP

The Beatkeeper and Looping can work together to set perfect loops every time. In order to work correctly first properly align the Beatkeeper™ on the beat. To activate smart looping hold down "PROG" followed by "RELOOP/STUTTER" at the same time. After this has been done all loop points and stuttering will play perfectly to the beat of the music.

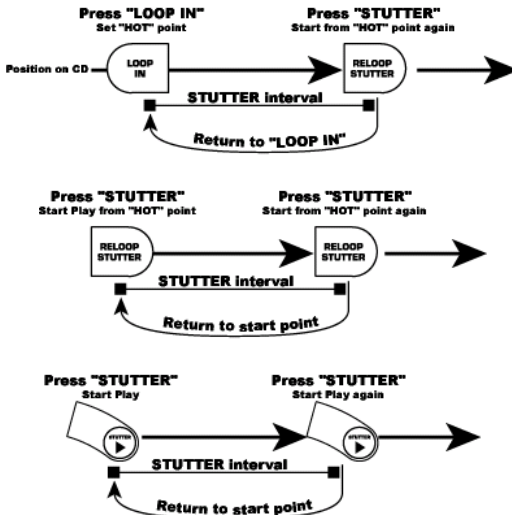
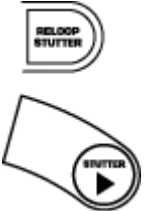
RELOOP/STUTTER: 2 functions depending on loop setting.



"RELOOP" is only possible if "LOOP" points have been previously set. The "RELOOP" function automatically returns the music to the "LOOP IN" point and will play the loop until it is released with the "LOOP OUT" button.

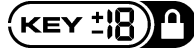


"STUTTER" starts instant play from previously set "Hot" points. Simply set your stutter (Hot Start) point by follow the directions for setting loop in because the points are the same. **Remember the button serves also for the reloop function so if a loop out has been set the unit will also loop until released.** This function lets you set 3 Hot Start points. The first is based on the "PLAY" cue point and the second two are based upon "LOOP IN". Since the default "LOOP IN" points are also the initial start point your unit can be "stutter" started from up to 3 buttons.

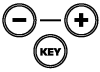


Note: The CD Player will always remember a new set "Hot" points until you actually set a new "LOOP IN" point or put in a new CD. The new point will be accessible until you remove the CD from the unit. If you change tracks and you previously set a "Loop In" on another track, pressing "RELOOP/STUTTER" will jump to that point.


KEY LOCK / KEY CHANGE






The AXIS 9 uses Numark exclusive technology to lock the key of the music in place at the current pitch position or change it from the current position. This is different than "master tempo" often found on many modern units because the key lock to the current pitch position and not automatically set to the "0" pitch position. By doing this we have allowed you to activate this function while playing without changing the key.



Key Lock: Pressing "KEY" holds the key in place. The display will

indicate  to show the current key is locked. If pitch (tempo) is changed the current key will continue to play. By putting the pitch at 100% you can actually slow the music to a complete stop while playing the last heard tones of the music. This works very well on vocals and can be a very cool effect. If the unit has Key Lock active after the track has been changed and before play is hit, the unit will lock to 0. If Key is deactivated during pause the unit will reset to match the current pitch position.

Key Change: Pressing "KEY" and then  or  will change the key. The display will indicate the  and the new key. The key can increase to 1 octave above normal key or up to 2 octaves above normal key when the Slide effect is used. The key can decrease up to 5 octaves below normal key. The display will limit to 19 half steps above or below normal key. If the key is higher, the display will show "H". If it is lower, the display will show "L".

SPECIAL EFFECTS



EFFECT SELECTION (Single Mode): To select and activate an effect tap on it's button, it will light to indicate activation and effect will indicate in the display. To put the effect into hold mode or active alternate effects press the center button. The button will light indicating the hold has been activated and hold will show in the display. To release any button, tap it once again.

EFFECT SELECTION (Multiple Effect Mode) (AXIS 9 ONLY): In order to activate/deactivate this mode press **PROG + HOLD**. The display will indicate "MULTI" or "NO MULTI". Press an effect and move the wheel to the desired parameter. Then press a second effect. The first effect will flash while the current effect will be solid. To change effects, select the effect you want. To release, press the "current/solid" effect a second time.

You can use a combined effect value of 4 effect values at the same time.

These values are:

SCRATCH	:	0
PHAZE	:	2
SONAR	:	2
SLIDE	:	2
ECHO/A.D.	:	1
CHOP/PAN	:	1
ISO/KILL	:	1
REVERSE/BLEEP	:	0

Scratch and Reverse are always possible. If more than the allowed values are attempted, they will not activate.

For example:

- You can have Echo, ISO, Scratch and Sonar
- Phaze and Slide with Reverse
- You can not have Phaze, Sonar, and Echo

EFFECT PARAMETER SELECTION: Once an effect is active, rotate the wheel (AXIS 8) or inner touch wheel (AXIS 9) to the desired parameter value. The parameter value for most effects will show in the display above the effect indication.
Note: For all effects except reverse, you will need to activate pitch bend via the pitch bend buttons. On the AXIS 9 you can also use the outer non-touch section of the jog wheel.



EFFECT PARAMETER PRESET: Press on the desired effect and rotate the wheel (AXIS 8) or inner touch wheel (AXIS 9) without releasing the button. When the desired parameter is reached in the display, release the button. If an effect is already playing, the new parameter will be heard upon button release. If the effect is not active, then the next time the effect is activated it will be set to play from this parameter in "hold" mode. If you wish to preset an alternate effect such as SLIDE, PAN, or KILL press the hold button first, then hold down the effect button and spin the wheel as described above.

EFFECTS:



SCRATCH – This effect makes it possible for the wheel to scratch the music while it is playing. If you move the wheel back and forth the music will stop and play slowly as the wheel is moved similar to scratching a record. There are several modes of operation for this effect. By pressing "PROG" followed by the scratch button you can toggle between Scratch 1,2,3, and 4. In "Scratch 1" the unit automatically returns to play when the wheel is released. In "Scratch 2", when the wheel is brought to a stop the music will stop and when you push the wheel forward the unit will automatically play. In "Scratch 3" the unit scratches from the current buffer until the unit is released. When released, the unit jumps ahead to the point where the music would have been, if not interrupted. This essentially allows a bleep of dirty lyrics through scratch. In "Scratch 4" the unit scratches from the last set cue point until released. This allows you to scratch from a set "sample".



SCRATCH HOLD – This effect works like the above except the music will not release when the wheel is pushed forward or let go. It is basically the same as scratching on a powered off turntable. Scratch is similar to working with a playing turntable, while the Scratch hold is similar to scratching a turntable with the power off.



PHAZE – Creates an effect on the music similar to the sound of an airplane taking off. As the wheel is moved the effect is created. If the wheel stops moving the effect will return to the beginning on it's own. If the effect is in "Hold" the effect will stay at the current sound until the effect is released by the button or hold removed.



SONAR – Creates a metallic hollow effect to create a slightly different sound. The wheel works a similar way as Phaze.



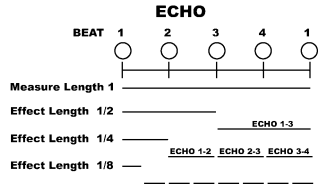
SLIDE – Smoothly changes the key of the music. In the key display you will see the key change as the wheel is moved.





ECHO – this effect adds echo to the music also based upon the Beatkeeper™. The start parameter is no echo "0". If you move the wheel to the right the numbers will go 1-64, 1-32, 1-16, 1-8, 1-4, 1-2, and 1-1 indicating the amount of echo added to the unit. If you move the wheel to the left you will create negative or preceding echo. This essentially plays the music before you get to it. At 1-1 the music will echo 1 full measure or 4 beats of music. If you turn off the effect then back on again it remembers the last set parameter.

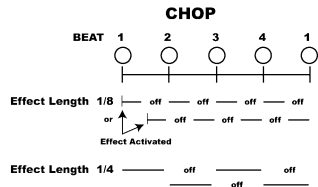
(Note: a preceding echo requires the unit to play from buffer memory. If the buffer becomes unavailable the effect will stop until buffer is regained.)



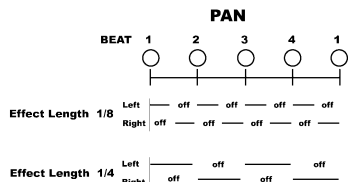
A.D. (Artificial-Dissemination) – Reduces the bit rate of the music creating increasing distortion with intensity.



CHOP – This effect works best when the Beatkeeper™ is properly aligned. Chop breaks up the music by turning the volume on and off based upon the BPM of the Beatkeeper™. First activation of the effect plays 1/8th note or half of every beat. In the BPM display will indicate an 1-8 which means one measure (4 beats) of music has been broken into 8 parts. Rotation of the wheel to the left decreases the parts to 1-4, 1-2, and 1-1. At 1-1 the music plays for 4 beats then is silent. Rotating to the right breaks up the music into 1-16, 1-32, 1-64, then smaller increments making for another interesting effect. When the effect is first activated the music will play the section then turn off for a section. This is important because you can reverse the sections that are off and on by activating the effect in the other section. If you deactivate the effect then turn it on again it remembers the last set parameter.

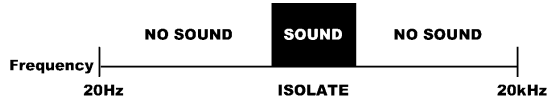


PAN – This effect also works best when the Beatkeeper™ is properly aligned. Auto-pan alternates playing right and left audio based upon the BPM of the Beatkeeper™. First activation of the effect plays alternates on 1/8th notes or half of every beat. In the BPM display will indicate an 1-8 which means one measure (4 beats) of music has been broken into 8 parts. Rotation of the wheel to the left decreases the parts to 1-4, 1-2, and 1-1. Rotating to the right makes faster changes of 1-16, 1-32, 1-64, then smaller increments making for another interesting effect. If you deactivate the effect then turn it on again it remembers the last set parameter.

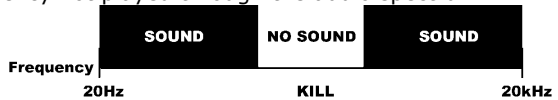




Isolate - This isolation filter lets you play only a specific frequency of the music. Rotation of the wheel moves the frequency played through the audio spectrum. If you turn off the effect then on again it remembers the last set parameter.



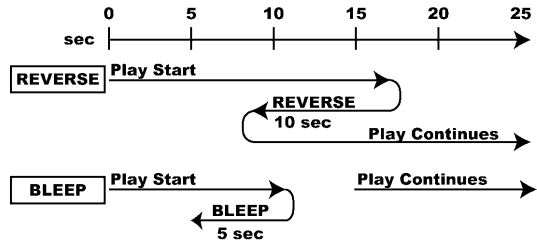
KILL- This elimination filter lets you play all but a specified frequency. Rotation of the wheel moves the frequency not played through the audio spectrum. If you turn off the effect then on again it remembers the last set parameter.



Reverse- Plays the music backwards. When the effect is activated the music will play backwards until it is released. There is no limit to the amount of time you can reverse.



Bleep- The effect activates as soon as the button is pressed. It is a temporary (forward) reverse function for "bleeping" dirty lyrics or creating interesting effects. By pressing the button the music plays backwards from buffer until released or until the buffer runs out. When the button is release, or the buffer runs out, the audio plays forward from the point where the music would have been if the button was never pressed. For example, is the effect is activated for 5 seconds at 10 seconds into a song, forward play will resume at 15 seconds. The buffer time for this operation is variable depending upon the number of loops set and anti-shock buffer available.





This button provides several programmable functions depending upon the combination of buttons used.



Track Sequence Programming - Depress **"PROG"** while the unit is stopped and **"PROGRAM"** will light. Select each track to be programmed then press **"PROG"** between selections. Press **"PLAY/STUTTER"** to start the track sequence program playing. To exit and erase program hold **"PROG"** for more than 2 seconds while the unit is stopped, open the disc tray, or turn off the power.

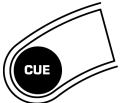
The following functions will work by pressing **"PROG"** followed by appropriate function while still holding the program button:



Effect Options - pressing program with an effect button will offer alternative options to that effect. In the case of the **"SCRATCH"** effect the display will toggle between Scratch 1,2,3, and 4. Not all effects offer options. More information on these options is available in the effects section of this manual.



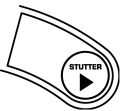
End of track dead space elimination - this will give an option for eliminating the dead space at the end of tracks. The unit already automatically removes dead space at the beginning of tracks. End of track dead space elimination is useful if you are playing a CD continuously and want to eliminate all the gaps between songs. The display will indicate **"SPR E"** when the function is set to eliminate space and indicates **"- SPR E"** when the unit is left to leave the natural space between tracks. *This setting will be remembered at power down.*



Cueing Style Selection - this will alternate the jog wheel cue function from a smooth "scratch" sound to the tradition "stutter" sound modes during cue operations. The display will indicate **"SCRATCH"** when the "scratch" style is active. This indication will go away when the style of cue is stutter. *This setting will be remembered at power down.*



Brake Speed - this allows you to adjust the speed of **"PAUSE"**, or braking. Press **"PAUSE"** then rotate the wheel until the desired seconds of startup are shown. Pressing **"PAUSE"** twice will toggle startup from **"OFF"** to the desired seconds.



Startup Speed - this allows you to adjust the startup speed of initial play. Press **"PLAY/STUTTER"** then rotate the wheel until the desired seconds of startup are shown. The **"STUTTER"** function will not be affected. Pressing **"PLAY/STUTTER"** twice will toggle startup between **"OFF"** and the desired seconds.



Relay time – this gives options for the amount of time used for relaying between tracks on two connected units. Options will appear to relay immediately after the track (0), with time added of 1, 2, or 3 seconds (1,2,3), or a reduction of 1,2, or 3 seconds (-1,-2,-3). By reducing time the attached CD player will start playing before the end of a track, creating an automatic segue. *This feature will also work in track sequence program mode; however, if the units are also in SINGLE mode the same number of tracks programmed should be the same. Play will stop at the end of the last track. This setting will be remembered at power down.*



Remote Start – The sets the mode for the “remote” jack on the rear of the unit. Details can be found in the relay and remote start sections of this manual.



Automatic door close protection – this option automatically closes the door at the specified time. The display will indicate 30 seconds, 60 seconds, 120 seconds, and (no) for no auto close. *This setting will be remembered at power down.*



Digital Output – This activates digital output for CDG disks and allows digital audio information to be extracted from the unit. CDG graphic CDs are often used for Karaoke.



Smart Looping – When active the display will indicate “S-LOOP” and all looping and stuttering will follow the beat of the music based upon the Beatkeeper information.



Sleep Mode – The unit will automatically enter sleep mode after 15 minutes of inactivity. In this mode the unit will still start instantly from buffer, however, the laser will turn off to extend it’s life. If this feature is undesirable, then it can be turned off. *This setting will be remembered at power down.*

RELAY PLAY

This mode will be operational only when 2 units are connected via a relay cable.

1. Insert CDs into both of the units.
2. We recommend putting both sides in SINGLE play mode while learning this function.
3. Press the “RELAY” button on one unit to activate.
4. Press play on the first unit. When that unit has finished play it will send a signal to the second unit to start play. You will see the second unit start play and the first unit pause and cue to the beginning of the next track. When unit 2 has completed play unit 1 will start.



Note: The play signal is sent at the end of specified play. If the unit is in SINGLE mode the play signal will start the second unit at the end of the track. If the unit is in CONTINUOUS mode the play signal will be sent at the end of the full CD. Two CDs will play continuously, alternating from unit to unit.

FADER START

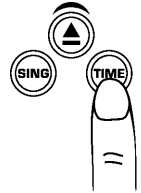
Fader Start is achievable by attaching your CD player to a similarly equipped DJ mixer and setting the rear panel selection switch to "mixer" mode.



1. Connect cables between the CD player and your DJ mixer.
2. Press the button or switch on your mixer into fader start mode to activate the fader start capability.
3. Set the CD player to fader start by hold down **"PROG"** followed by tapping **"TIME"** until the display says **FADER**.
4. Typically if you move the crossfader toward the active channel, the attached CD player will activate. When it is moved away the unit will cue or pause depending upon CD player setting.

To select start/stop mode hold the time button for 2 seconds.

- If the display shows **PAUSE** then the CD will pause when the crossfader is moved away.
- If the display shows **CUE** then the CD will CUE when the crossfader is moved away.



REMOTE SWITCH START

Remote switch start is achievable by attaching your CD player to a switch like a foot switch found in most music shops. Foot switch connector plugs are often 1/4" and an adapter to 1/8" will be needed for connection.

1. Connect the remote switch to your CD player.
2. Select the type of foot switch you will use. There are two types of footswitches that will work with this connector. The first is a typical, ON-OFF pushbutton switch and are generally used for switching channels on guitar amps. Set the CD player to a ON-OFF switch by hold down **"PROG"** followed by tapping **"TIME"** until the display says **ON-OFF**. The second switch is a momentary footswitch and is usually used for keyboard sustain pedals. Set the CD player to a ON-ON switch by hold down **"PROG"** followed by tapping **"TIME"** until the display says **ON-ON**. If you are unsure of the style of switch you have, try each position until it works as desired.
3. Typically if you press the switch once, the attached CD player will activate. When it is pressed again the unit will cue or pause depending upon CD player setting.

Note: You can also use a momentary switch in the ON-OFF switch position. In this case the unit will only play while the switch is depressed. When the button is release it will either cue or pause depending upon mode.

MIDI IN-OUT


MIDI – stands for musical instrument digital interface. Basically this means you can hook up 2 MIDI compatible devices and they will talk to each other. In this case you might connect 2 AXIS 8/9s and have them synchronize beats, add a MIDI keyboard and have it control the CD players or hook up a drum machine and play a rhythm pattern in time with the music.

MIDI CLOCK and INTERLOCK MODE: For interlock you will need 2 units



hooked up via 2 MIDI cables input to output. Pressing PROG + BPM will put the unit in INTERLOCK mode when (2) units are connected via MIDI. This mode will automatically match the BPM on (2) AXIS 8/9 units and lock them together on the beat. *Before using this function it is important to be sure the Beatkeeper is tracking the correct BPM and is actually synchronized with the beat.* In order to match effectively one unit will indicate master and the other, slave. **The master is always the first unit to be playing.** The slave follows the master. As soon as the master is stopped for any reason the opposite side becomes the new master control. Before using this function it is advisable to activate the key lock since pitch shifts are automatic and can be audible. When interlock is pressed you will see the BPM display of the slave automatically change to match the master and the pitch indication in the display change the amount needed to match speeds. During interlock all pitch functions of the slave will deactivate and follow everything you do with the master. All actions of the slave such as LOOP points, and PLAY will now also be beat aligned with the master.

- If both units are playing the slave will adjust to match to the nearest beat of the master.

- If  is pressed the slave will now start with the next beat of the master.
- If "RELAY" is pressed during INTERLOCK, the slave will automatically start the next time the master matches the beat of the slave.

SLAVE TO MIDI CLOCK: When the AXIS 8/9 is hooked up to receive another clock device through its MIDI input, such as a drum machine, beat synchronization can be achieved similarly to the above. In this case the AXIS 8/9 will receive and synchronize to the global clock and always remain as the slave device.

GLOBAL MIDI CLOCK TRANSMIT: when the MIDI output of the AXIS 8/9 is attached to another clock receiving device, such as a drum machine, the device will receive global clock information from the AXIS 8/9. Play and Pause commands will be sent as well.

MIDI IMPLEMENTATION CHART

MIDI IMPLEMENTATION CHART				Date: 4/24/2002
				Version: 1
MODEL: AXIS 8		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	5 X	1,5,6 X	1=turntable, 5=CD player 6=keyboard
Mode	Default Messages Altered	Omni On X X	Omni On X X	
Note Number	True Voice Other	X X	21-72 73-95	Key transpose, keyboard channel CD functions, keyboard channel
Velocity	Note On Note Off	X X	O O	
After Touch	Keys Channel	X X	X X	
Pitch Bend		X	O	Turntable channel only
Control Change	16 64	O X	O O	CD player channel only Keyboard channel only
Program Change	True Number	X X	X X	
System Exclusive System	Song Position Song Select Tune Request Clock Commands	X X X X O O	X X X X O O	*1
Aux Messages	Local On/Off All Notes Off Active Sensing System Reset	X X X X	X X O X	Needed to keep Axis 8 in slave mode

Notes: *1 System Real Time commands will not play/pause CD player. These are only used for MIDI clock repositioning.

*n

ote: further MIDI Specs may be found at our web site <http://www.numark.com>

UPGRADING YOUR UNIT

This unit contains the latest software available at the time of manufacturing. Our engineering staff will be working hard to constantly improve and offer additional features in the future. The unit software has been designed to be easily updateable by you through supplied CD updates from Numark. To obtain the latest software version contact your local Numark Dealer or visit us on the web at <http://www.numark.com>.

In order to check your unit's software version press "PROG" followed by the "+" button. Three sets of numbers will appear. 000 00 **00** 00. Your units function software will be in the "seconds" set of numbers

*For example if **R1 05 34 09** appears in the display you have version 34, revision 1 of the unit code*

Audio CD Programming Procedure

Downloading

1. Go to www.numark.com and download the latest version of the unit software.
2. Load update wave file onto a computer with CD Drive capable of burning Audio CDs.
3. If zipped, using an unzip program on your computer, unzip the file.

Burning

4. Open up your CD burning software to burn an AUDIO CD.
5. Add the software wave file to the audio program contents. It is advisable to burn the CD at the slowest speed possible to ensure an accurate burn. If you have a disc-at-once option it should be used.
6. You should set the program to finalize the CD.
7. Burn the disc.

Programming

8. Power up your CD player with no CD inside.
9. Place in the CD in the tray and close the drawer with the OPEN/CLOSE button. Do not close the drawer by pressing PLAY.
10. Wait until the display indicates time remaining.
11. Press the Play button. In the effect parameter display you will see the word "test" as the time counts down. The unit will then go through the cycle again and indicate "busy" while the unit is programmed.
12. At completion of the procedure the CD should eject automatically and the display will indicate "good".

Completion

13. Remove the CD and power the unit off for 3 seconds and then on again.
14. Recalibrate the unit following the "calibration procedure" included with the software update.

Note: *CD burning is dependant upon both the recording equipment and the CD players ability to read the burned information. On rare occasions the unit may have difficulty reading the burned CD. If the CD is ejected during the test procedure, remove the CD and try again. If it fails again try re-burning the CD. If this doesn't work, contact Numark service at 401-295-9000 or techsupport@numark.com for a free upgrade CD.*