

Numark

MP103 USB

- ✔ **QUICKSTART GUIDE**
ENGLISH (3 – 6)
- ✔ **GUÍA DE INICIO RÁPIDO**
ESPAÑOL (7 – 10)
- ✔ **GUIDE D'UTILISATION RAPIDE**
FRANÇAIS (11 – 14)
- ✔ **GUIDA RAPIDA**
ITALIANO (15 – 18)
- ✔ **KURZANLEITUNG**
DEUTSCH (19 – 22)

BOX CONTENTS

- MP103USB
- Power cable
- Stereo RCA cable
- Quickstart Guide
- Safety & Warranty Information Booklet

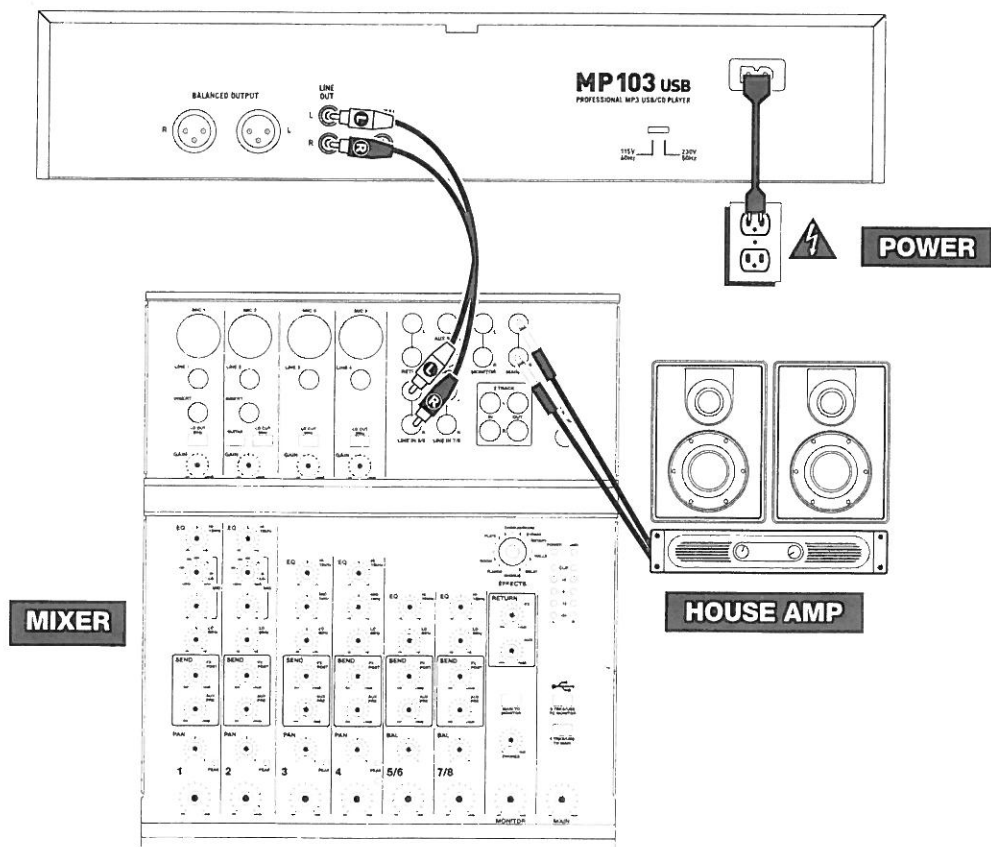
REGISTRATION

Please go to <http://www.numark.com> to register your MP103USB. Registering your product ensures that we can keep you up-to-date with any new product developments and provide you with world-class technical support, should you run into any problems.

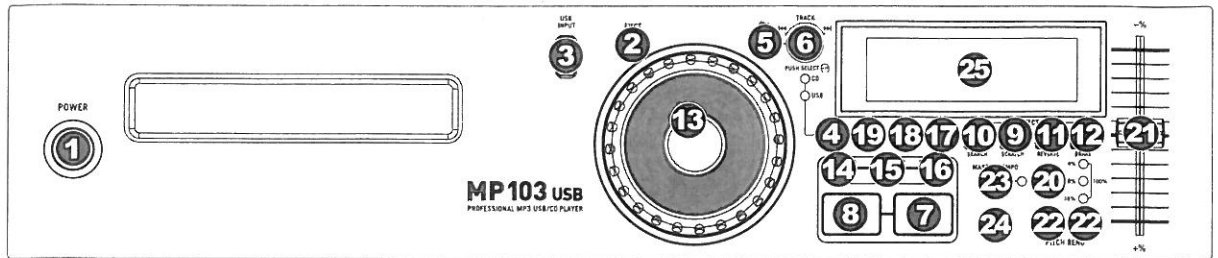
QUICK SETUP

1. Make sure all items listed in the BOX CONTENTS section are included in the box.
2. **READ SAFETY & WARRANTY INFORMATION BOOKLET BEFORE USING THE PRODUCT.**
3. Study the connection diagram in this guide.
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.
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, CD players, etc.)
 - Mixer
 - Last, any amplifiers or output devices
10. When turning off, always reverse this operation by turning off:
 - Amplifiers
 - Mixer
 - Last, any input devices

CONNECTION DIAGRAM



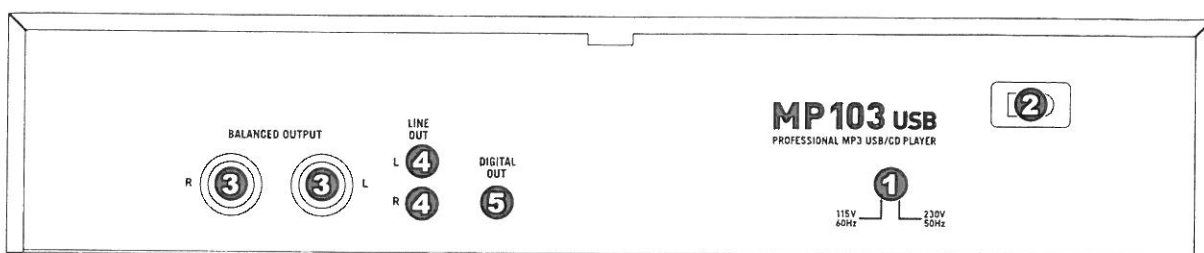
FRONT PANEL FEATURES



1. **POWER SWITCH** – Turn the machine on and off 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 powered off after amplifiers.
 2. **EJECT** – Press this button to eject the CD. If a CD is currently playing, this button will have no effect. This unit is designed to play commercially available CDs, properly burned and finalized CD-Rs, and MP3 CDs. Due to variances on the specification of certain CD burners and CDs, some homemade CDs may not play properly. We recommend burning CDs at the minimum speed possible for the best performance.
 3. **USB** – You can connect USB thumb drives (with a FAT16 or FAT32 file system) with MP3s here. To view their contents, press the SOURCE button to select "USB" as your source.
 4. **SOURCE** – Press this button to select the source of your tracks – an inserted CD or an attached USB device. An LED will indicate the currently selected source.
 5. **FOLDER** – Press this button to toggle between Folder View and File View. In Folder View, you can use the TRACK KNOB to scroll through all the available folders. When you have selected a folder, press the TRACK KNOB button to enter File View – the first file shown will be the first MP3 available in that folder. To return to Folder View, press the FOLDER button again. (While in Folder View, you can press and hold the FOLDER button at any time to exit Folder View without making any changes.)
Note: In both views, you are not restricted to viewing only folders or files on a single "directory level." Each view is simply a list of all available folder or files. This function provides a faster way of navigating your files, allowing you to jump to different groups of files within a folder but without requiring you to enter/exit multiple directory levels.
 6. **TRACK KNOB** – Turn this knob to select a track to play. Press and turn this knob to skip through your track/folder listing 10 tracks at a time.
 7. **PLAY / PAUSE** – Plays or pauses the track. Pausing the track will create a cue point at that location (which can be adjusted with the JOG WHEEL in Search Mode).
 8. **CUE** – During playback, pressing CUE will return to the most recent point where playback was started and will pause the track. Holding down CUE will start playback from this point, and releasing CUE will cause it to return to that point and will pause the track. Also, if the track is paused, you can use the JOG WHEEL to locate a new cue point.
 9. **SCRATCH** – Activates or deactivates Scratch Mode. While activated, rotating the JOG WHEEL creates a 'scratch' effect. The button will be red when Scratch Mode is active. (*Note: This feature is not optimal for searching through long audio passages. For longer searches, activate the SEARCH function.*)
 10. **SEARCH** – Pressing this button allows you to use the JOG WHEEL to rapidly scan through the music. The button will be red when Search Mode is active.
 11. **REVERSE** – Press this button to reverse playback of the track (the button will be lit). Press it again to return to normal playback.
 12. **BRAKE** – Press this button to activate braking (the button will be lit). When braking is activated, pausing the track will cause playback to slow down before stopping, simulating the effect of stopping the motor of a turntable. Braking will also affect the startup time when pressing PLAY. Adjust the braking time by holding BRAKE and turning the JOG WHEEL.
 13. **JOG WHEEL** – The jog wheel serves many functions depending on its current mode.
 - a) If a track is not playing, the JOG WHEEL will search slowly through a track's frames. To set a new cue point, rotate the JOG WHEEL then begin playback when you have determined the proper position. Press CUE to return to that cue point.
 - b) If a track is playing, the JOG WHEEL will temporarily bend the pitch of the track. Rotating the JOG WHEEL clockwise temporarily speeds it up while rotating it counterclockwise slows it down. This is a useful tool for beat-matching.
 - c) When the SEARCH button has been activated, rotating the JOG WHEEL will scan rapidly through the track.
 - d) When the SCRATCH button has been activated, rotating the JOG WHEEL will "scratch" over the audio of the track, like a needle on a record.
- Note: When a track is paused, turn the JOG WHEEL to activate "stutter cue," allowing you to hear the current frame repeatedly. This is a good aid when trying to cue up a precise point in a track like a downbeat.*
14. **LOOP IN** – Sets a new cue point or the start point of a loop (a "Loop In" point) during playback.
 15. **LOOP OUT** – Sets the end point of a loop (a "Loop Out" point) and starts playing the loop. While playing a loop, press LOOP OUT to release it from the loop and continue normal playback.
 16. **RELOOP** – Plays the track immediately from the beginning of a loop (and reactivates the loop).

17. **PROGRAM** – This button helps you create a program – a sequence of tracks to play continuously:
- **IMPORTANT:** Before performing any program functions below, pause playback by pressing PLAY / PAUSE.
 - **To create a program:**
 1. Press PROGRAM. "P-##" will flash on the LCD ("##" indicates what number that track occupies in the program – "P-01," "P-02," etc.)
 2. Turn the TRACK KNOB to select a track then press the TRACK KNOB to enter it into the program. Repeat this process to add more songs to the program.
 3. When finished, press PLAY to play the program or press PROGRAM to exit and return to normal play mode. (When a program is stored, "PG" will be shown on the LCD.)
 - **To play the program:**
 1. With a program stored, press PROGRAM. "P-##" will flash on the LCD. The total number of tracks in the program will be displayed to the left of the LCD (as "P##").
 2. Press PLAY to play the first track of the program. When playing a program, "PG" will flash on the LCD.
 - **To exit a program (without deleting it),** if you are playing track within the program, pause it, then press and hold PROGRAM.
 - **To add tracks to your stored program:**
 1. If you were playing your program (if "PG" is flashing), press and hold PROGRAM. You will return to the first track of that program. If you were not playing your program (if "PG" is solid), skip to the next step.
 2. Press PROGRAM. The next available slot of the program will flash in the LCD (as "P-##"). The total number of tracks in the program will be displayed to the left of the LCD (as "P##").
 3. Turn the TRACK KNOB to select a track then press the TRACK KNOB to enter it into the program. Repeat this process to add more songs to the program.
 4. When finished, press PLAY to play the program or press PROGRAM to exit and return to normal play mode. (When a program is stored, "PG" will be shown on the LCD.)
 - **To delete a program:**
 1. Press PROGRAM. "P-##" will flash in the LCD.
 2. Press and hold PROGRAM. "PG" will disappear from the LCD and you will return to the first playable track on your CD/device.
18. **SINGLE** – Press this button to toggle between Single Play (playback will stop at the end of each track) or Continuous Play (tracks will be played one after another without interruption).
19. **TIME** – Switches the time display between elapsed playing time, remaining time on the track, and total remaining time on an entire CD. Hold down this button and turn the TRACK KNOB to scroll through the ID3 tags of a selected file with available ID3 information. You can choose to view the Title, Album, Artist, or no ID3 tags.
20. **PITCH** – Adjusts the range of the PITCH FADER ($\pm 4\%$, 8% , 16% , and 100%) or deactivates it. (When all three LEDs are lit, the PITCH FADER's range is $\pm 100\%$.) The current range will be indicated by the LCD and LEDs.
21. **PITCH FADER** – Moving the PITCH FADER will adjust the overall pitch of the music when one or all of the PITCH LEDs are lit. The pitch will not be changed if the PITCH LEDs are off.
22. **PITCH BEND -/+** – You can use these two pitch bend buttons to temporarily adjust the pitch and tempo of the music up to $\pm 16\%$ from the current pitch setting.
23. **MASTER TEMPO** – Engages the Master Tempo feature, which locks the musical key of the track to the original key (as if it were playing with 0% pitch adjustment). You can then adjust the tempo of the track without affecting its key or pitch.
24. **TAP** – Tap this button to the beat of the music to enter a BPM manually. To prompt MP103USB to detect a BPM automatically, hold this button down for 2 seconds.
25. **LCD** – Indicates all the functions, as they are occurring.

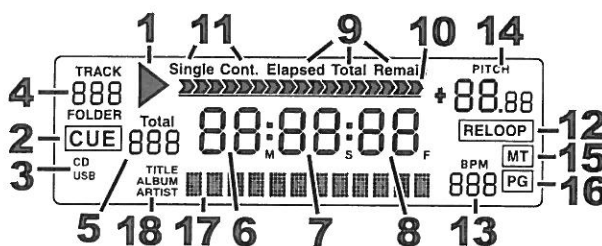
REAR PANEL FEATURES



1. **VOLTAGE SELECTOR** – Set this switch to the voltage for your location.
2. **POWER PLUG CONNECTOR** – Plug your supplied power cord in here.
3. **BALANCED OUTPUTS (XLR)** – Connect your CD player to your mixer from these balanced XLR outputs.
4. **LINE OUTPUTS (RCA)** – Connect your CD player to your mixer from these line-level outputs.
5. **DIGITAL OUTPUT** – This RCA connector will allow you to send a digital audio signal to any device designed to accept a S/PDIF (Sony/Phillips Digital Interface Format) signal. You can also connect the digital output to a karaoke decoder to reproduce the graphics from CD+G discs.

LCD FEATURES

1. **PLAY** – This shows when the unit is playing.
2. **CUE** – Lit continuously when the unit is paused at a cue point.
3. **CD / USB** – Indicates whether you are playing tracks from a loaded CD or a connected USB device.
4. **TRACK / FOLDER NUMBER** – Shows the current track or folder number. When viewing or playing a program, the number will have a "P" in front of it ("P01," "P02," etc.), indicating the number of that track in the program.
5. **TOTAL TRACK** – Displays the total number of tracks available on the CD or USB device. (When in Folder View, it will display the total number of folders available on the USB device.)
6. **MINUTES** – Shows the minutes elapsed or remaining depending on mode setting.
7. **SECONDS** – Shows the seconds elapsed or remaining depending on mode setting.
8. **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.
9. **TIME MODE** – Indicates whether the time shown on the LCD is the elapsed time for the track, remaining time for the track, or total remaining time for the entire CD.
10. **TIME BAR** – Shows either time remaining or elapsed depending on the setting of the TIME button.
11. **PLAY MODE** – Shows when the unit is set to Single Mode (the deck will stop at the end of each track) or Continuous Play Mode (the entire disc will be played without interruption). This function is controlled by the SINGLE button.
12. **RELOOP** – Indicates when a loop is programmed.
13. **BPM** – Displays the tempo in BPM (beats per minute) of the current track. When "AUTO BPM" is displayed, it is a tempo that has been automatically detected.
14. **PITCH** – Shows the percentage change in pitch.
15. **MT (MASTER TEMPO)** – Indicates that the MASTER TEMPO button is engaged.
16. **PG (PROGRAM)** – Indicates that a program is playing.
17. **TEXT DISPLAY** – Displays the folder name or file name when navigating MP3s.
18. **iD3 TAG** – Displays what kind of iD3 tag is shown in the TEXT DISPLAY.



SPECIFICATIONS

FREQ RESPONSE:	20 Hz – 20 kHz (± 2 dB)
THD:	< 0.03%
SNR:	> 80 dB (A-weighted)
DYNAMIC RANGE:	> 85 dB
OUTPUT LEVEL:	1.9 V (± 0.2 V)
DISC TYPE:	Redbook CD, CD-R, CD-RW, MP3 CD
TIME DISPLAY:	Track Elapsed, Track Remaining, Total Remaining
PITCH CONTROL RANGE:	± 4 , 8, 16 or 100%
POWER SUPPLY:	115/230 V AC, 60/50 Hz
DIMENSIONS (W x D x H):	19" x 10.6" x 3.5" / 483 mm x 269 mm x 89 mm
WEIGHT:	10.1 lbs / 4.6 kg

** Specifications are subject to change*