



# CDMP-750

ORDERCODE D1155



Highlite International B.V.

Vestastraat 2  
6468 EX Kerkrade  
The Netherlands

**SHOWELECTRONICS FOR PROFESSIONALS**

## **Congratulations!**

You have bought a great, innovative product from DAP Audio.

The DAP Audio CDMP-750 brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated show, this product provides the effect you need.

You can rely on DAP Audio, for more excellent audio products.

We design and manufacture professional audio equipment for the entertainment industry.

New products are being launched regularly. We work hard to keep you, our customer, satisfied.

For more information: [iwant@dap-audio.info](mailto:iwant@dap-audio.info)

You can get some of the best quality, best priced products on the market from DAP Audio.

So next time, turn to DAP Audio for more great audio equipment.

Always get the best -- with DAP Audio !

Thank you!



# Dap Audio

## Dap Audio CDMP-750™ Product Guide

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# WARNING

**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY  
BEFORE YOUR INITIAL START-UP!**

## Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- DAP CDMP-750
- Relay cable
- User manual

 **CAUTION!**   
**Keep this system away from rain and moisture!**

## SAFETY INSTRUCTIONS

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

- be qualified
- follow the instructions of this manual

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

Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the system.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the system are not subject to warranty.

This system contains no user-serviceable parts. Refer servicing to qualified technicians only.

### IMPORTANT:

*The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the system.*

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never leave any cables lying around.
- Do not insert other objects than CD's in the CD slot.
- Do not connect this system to a dimmerpack.

- Do not switch the system on and off in short intervals, as this would reduce the system's life.
- Do not open the device and do not modify the device.
- Only use system indoor, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Always disconnect power from the mains, when system is not used. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure you don't use the wrong kind of cables or defective cables.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the system and the power-cord from time to time.
- Please turn off the power switch, when changing a signal cable.
- If the device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your system. Leave the system switched off until it has reached room temperature.
- If your Dap Audio device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Dap Audio dealer for service.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- For replacement use fuses of same type and rating only.
- WARRANTY: Till one year after date of purchase.

## OPERATING DETERMINATIONS

This system is not designed for permanent operation. Consistent operation breaks will ensure that the system will serve you for a long time without defects.

If this system is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

You endanger your own safety and the safety of others!

*Improper installation can cause serious damage to people and property !*

### **Return Procedure**

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail [aftersales@highlite.nl](mailto:aftersales@highlite.nl) and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

**Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:**

- 1) Your name
- 2) Your address
- 3) Your phone number
- 4) A brief description of the symptoms

## **Claims**

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

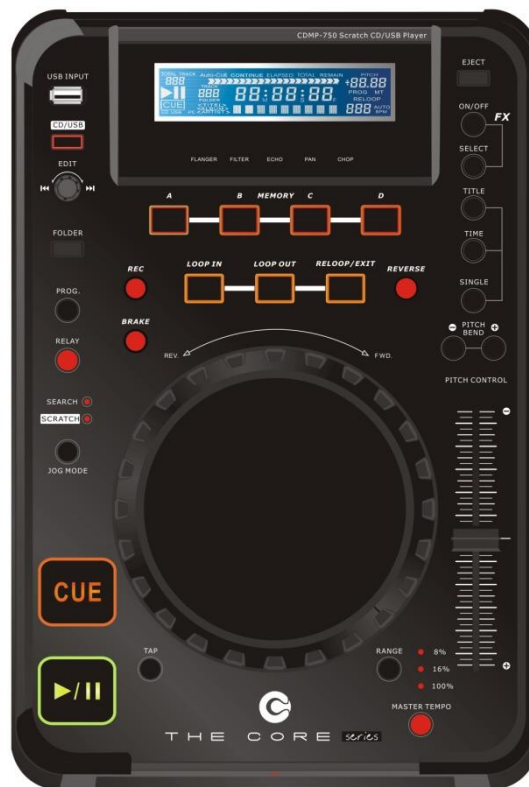
# Description of the device

## Features

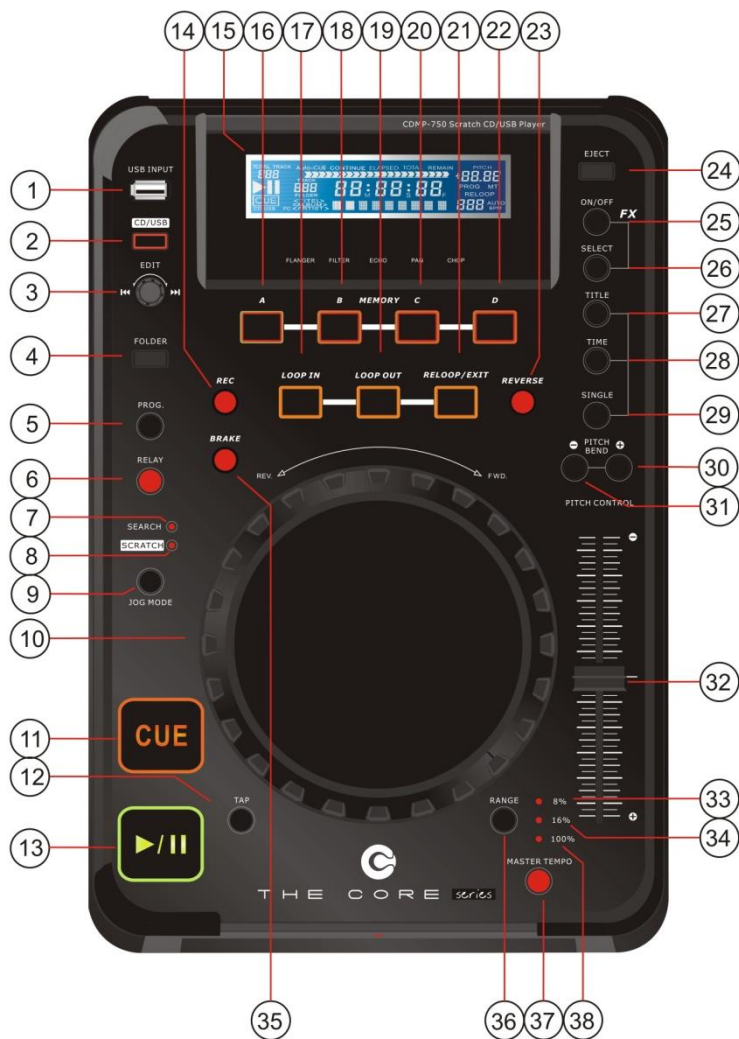
The CDMP-750 is a professional DJ CD/MP3 Player from DAP Audio.

- LCD display with blue backlight
- Pitch control +/- 8/16/100%
- Electronic anti shock buffer (15 seconds)
- Seamless loop function
- Beat related auto loop function
- Scratch function
- Cue function
- 5 digital BPM related effects
- 4 memories for hotloops or cues
- Program function
- USB stick/hard disk port
- Relay function
- Adjustable brake and start time
- Master tempo function
- Reverse play
- Auto BPM function

## Overview



# Top

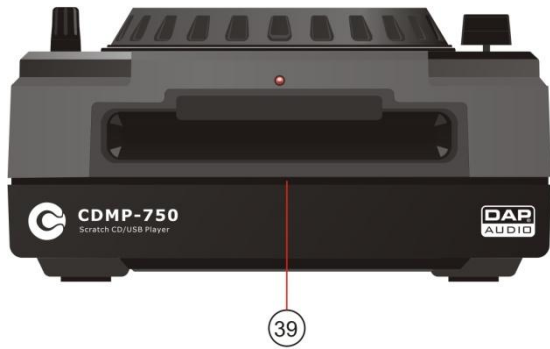


- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>1) USB port</li> <li>2) CD/ USB button</li> <li>3) Edit ◀◀/▶▶ encoder</li> <li>4) Folder button</li> <li>5) Prog. button</li> <li>6) Relay button</li> <li>7) Search LED</li> <li>8) Scratch LED</li> <li>9) Jogmode button</li> <li>10) Jogwheel</li> <li>11) Cue button</li> <li>12) Tap button</li> <li>13) Play/ Pause ▶/   button</li> <li>14) Rec button</li> <li>15) LCD Display</li> <li>16) Memory A button</li> <li>17) Loop In button</li> <li>18) Memory B button</li> <li>19) Loop Out button</li> </ul> | <ul style="list-style-type: none"> <li>20) Memory C button</li> <li>21) Reloop/ Exit</li> <li>22) Memory D button</li> <li>23) Reverse button</li> <li>24) Eject button</li> <li>25) FX on/off button</li> <li>26) FX select button</li> <li>27) Title button</li> <li>28) Time button</li> <li>29) Single button</li> <li>30) Pitch + Button</li> <li>31) Pitch - Button</li> <li>32) Pitch control fader</li> <li>33) Pitch range 8% LED</li> <li>34) Pitch range 16% LED</li> <li>35) Brake button</li> <li>36) Range button</li> <li>37) Master tempo button</li> <li>38) Pitch range 100% LED</li> </ul> |
|--|---|

**Fig. 1**



## Front



## Back

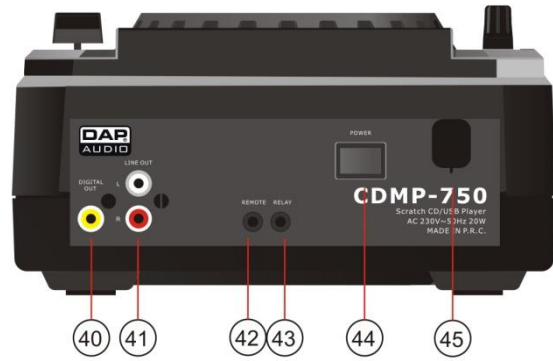


Fig. 2

- 39) Disc Slot
- 40) Digital out
- 41) Line out L/R
- 42) Remote jack
- 43) Relay jack
- 44) Power switch
- 45) AC Power

## Installation

Remove all packing materials from the CD Player. Check that all foam and plastic padding is removed. Connect all cables.

**Always disconnect from electric mains power supply before cleaning or servicing.**  
**Damages caused by non-observance are not subject to warranty.**

## Set Up and Operation

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. The power supply is printed on the back of the device. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

### Connections

1. Turn off the **power (44)** switch.
2. Connect the **line out L/R (41)** outputs to the input of your mixer.

CAUTION: Be sure that the power is off, when connecting the cables.

# Functions

## NAMES AND FUNCTIONS

Below is a description of the functions of the controls.

### 1. USB port

Use this port to connect a USB stick or an external hard disk. The USB port is only active when you're in USB mode.

**Note:** The CDMP-750 can handle a maximum of 2 Tbyte, 999 folders and 999 files.

### 2. CD/ USB button

Use this button to select CD mode or USB mode.

### 3. Edit |◀◀ / ▶▶| encoder

This encoder has a dual function, in normal mode dialing the encoder clockwise, allows you to skip a track forwards, dialing counterclockwise will skip a track backwards.

Depending on the mode you are in, the edit encoder can also be used for: adjusting the loop length, selecting folders or selecting a playlist format.

Clicking the edit encoder allows you to enter certain parameters. For more info, see the chapter on operations on page 11 – 14.

### 4. Folder button

Push this button to open the folder menu. While in the folder menu *Folder* will appear in the display.

Select a folder by rotating the **edit (3)** encoder and open the folder by pushing the **edit (3)** encoder.

### 5. Prog button

This button allows you to toggle the program mode on or off. See page 13, **Program play**.

### 6. Relay button

Pushing this button allows you to toggle the relay mode on or off. If the FX section is switched in, this button allows you to toggle between *gain* and *parameter*.

### 7. Search LED

Indicates the CDMP-750 is in search mode. See page 12, **Frame search**.

### 8. Scratch LED

Indicates the CDMP-750 is in scratch mode. In scratch mode, you can use the jogwheel for scratch effects.

### 9. Jog mode button

Pushing the jog mode button allows you to select search mode indicated by the **search (7)** LED, scratch mode, indicated by the **scratch (8)** LED or normal (no LED lit). If no mode is active, the jogwheel is in pitch bend mode. If there is no **jogwheel (10)** action while in search mode or scratch mode for 10 seconds, the unit will return to normal (pitch bend) mode.

### 10. Jogwheel

The jogwheel is used for setting cues, scratch effects and performing a fast search depending on the mode the unit is in.

### 11. Cue button

Push this button during playback to return to the position at which playback started.

### 12. Tap button

Tap this button to determine the BPM of the music manually.

Push and hold this button to start auto BPM mode.

### 13. Play/ Pause ▶/|| button

This button allows you to toggle between pause mode and playback mode.

### 14. Memo Loop/Cue button

Pushing this button allows you to store a Hot Loop or a Hot Cue.

Pushing and holding the **memo loop/cue (14)** button and dialing the **jogwheel (10)** allows you to set the length of the auto Loop.

After the auto loop length is set up, the **memo loop/cue (14)** button will light up, indicating the unit is ready to execute the auto loop playback. Pushing the **loop in (17)** button will automatically start and finish a loop with the length previously set up. The bar length of auto loop can be selected from 1/32 to 32/1. During loop playback, dialing the **edit (2)** encoder allows you to (re)adjust the loop length.

## 15. LCD Display



Fig. 3

**TOTAL TRACK:** Shows the current track number or the folder number while selecting folders.

**▶:** Indicates that the unit is in playback mode

**||:** Indicates that the unit is in pause mode

**CUE:** indicates that a cue point has been memorized.

**CD:** Indicates that the unit is in CD mode.

**USB:** Indicates that the unit is in USB mode.

**PC:** No function in the CDMP-750.

**CONTINUE:** When lit, the unit is in continuous play mode and will not stop after each track.

**ELAPSED:** Shows the actual playing time.

**TOTAL:** Shows the total playing time for the complete CD.

**REMAIN:** Shows how much time is left for the track playing at this moment.

**TIME BAR:** Indicates the playing time.

**TRACK:** Shows the track number.

**MINUTES:** Shows the minutes elapsed or remaining depending on time mode setting.

**SECONDS:** Shows the seconds elapsed or remaining depending on time mode setting.

**FRAMES:** The CD Player breaks down a second into 75 frames for accurate cueing. This shows the frames elapsed or remaining depending on mode setting.

**MODE DISPLAY:** The mode display consists of 9 alphanumeric characters just beneath the time display and shows useful info such as: the FX parameters, MP3 file's name and folder number etc. The folder name will not be displayed.

**PITCH:** Indicates the current pitch.

**PROG:** Lights to indicate there's a program list existing in normal playback. Blinks when the program list is running.

**MT:** Lights up when performing master tempo function.

**RELOOP:** Lights up when performing the loop function.

**888 BPM :** Shows BPM value.

**AUTO:** Indicates that the AUTO BPM function is activated.

### 16. Memory A button

This button allows you to store a hotloop and/or a hotcue in memory A.

### 17. Loop In button

This button allows you to set the start point for the loop.

### 18. Memory B button

This button allows you to store a hotloop and/or a hotcue in memory B.

### 19. Loop Out button

The loop out button allows you to set the end point for the loop. Pushing the button again, allows you to edit the loop.

### 20. Memory C button

This button allows you to store a hotloop and/or a hotcue in memory C.

### 21. Reloop/ Exit button

Push this button to either exit or call the Loop playback.

### 22. Memory D button

This button allows you to store a hotloop and/or a hotcue in memory D.

### 23. Reverse button

Use this button to toggle the reverse mode on or off. In reverse mode, the built in LED will light up and the current track will be played backwards.

### 24. Eject button

Push this button to open and close the disc holder. The disc holder can't be opened during playback, so stop playback before pushing the button.

### 25. FX On/Off button

This button allows you to toggle the effect processor on or off. Push the **relay (6)** button to switch between *gain* and *parameter*. If *gain* is selected, the relay button will light and in the **LCD display (15)** will show the gain value blinking, if *parameter* is selected, the **relay (6)** button will blink and the parameter value in the **LCD display (15)** will blink.

## 26. FX Select button

Pushing this button allows you to select one of the five effects as shown below.

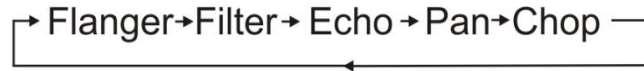


Fig. 4

## 27. Title button

Pushing this button allows you to select one of the four display modes (MP-3 only) as shown below.



Fig. 5

Pushing and holding allows you to dial a playlist format using the **edit (3)** encoder. Releasing the title button enters the selected format.



Fig. 6

## 28. Time button

Push this button to switch the *TIME* indication in the **LCD display (15)** between the elapsed time and remaining time. The selected mode is indicated by the *ELAPSED* or *REMAIN*.

## 29. Single button

Push this button to switch between the auto-cue mode and continuous play mode.

The selected mode is indicated by respectively *Auto-CUE* or *CONTINUE* in the **LCD display (15)**.

In auto-cue mode, the unit stops playing after each track.

In continuous play mode, the unit plays all tracks and then stops.

## 30. Pitch Bend + button

The CD speeds up while pushing and holding this button. Release the button to return to the original BPM.

## 31. Pitch Bend - button

The CD slows down while using and holding this button. Release the button to return to the original BPM.

## 32. Pitch Control Fader

Use this fader to adjust the CD pitch. Move the fader upwards to decrease the pitch, move the fader downwards to increase the pitch.

## 33. Range 8% LED

Indicates that the maximum range for the **pitch control fader (32)** is  $\pm 8\%$ .

## 34. Range 16% LED

Indicates that the maximum range for the **pitch control fader (32)** is  $\pm 16\%$ .

## 35. Brake button

Pushing and holding this button while dialing the jog wheel allows you to set the start/break time between 0,5 and 6 seconds. Arm the brake function by pushing the **brake (35)** button, the **brake (35)** button lights up red indicating the brake function is armed. Pushing the **play/pause (13)** button will actually trigger the start/break function.

## 36. Range button

Pushing this button allows you to change the maximum range for pitch control and lets you select a range of  $\pm 8\%$ ,  $\pm 16\%$  or  $\pm 100\%$ .

## 37. Master tempo button

Allows you to toggle the master tempo mode on or off. When the master tempo mode is active, the **master tempo (37)** button will light up red. While master tempo is active, the pitch fader allows you to shift the pitch of the song played back while the tempo of the song stays the stays unchanged.

## 38. Range 100% LED

Indicates that the maximum range for the **pitch control fader (32)** is  $\pm 100\%$ .

## 39. Disc slot

Place the disc gently in the slot. The disk will load automatically. Stop playback and press the **eject (24)** button to eject the disk.

## 40. Digital out

Digital output for connecting to a digital mixer.

## 41. Line out L/R

RCA stereo line output.

#### 42. Remote jack

Use a 3,5mm mono jack cable to connect this input to a fader start output on a mixer for remote control of the **play/pause (13)** button.

#### 43. Relay jack

Use a 3,5mm mono jack cable to connect the relay jacks of two CDMP-750's to enable relay play.

#### 44. Power switch

This is the main power switch. Press to turn the device on.

#### 45. Mains Cord

Connect the CDMP-750 to a 230Vac wall socket only.

## Operations

### Loading a CD

Hold the disc by the edges and push it gently in the **disc slot (39)**. The Disc will now be loaded automatically.

### Unloading CD's

1. The disc can't be ejected during playback. Stop the playback first.
2. Press the **eject (24)** button. The disc will be ejected.
3. If the movement of the disc stops, take the disc by the edges and remove it completely from the slot.

#### CAUTION:

- Do not place any foreign objects in the disc slot and do not try to place more than one disc in the disc Slot at a time.
- Do not push the disc in manually when the power is off, as this may result in malfunction and may damage the player.

### Selecting tracks

- Dial the **edit (3)** encoder clockwise to move to a higher track number.
- Dial the **edit (3)** encoder counterclockwise to move to a lower track number.
- When a new track is selected during playback, playback begins as soon as the skip search operation is completed.
- If you dial the **edit (3)** encoder clockwise while at the last track, the first track will be selected. In the same way, if you dial the **edit (3)** encoder counterclockwise while at the first track, the last track will be selected.

### Starting playback

- Push the **play/pause (13)** button during the pause or cue condition to start playback mode, the **play/pause (13)** button lights up green.
- The point at which playback starts is automatically stored in the memory as the cue point. The CD Player returns to the cue point when the **cue (11)** button is pressed.

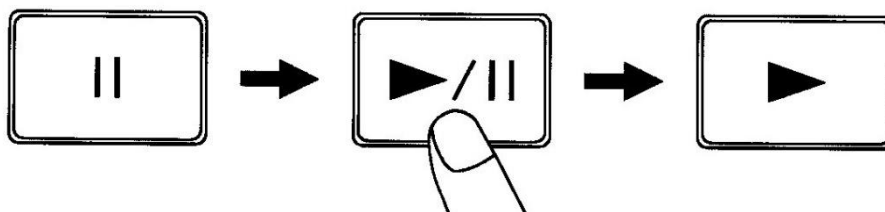


Fig. 7

## Stop playback

There are two ways to stop playback:

- Press the **play/pause (13)** button during playback mode to pause at that point.
- Push the **cue (11)** button during playback to return to the cue point and enter pause mode.

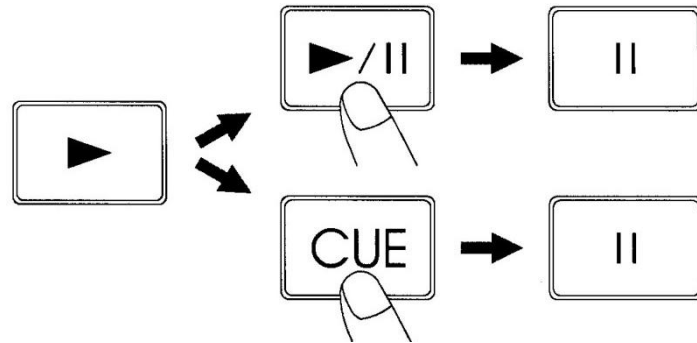


Fig. 8

## Pausing

1. Push the **play/pause (13)** button to switch between play and pause.
2. The **play/pause (13)** button and the **cue (11)** button will flash when the unit is in pause mode.
3. Playback resumes when the **play/pause (13)** button is pushed again.

## Setting a cue point

1. Push the **play/pause (13)** button to switch between play and pause.
2. The **play/pause (13)** button and the **cue (11)** button will flash when the unit is in pause mode.
3. Dial the **jogwheel (10)** to go to your desired cue point (if necessary).
4. Press the **play/pause (13)** button again and your cue point has been stored and playback will continue.

## Setting a hot cue Point

1. Push the **play/pause (13)** button to switch between play and pause.
2. The **play/pause (13)** button and the **cue (11)** button will flash when the unit is in pause mode.
3. Dial the **jogwheel (10)** to go to the desired cue point (if necessary).
4. Push the **rec (14)** button, all four hot cue buttons (**A (16)**, **B (18)**, **C (20)** or **D (22)**) will light up red.
5. Push the hot cue button (**A (16)**, **B (18)**, **C (20)** or **D (22)**) in which you want to store your hot cue point. Now all hot cue buttons (**A (16)**, **B (18)**, **C (20)** or **D (22)**) which contain a cue point will light up green.

## Cueing

Cueing is the action of preparing for playback.

- Push the **Cue (11)** button, the player will enter the cue mode, the playback returns to the cue point and enters pause condition, the **cue (11)** button and the **play/pause (13)** button will flash. Pushing the **play/ Pause (13)** button will start playback from the cue point.
- If the **cue (11)** button is pushed after a search operation or scan operation, the playback returns to the cue point and enters pause mode.

**Note:** If the **Cue (11)** button is pushed and hold, playback will start from the cue point, when the button is released the player will return to the cue point and enter pause mode automatically; it allows you to check the cue point.

## Frame search

Frame search is a function for monitoring the sound at a certain section of the disc and manually Changing the position. Searching is used to set a starting point with precision.

- Dial the **jogwheel (10)** while in pause mode or cue mode to begin searching. The sound for one revolution of the disc is output repeatedly. The point at which the sound starts is indicated on the LCD.
- While dialing the **jogwheel (10)**, the point from which the sound output moves is the a number of Frames corresponding with the number of milliseconds, and the time display in the **LCD display (15)** also changes.
- The search point moves in the forward direction when the **jogwheel (10)** is dialed clockwise. When the **jogwheel (10)** is dialed counterclockwise, the search point will move backwards.

## Scanning (fast forward/fast backwards)

Scanning is a function for moving quickly forward or backward while dialing the **jogwheel (10)**.

1. Push the **jogmode (9)** button until the unit enters search mode. The **search (7)** LED will light up.
2. Dial the **jogwheel (10)** to start scanning. The disc moves rapidly forward or backward and the sound is audible. The current scan point is indicated on the LCD.
3. Dial the **jogwheel (10)** clockwise to scan in the forward direction, counterclockwise to scan in the reverse direction.
4. Push the **jogmode (9)** button until neither the **search (7)** LED and **scratch (8)** LED are lit to exit the search mode.

- If the jogwheel is not used for 10 seconds while in search mode, the unit will automatically exit search mode.

## Time display

Push the **time (28)** button to select time display mode:

- Elapsed time of a track (*ELAPSED*).
- Remaining time of a track (*REMAIN*).
- Remaining time of the disc (*TOTAL REMAIN*). This display mode can only be activated if a disc is formatted as a CD.

## Changing pitch of the song

There are three tools available for matching the BPM of the CD:

### • Use the pitch fader to adjust the BPM.

1. Adjust the BPM by sliding the **pitch control fader (32)** up or down, make sure, the **MT (37)** button is not lit.
2. Slide the **pitch control fader (32)** up to decrease BPM, or down to increase BPM. The adjustment range is +/- 8%, 16% or 100% depending on the range, set up with the **range (36)** button.

### • Use the pitch bend buttons to change the BPM temporarily.

1. The BPM increases or decreases respectively while the pushing the **pitch bend + (30)** or **pitch bend - (31)** button.
2. The BPM increase depends on how long you hold the button. If you hold the button for about 5 seconds, the BPM will go either to + 8%, 16%, 100% (depending on the setting with the **range (36)** button) for **pitch bend + (30)** or - 8%, 16%, 100% for **pitch bend - (31)**. If you tap the button, the BPM will only change a little so you can change the beat slightly without an audible change in the music.
3. The CD will return to the BPM set with the **pitch fader (32)** when you release the **pitch bend + (30)** and **pitch bend - (31)** buttons.

### • Dial the jogwheel while in jog mode to change the BPM temporarily.

1. Rotate the **jogwheel (10)** clockwise during play to increase the BPM and counterclockwise to decrease the BPM. The faster you turn the wheel, the more the BPM changes. The adjustment range is +/- 8%, 16% or 100% depending on the range, set up with the **range (36)** button.
2. When you release the **jogwheel (10)**, the track will return to the BPM set with the **pitch control fader (32)**.

## Program play

1. Push the **play/ pause (13)** button to enter the pause mode.
2. Push the **progr. (5)** button, the player will enter the program mode.
3. Select the desired track by rotating the **edit (3)** encoder, confirm by pushing the track encoder. The selected track will be added to the program sequence.
4. Repeat step 3 and 4. A maximum of 99 tracks can be programmed.
5. Push the **progr. (5)** button to store the program sequence.
6. Use the **play/ pause (13)** button to start/pause program play.
7. Push the **progr. (5)** button again during program play to exit program play.

- Push and hold the **progr. (5)** button more than 2 seconds to cancel the program play mode and erase all the current program contents.

## Loop play

1. Push the **loop in (17)** button to set the loop start point, The **loop in (17)** button will light up, indicating that the start point is memorized.
2. Push the **loop out (19)** button to set the loop end point. The **loop out (19)** button will light up. After the end point is set; the playback will enter the loop play from start point to end point repeatedly. Both the **loop in (17)** and **loop out (19)** buttons will flash and *RELOOP* will appear in the **LCD display (15)**.
3. Pushing the **reloop/ exit (21)** button will cancel the loop play function, the *RELOOP* indication in the **LCD display (15)** will disappear and the **loop in (17)** and **loop out (19)** button will stop flashing.

## Auto loop play

1. Push and hold the **memo loop/cue (14)** button. The **memo loop/cue button (14)** will light red and the display will show *AUTO*. Use the jogwheel to setup the number of bars you plan to record for the loop. The range is 1/32 to 32 (32/1) bars.
2. Push the **loop in (17)** button to set the loop start point, Both the **loop in (17)** and **loop out (19)** buttons will flash and *RELOOP* will appear in the **LCD display (15)** indicating that the auto loop playback is active.
3. Pushing the **reloop/exit (21)** button will cancel the loop play function, the *RELOOP* indicator in the **LCD display (15)** will disappear and the **loop in (17)** and **loop out/exit (19)** button will stop flashing.

**Note:** 1/1 equals one bar or 4 beats. When auto loop playback starts, the loop length is still editable by using the **edit (3)** encoder.

## Reloop

1. If you press the **reloop/exit (21)** button, the disc will return to the last selected loop.
2. Push the **loop in (17)** button over and over rapidly to start the loop again and again.
3. Push the **reloop/exit (21)** button again, the loop play function is canceled, the *LOOP* indicator dims.

## Creating a hot loop

Creating a hot loop is the action of "storing" the current loop in one of the four hot loop memories.

1. If you have already made a loop, skip step 1 – 3 and proceed with step 4. Else you have to make a loop first and go to the next step.
2. Push the **loop in (17)** button to set the loop start point, The **loop in (17)** button will light up, indicating that the start point is memorized.
3. Push the **loop out (19)** button to set the loop end point. The **loop in (17)** button will light up. After the end point is set; the playback will enter the loop play from start point to end point repeatedly. Both the **loop in (17)** and **loop out (19)** buttons will flash and *RELOOP* will appear in the **LCD display (15)**.
4. Push the **memo loop/cue (14)** button, all four Memory loop buttons (**A (16)**, **B (18)**, **C (20)** or **D (22)**) will light up red.
5. Push the hot loop button (**A (16)**, **B (18)**, **C (20)** or **D (22)**) in which you want to store your loop. Now all hot loop buttons (**A (16)**, **B (18)**, **C (20)** or **D (22)**) which contain a cue point will light up orange.

## Relay play (two CD players)

By using the supplied control cable to connect the **control (43)** connectors of two CDMP-750's, relay play can be performed.

1. Activate the relay play mode on both players by pushing their **relay (6)** buttons. The **relay (6)** buttons will light up red.
  2. Start playback on the first player.
  3. When the current track ends, the standby player will start playback automatically.
  4. The first player will enter pause mode at the start of the next track on its disc.
- By repeating this operation, the two players can be used to perform continuous relay play.
  - By loading new discs and choosing desired tracks on the player in standby, a continuous program of selected tracks can be played.
  - By setting a cue point on the standby player, a relay of any desired cue point of the selected track can be performed.



## Before switching off the power

**CAUTION:** Do not force the disc in when the power is switched off.

Do not switch off the power, when the disc is ejecting.

Switch off the power after the disc has been ejected.

### CD's

#### 1. Precautions on handling compact discs

- Do not allow fingerprints, oil or dust to get on the surface of the disc. If the disc is dirty, wipe it off with a soft dry cloth.
- Do not use thinner, water, record spray, electrostatic-proof chemicals, or silicone-treated cloths to clean discs.
- Always handle discs carefully to prevent damaging the surface; in particular when removing a disc from its case or returning it.
- Do not bend the disc.
- Do not put the CD near heating sources.
- Do not enlarge the hole in the center of the disc.
- Do not write on the label (printed side) with a hard-tipped implement such as a pencil or ball point pen.
- Condensation will form if a disc is brought into a warm area from a colder one, such as outdoors in winter. Do not attempt to dry the disc with a hair dryer, etc.

#### 2. Precaution on storage

- After playing a disc, always unload it from the player.
- Always store the disc in the jewel case to protect from dirt or damage.
- Do not place discs in the following areas:
  1. Areas exposed to face sunlight for a considerable time.
  2. Areas subject to accumulation of dust or high humidity.
  3. Areas that are affected by heat from indoor heaters, etc.

## Maintenance

The DAP Audio-CD-Player CDMP-750 requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

Keep connections clean. Disconnect electric power, and then wipe the audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

## Troubleshooting

DAP Audio-CD-Player CDMP-750

This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

1. If the device does not operate properly, unplug the device.
2. Check power from the wall, all cables, connections, etc.
3. If all of the above appears to be O.K., plug the unit in again.
4. If nothing happens after 30 seconds, unplug the device.
5. Return the device to your DAP Audio dealer.

## Product Specification

Quantization	1 bit linear/Channel, 3 Beam Laser
Oversampling rate	8 Times
Sampling Frequency	44.1 kHz
Frequency response	20 Hz to 20 kHz $\pm 2$ db
T.H.D. + NOISE	Less Than 0.03%
S/N ratio (IHF-A)	> 75 dB
Dynamic range	> 75 dB
Output level	1.0 Volts R.M.S. $\pm 0.2$ V
Disc Type	Standard Compact discs, AUDIO CD, CD-R & MP3 CD-ROM (MP3 files)
USB Ports	USB
Time Display	Track Elapsed, Track Remain, or Total Remain
Text Mode	Text Mode – displays CD-TEXT and ID3 tag information.
Pitch control range	$\pm 8, 16, 100\%$ slider
Power requirements	AC 230V, 50Hz.
Power Consumption	20W
Operating temperature	+5°C – +35°C
Weight	2729g
Dimensions	427(L)*345(W)*221(H) (mm)

### MP3 Format

	DISC	USB Devices
Applicable file extensions	.MP3 .mp3 .Mp3 .mP3	
File Systems Compatible	ISO9660	FAT , NTFS , HFS+
CD-ROM sector / HD Capacity	mode-1 , mode-2	Max. 2000Giga byte
Folder / directory level	Max. 8 levels down	
Max. number for partition	Max. 16 Partitions	
Max. number for folders	Max. 999 folders	
Max. number for files	Max. 999 files	
MP3 format	MPEG1 layer3 32-320kbps , f/s 32K 44.1K 48K , MPEG2 layer3 40-1600kbps , f/s 16K 22.05K 24K ,	
Encoding	(VBR/CBR)	
ID-3 Tag	Ver. : V1.0 , V1.1 , V2.2 , V2.3 ,V2.4	

Design and product specifications are subject to change without prior notice.



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