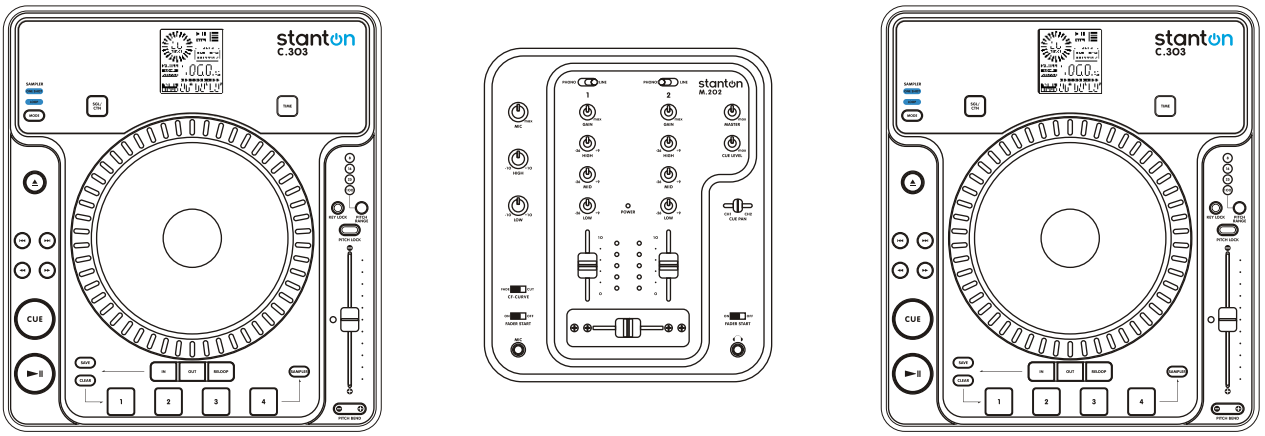
DIGIPAK PRO



OWNER'S MANUAL

STANTON MAGNETICS, INC

information@stantondj.com • +1 954- 689-8833

w w w . s t a n t o n d j . c o m

IMPORTANT TO SAFETY

1. Read these Instructions
2. Keep these Instructions
3. Heed all Warnings
4. Follow all Instructions
5. Do not use this apparatus near water
6. Clean only with dry cloth
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, hear registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified Stanton service center. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. This appliance shall not be exposed to dripping or splashing water and that no object filled with liquids such as vases shall be placed on apparatus.

IMPORTANT SAFETY INSTRUCTIONS

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: To reduce the risk of electric shock, do not remove the cover (or back). No user-serviceable parts inside. Refer servicing to qualified service personnel.

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

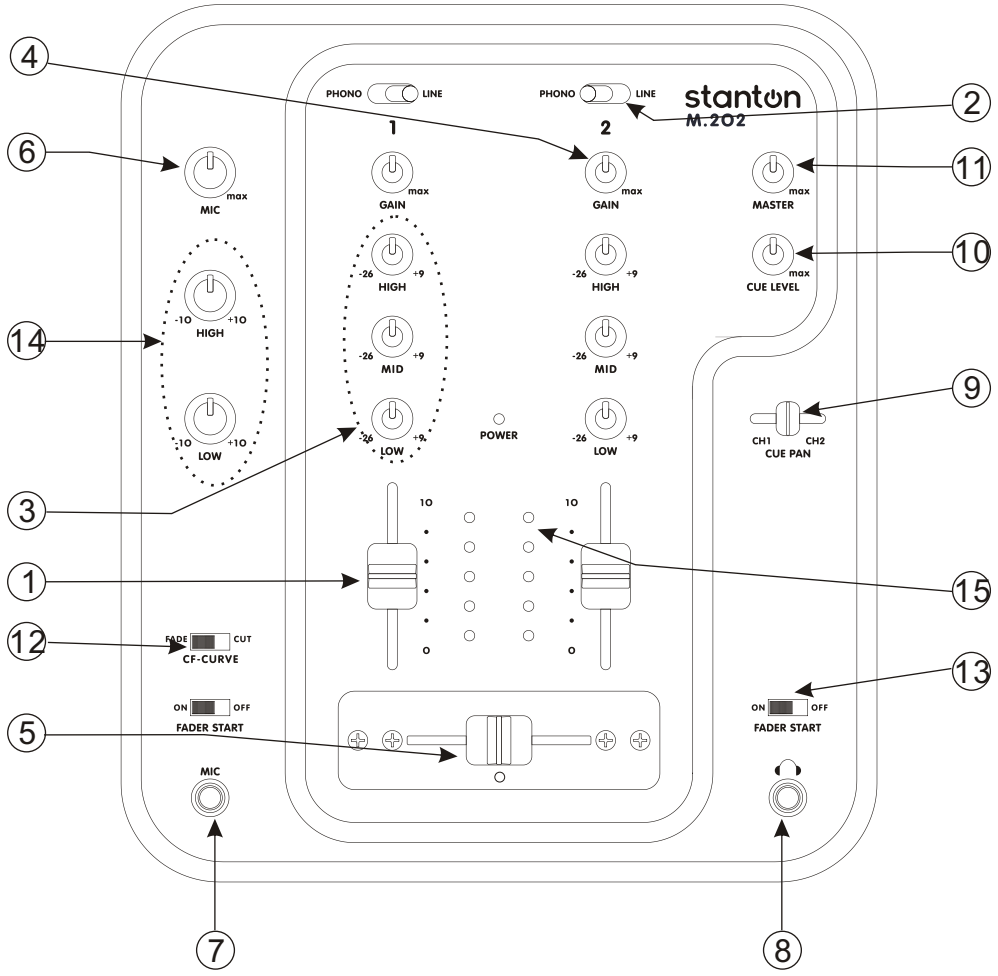
The exclamation point within the equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

CAUTION
To prevent electric shock, do not use this polarized plug with an extension cord, receptacle or other outlet unless the blades can be fully inserted to prevent blade exposure.

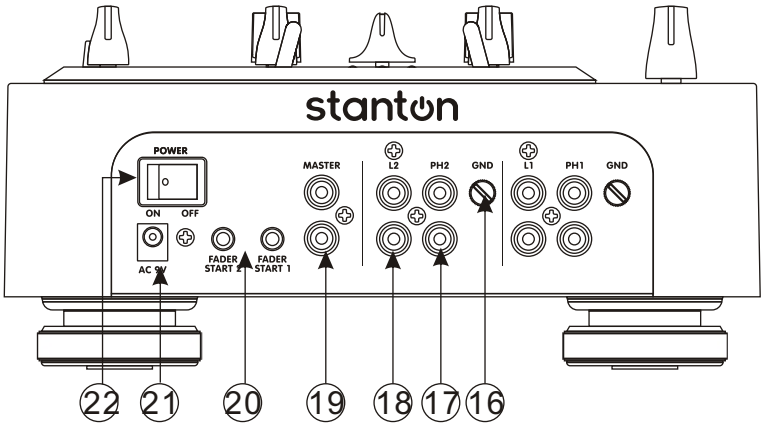
M.202 FEATURES

- 3 band EQ w/ input GAIN control per channel.
- Power on/off muting.
- Long-lasting crossfader.
- Crossfader Start Function

M.202 CONTENTS



M.202 CONTENTS



1) Input fader - Controls individual source levels/volume (channels) in the mix.

2) Input toggle switch - Selects which source will be active based on what you have connected to the rear panel input section (phono/line).

3) Channel EQ - Adjusts the high, mid and low frequency levels of the input channels for good sound.

4) Channel Gain – Adjusts the pre-fader volume for cleaner sound.

5) Replaceable Crossfader - Achieves clean fades between the two input channels. "Hard left" selects Channel 1. "Hard right" selects Channel 2. With the crossfader centered, both channels are live. Use the crossfader for fast and seamless fades from one channel to the other.

6) Mic Input Gain – Adjusts microphone input level.

7) Mic Input – Insert your Microphone with ¼" plug here.

8) Headphone Output – Insert in the ¼" plug for your headphones here.

9) Channel Cue / Cue Pan - Used to preview channel audio to your headphones. Listen here before bringing up channel faders or moving the crossfader.

10) Headphone Level – Adjusts cue volume.

11) Master Level - Controls the overall output level.

12) Crossfader Curve – The CUT setting allow the use of the crossfader for quick cut in and out when scratching and mixing. The FADE setting is used for longer segues, typically when mixing between two beat-matched sources.

13) Fader start – This function works in conjunction with a compatible fader start CD player. When used with a compatible CD player, you can use the crossfader to start and stop the CD player with the slide of the fader. The fader start switch activates the fader start feature. When in the ON position, the fader start allows the fader to return automatically to preset digital CUE POINTS on your compatible STANTON DJ CD Player.

14) Mic EQ – The mic channel include a two-band EQ with a range of +10dB to –10dB.

15) Level Indicators – The dual LED indicators are used to indicate the master output level of channels Right and Left.

16) Grounding post - for turntable connection. Always use this connection when using standard turntables with ground cable. (Some turntables like the T.80 / T.120 do not require grounding wire)

17) Phono Inputs – Plug your turntables in here. When these connectors are used, your signal is fed directly to the high-quality RIAA phono pre-amplifiers. Use this position only for turntables. Line level sources will overload the sensitive phono pre-amps and will cause distortion.

18) Line Inputs - Unbalanced RCA jacks for connecting stereo audio from line level sources such as CD players, HiFi VCRs, cassette decks, DAT machines, laser discs, tuners, even synthesizers or other mixing consoles.
NOTE: Plug mono audio sources into both Left and Right inputs using a "Y" cable connector.

19) Master Output - Unbalanced RCA connectors controlled by the Master level.

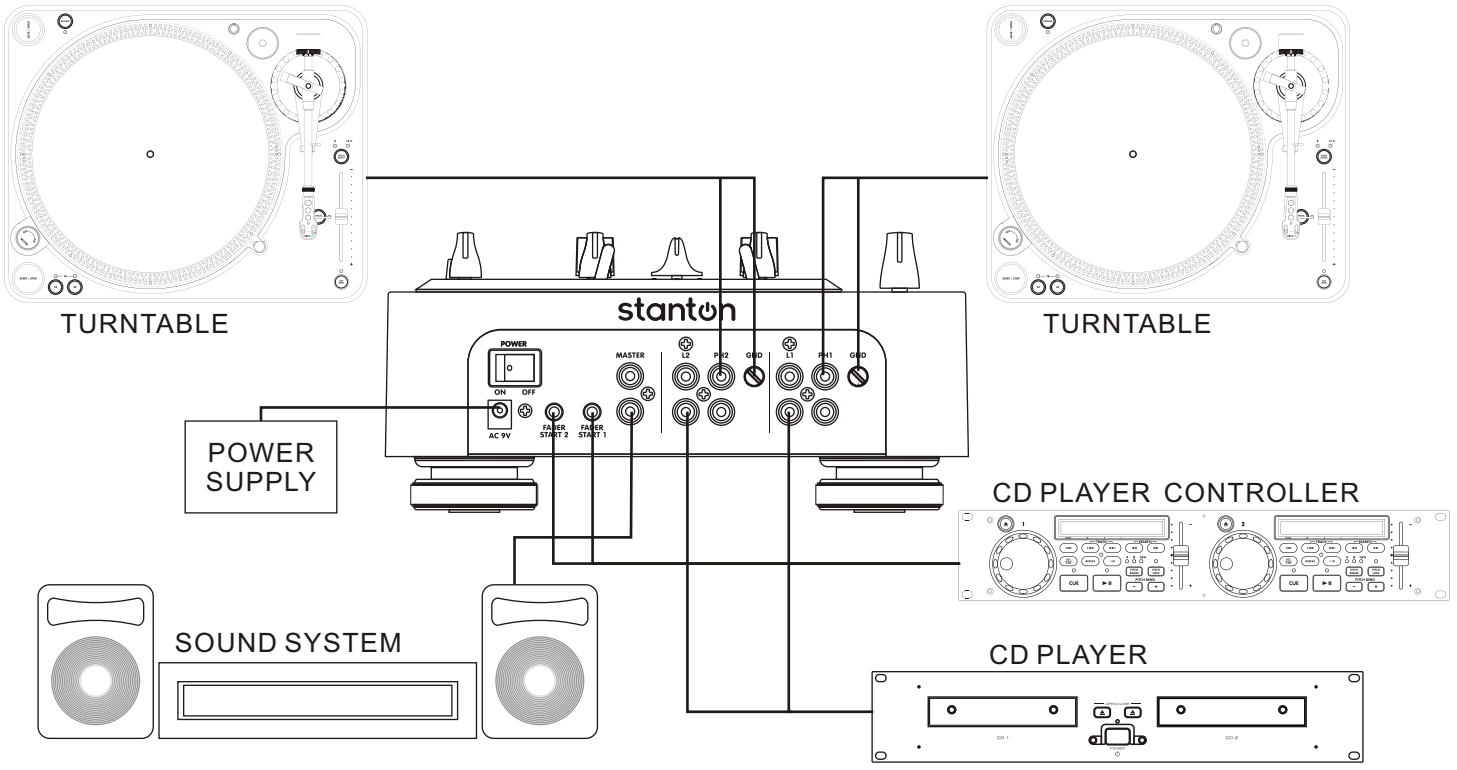
20) Fader Start – This function works in conjunction with a compatible fader start CD player. When used with a compatible CD player, you can use the crossfader to start and stop the CD player with the slide of the fader. The fader start switch activates the fader start feature. When in the ON position, the fader start allows the fader to return automatically to preset digital CUE POINTS on your compatible STANTON DJ CD Player.

21) Power Connector - Plug in the included power supply here.

22) Power Switch – turns unit off and on. Note*** Remember to turn **ALL** volume levels down when turning the unit on/off.

QUICK SETUP DIAGRAM

Study this setup diagram. Make sure all faders are at "zero" and all devices are off. First, connect all input sources. Next, connect your microphone and monitor headphones. Finally, connect the stereo outputs to the power amplifier(s) and/or audio receivers such as tape decks. Plug your mixer into AC power. Now you are ready to switch everything on. IMPORTANT: Always switch on your audio input sources such as turntables or CD players first, then your mixer, and finally any amplifiers. When turning off, always reverse this operation by turning off amplifiers, then your mixer, and then input devices.



SPECIFICATIONS

M.202

INPUT / OUTPUT IMPEDANCE & SENSITIVITY:

LINE	-14dB/10K OHM	±2dB
PHONO	-50dB /47K OHM	±2dB
MIC	-60dB /2.2K OHM	±2dB
MASTER	1K OHM	
PHONES	0dB/33 OHM	±2dB (LOAD=32 OHM)

MAX. OUTPUT (THD=1%)

MASTER	MORE THAN +14dBV
PHONES	MORE THAN +21dBV

CHANNEL BALANCE WITHIN 3dB

FREQUENCY RESPONSE:

LINE	20-20KHz ±2dB
PHONO	20-20KHz +2, -3dB (RIAA)
MIC	20-20KHz +2/-3dB

OUTPUT NOISE (IEC-A WEIGHTED)

LINE	LESS THAN -90dBV
PHONO	LESS THAN -80dBV
MIC	LESS THAN -50dBV

THD + N: (MASTER 0dBV OUTPUT, MAXIMUM GAIN, w/ 20kHz LPF)

LINE	LESS THAN 0.05% 20 - 20KHz
PHONO	LESS THAN 0.1% 20 - 20KHz (IEC-A WTD)
MIC	LESS THAN 0.2% 20 - 20KHz (IEC-A WTD)
PHONES	LESS THAN 0.1% 20 - 20KHz (FROM LINE INPUT)

CROSSTALK LESS THAN -80dB AT 1KHz BETWEEN CHANNELS.
(TERMINATED UNUSED INPUTS)

MIC EQ

HI	±10 +/- 2dB AT 10KHz
LOW	±10 +/- 2dB AT 100Hz

CHANNEL EQ

HI	9 +/- 2dB AT 13KHz
	-15 +/- 3dB AT 13KHz
MID	9 +/- 2dB AT 1KHz
	LESS THAN -23dB AT 1KHz
LOW	9 +/- 2dB AT 70Hz
	-26 +/- 3dB AT 70Hz

POWER SOURCE AC 9V,1000mA

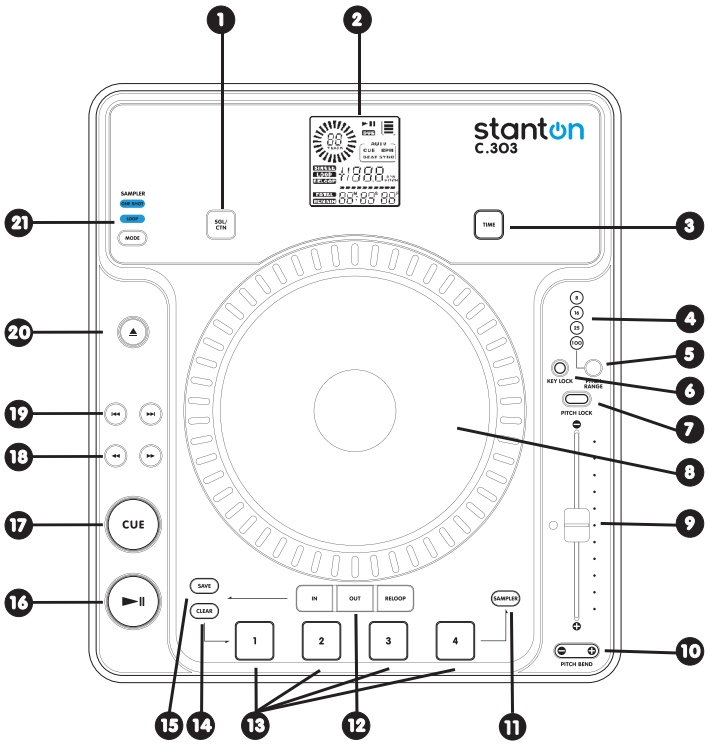
DIMENSIONS 230 (W) X 267 (D) X 111 (H) mm

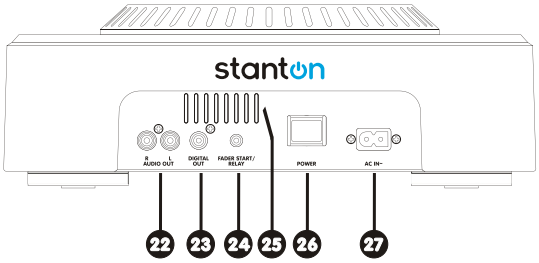
WEIGHT 1.65Kgs

C.303 FEATURES

- 10 seconds of anti-shock memory
- Instant start
- Seamless looping
- Large jog wheel for easy cueing of tracks
- Easy to read LCD display
- Adjustable pitch range (+/- 8%, 16%, 25%, 100%) with Key Lock and Pitch Bend
- Auto and manual BPM function
- S/PDIF digital output
- Onboard sampling with four trigger buttons and cue memory
- Auto cue function (-48 dB)
- Selectable elapse, remain and total remaining time display
- Single or continuous play
- Fader start / Relay Play

C.303 CONTENTS



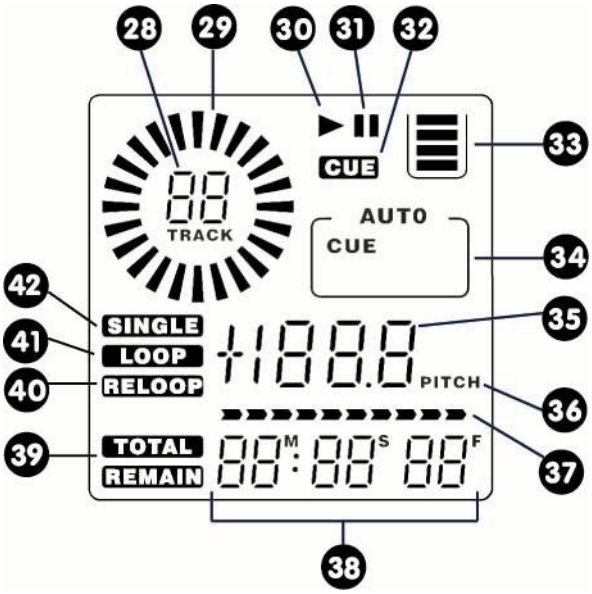


C.303 CONTENTS

1) SGL/CTN – Toggles between Single and Continuous play modes. Continuous mode operates like a normal CD player, playing the entire disc without stopping. Single mode only plays one track at a time, returning to the Cue point when the track is completed. The LCD will display “SINGLE” when in that mode
2) LCD DISPLAY – Shows various information on the status, modes, and functions of the unit.
3) TIME – This button switches the time value displayed in the LCD between elapsed track time, remaining track time, and the total remaining time for the entire disc. Markers next to the time readout indicate which of these modes is enabled.
4) PITCH RANGE INDICATORS – Indicates the pitch range in percent as selected by #5.
5) PITCH RANGE BUTTON – Selects between a pitch range of +/- 8, 16, 25, or 100%.
6) KEY LOCK BUTTON – Enables the key lock function, which allows the tempo or BPM of the music to be altered without affecting the key, or pitch of the music. This button is illuminated when enabled.
7) PITCH LOCK BUTTON – When illuminated, the pitch control is locked at 0%, regardless of the pitch slider’s position.
8) JOG WHEEL – This large wheel has multiple functions:
   - When in pause or cue mode, the jog wheel can be used as a frame search control, allowing you to set it to a specific point.
   - During normal playback, the wheel works as a pitch bend, similar to a “push” or a “drag” on a turntable. Turning the wheel counter-clockwise temporarily slows down the playback speed according to the speed, velocity, and duration that’s applied to the wheel. Turning the wheel clockwise temporarily speeds up the playback speed.
9) PITCH SLIDER – Used to adjust the playback pitch percentage. The slider is a set adjustment and will remain set until it is either moved, or the PITCH LOCK is turned on.
10) PITCH BEND BUTTONS – Used to temporarily decrease or increase the playback speed. Pitch will return to the current setting when released.
11) SAMPLER BUTTON – Once cue or samples are saved to one or all of the BANKS (#13) the SAMPLER button can be engaged (illuminated blue). Once in this mode, sounds stored in the BANKS will play regardless of whether the unit is in CUE, PLAY, or PAUSE mode. This means that you can play samples at the same time that your CD is playing. Press the SAMPLER button again to disable and stop sample playback. The audio sample can even play when there is no disc inside. By using the MODE button (section #21), samples can be played once, or looped continuously.
12) LOOP IN / OUT / RELOOP – These buttons control the marker points for seamless, on-the-fly looping. Press IN to set a cue point or the starting point of a seamless loop. Press OUT to set the ending point of a loop, and the loop will continue to play until the OUT button is pressed again. If a seamless loop has been made, but the CD player is not actively in loop mode (not playing), pressing the RELOOP button will instantly reactive the loop. Press OUT to exit the loop. LOOP and RELOOP will appear in the LCD display when the reloop function is available. During play mode, pressing the RELOOP button will instantly return play to the last set point without interrupting playback.
13) BANK BUTTONS – Four different cue points or samples can be saved to these buttons. See operating instructions for further explanation.
14) CLEAR BUTTON – Clears cue points stored in the BANKS (please refer to item #22).
15) LOOP SAVE BUTTON – After creating a loop point (#21), pressing this button allows you to store the loop to one of the four BANKS. While the SAVE button is flashing red, press one of the BANK buttons to store the loop in that location. Cue points can also be saved by following this procedure. BANK locations can also be overwritten in the same way.
16) PLAY/PAUSE BUTTON – Press to play the CD from the current location, or to pause it at the current location.
17) CUE BUTTON – During normal playback, pressing the button immediately returns the track to the last set cue point and pauses playback when released. Pressing CUE again will engage the cue monitor, which plays the track from the cue point until you release the CUE button. If you press pause (#25) at any time other than the currently stored cue point, pressing CUE will reset the cue point to the new position.
18) SEARCH BUTTONS – Allows you to search through a track or a CD in either direction. While in pause mode, tracks can be moved one frame at a time. Holding down one of these buttons will cause the search in that direction to occur at a faster rate.
19) TRACK BUTTONS – Tapping one of these buttons will skip to the previous or next track. Holding it down will rapidly skip through the tracks.
20) OPEN/CLOSE BUTTON – Opens or closes the CD tray. The CD will only eject while in pause or cue mode, and will not work while a CD is playing. If the tray is left open, it will close automatically after a brief time.
21) SAMPLER MODE – Press the MODE button to switch between ONE SHOT or LOOP mode. ONE SHOT will play the samples once, then end. LOOP MODE will continue to play the sample over and over.
22) AUDIO OUT – This analog output signal requires a pair of RCA cables (left and right) to be connected to a line or aux input.
23) DIGITAL OUT – This digital output signal requires one SP/DIF cable to be connected to a SP/DIF input on your mixer or computer.
24) FADER START / RELAY – This connection allows two CD players to be linked for relay play. This can also be connected to a mixing board that supports automatic fader start.
25) VENT SLITS – These openings are used for the proper ventilation of the unit. In order to prevent overheating and to insure proper operation, do not cover or block these slits.

26) POWER BUTTON – Turns the unit on and off.
27) AC IN – Plug in the power supply cable here. The plug can only be inserted in one direction, so do not force it in.

LCD DISPLAY



28) TRACK – Indicates the current track selected or being played.
29) WHEEL INDICATOR – This is a visual representation of a vinyl marker, which is traditionally used to mark the location of a certain sound or cue point on a vinyl record. Here, it indicates the play position, rotates during playback in either direction, and stops during cue or pause mode. It also indicates the speed of the forward and reverse search operation.
30) PLAY – Indicates when the unit is currently playing a CD.
31) PAUSE – Indicates the unit is in CUE or PAUSE mode.
32) CUE – Indicates the unit is at a cue point and is ready to play.
33) ANTI SHOCK AND BUFFER INDICATOR – Indicates the current status of the buffer memory. This is represented on the display by a bucket being filled or emptied. The bucket itself represents the instant start function (which works by buffer memory). If the bucket is flashing, the instant start is not available. Each bar within the bucket represents 2 seconds of anti shock protection. There is up to 10 seconds of anti shock protection available.
34) AUTO INDICATOR – Indicates when Auto Cue mode is active.
35) PITCH VALUE – Shows the percentage of the pitch slider.
36) PITCH – Indicates when the pitch percentage is displayed.
37) TIME BAR – Shows a proportionate visual representation of the time remaining or time elapsed.
38) TIME DISPLAY – Displays the time of track(s) currently selected in increments of Minutes, Seconds, and Frames.
39) ELAPSED / TOTAL / REMAIN – Indicates whether the time shown on the display refers to total remaining time or track remaining time. If either of these are not illuminated, this indicates elapsed track time.
40) RELOOP – Indicates when there is a previously set loop, and that the loop is ready to be played again.
41) LOOP – Indicates when the CD is in loop mode.
42) SINGLE – Controlled by the SGL/CTN button, this indicates when the unit is set to play just one track at a time. When this is not illuminated, the CD will play continuously through all tracks.

SET-UP

A) CHECKING THE CONTENTS – Check that the carton contains all of the following items.

- Tabletop CD player unit
- User's manual
- One pair RCA cable
- One power cable
- One fader start / relay cable

B) INSTALLING THE UNIT

- Place the unit on a flat, level surface.
- Be sure the player is in a well-ventilated area where it will not be exposed to direct sunlight, high temperatures, or high humidity.
- Try to place the unit as far as possible from Tvs and tuners, as the unit may cause undesirable interference.
- The player will work normally when the unit is within 15 degrees of the vertical plane. If the unit is tilted excessively, discs may not load or unload properly, or playback may be adversely affected.
- The unit's LCD screen is designed to be clearly visible within the angles shown in the figure below. Place the unit so that the LCD screen is within this visual range for optimal clarity.

C) CONNECTIONS

- Make sure that the unit and any other equipment in the signal chain are turned off prior to making any connections.
- Connect the RCA cable to the rear of the unit and to the input on your mixer.
- Connect the power cable to the rear of the unit and to a proper AC outlet.

D) CAUTION

- Be sure to use the supplied cables. Using other types of cables may result in unit damage.
- To avoid severe damage to the unit, be sure the power is OFF when making any connections.

OPERATING INSTURCTIONS

1. OPENING AND CLOSING

This operation only works when the power is turned on. Press the OPEN/CLOSE button to open or close the disc tray, or press the PLAY button and the disc tray will close automatically. If the tray is not closed after 60 seconds it will close automatically and enter pause mode. The disc tray cannot be opened during playback. This prevents playback from being interrupted if the OPEN/CLOSE button is pressed accidentally. Stop playback by engaging cue or pause mode, and then press the OPEN/CLOSE button.

2. LOADING DISCS

Hold a disc by its edges and place on the disc tray with the label side facing up. Do not touch the play surface (glossy side). CAUTION: Do not place foreign objects on the disc tray and do not place more than one disc on the tray at a time. Doing so may result in malfunction and damage of the unit. Do not push the disc tray in manually when the power is off, as this may also result in malfunction and damage.

3. SELECTING TRACKS

Select the desired track by pressing the TRACK buttons to move to the previous or next track, or by holding down the TRACK buttons to change tracks continuously at a higher speed. When a new track is selected during playback, playback begins as soon as the track selection operation is completed.

4. STARTING PLAYBACK

Press the PLAY/PAUSE button during the pause or cue mode to start playback. The PLAY/PAUSE button illuminates with a solid green light during playback.

5. STOPPING PLAYBACK

There are two ways to stop playback. Press the PLAY/PAUSE button during playback to pause at that point, or press the CUE button during playback to return to the position at which playback started (back cue).

6. PAUSING

Press the PLAY/PAUSE button to switch between play and pause. The PLAY/PAUSE button illuminates with a flashing green light when paused.

7. CUEING

Cueing is the action of preparing tracks for playback. When the CUE button is pressed, playback returns to the cue point and enters pause mode. When the PLAY/PAUSE button is pressed during the cue mode, playback starts.

SETTING CUE POINTS

- When using the jog wheel to set the specific start point or by skipping to a new track during play or pause, the beginning play point will be set as the cue point.
- During playback, press the IN loop button to set a cue point on the fly. To return to this new cue point, press the CUE button and then press the PLAY/PAUSE button to resume playback from this new cue.
- Cues can be stored to one of the four BANK buttons.

8. AUTO CUE

When a disc is initially loaded, the cue point is set to the first source or music or sound. If the track is changed before pressing play, the cue point is changed to the first source of music or sound on that track. Pressing pause during playback also creates a new cue point.

9. FRAME SEARCH / FAST FORWARD / FAST REVERSE

By pausing playback first, the jog wheel can be used to locate a specific cue point frame by frame. Moving the jog wheel gently counter-clockwise moves the cue point back in time, while moving the jog wheel clockwise moves the cue point forward in time. As the wheel is moved, the monitor function allows you to hear the sound that is located at that frame or position in time. When the desired location is found, press the CUE button, then press the PLAY/PAUSE button to resume playback from this new cue. Moving the jog wheel faster in either direction will allow you to scan quickly through a disc or track. This fast forward and fast reverse feature has four speeds, responding to how fast you turn the jog wheel.

10. LOOP PLAY

You can create a seamless, continuous loop between two points.

- Engage playback by pressing the PLAY/PAUSE button, causing it to illuminate solid green (not flashing).
- Set the start point of the seamless loop by pressing the IN button at the desired point in time. This will cause the OUT button to flash green.
- Set the end point of the seamless loop by pressing the OUT button at the desired point in time. Playback will immediately return to the previously set IN point and play to the OUT point, creating a seamless loop without interruption. The RELOOP button will now be flashing green, and the LOOP indicator on the LCD screen will now be flashing.
- To exit the loop, press the OUT button again. When the music reaches the OUT point, it will play through it instead of looping back to the IN point.
- To replay or re-enter the loop, press the RELOOP button. The loop can be re-triggered by pressing the RELOOP button again and again. Press the OUT button to exit the loop again.

11. MODIFYING LOOPS

Once a seamless loop is created, the OUT point can be changed. Simply exit the loop by pressing OUT and then press it again once the new point in time is reached. For a shorter loop, make sure to exit the loop by pressing OUT immediately after the loop starts from the IN point, and press OUT again quickly.

OPERATING INSTURCTIONS

12. TIME DISPLAY

During normal playback, each time you press the TIME button (#3), the display changes between elapsed time, track remaining time, and total disc remaining time.

13. PITCH BENDING

Pressing the PITCH BEND – or PITCH BEND + buttons will decrease or increase the speed of playback temporarily. The extent to which the speed is changed is proportionate to the amount of time the button is pressed. For example, if the PITCH BEND + button is held in continuously, the speed continues to increase until the maximum limit set by the PITCH RANGE is reached. Once the PITCH BEND + button is released the pitch will return to the pitch set by the PITCH SLIDER. The jog wheel can also be used to temporarily bend the pitch of the music during normal playback. Rotate the wheel clockwise to speed up and counter-clockwise to slow down. The speed that you rotate the jog wheel determines the percent of pitch bend. It is recommended that you use the outer edge of the jog wheel for this type of control, as touching the top surface may cause interruption of playback in certain modes of operation.

14. MEMORY CUEING (SETTING A CUE POINT – BANK BUTTONS)

Labeled 1 through 4, these banks store cue points, samples, or loops. Pressing one of the BANK buttons will store a cue point at the exact time it was pressed. The button will flash red, and then turn solid green, letting you know that a cue point has been stored. Press the button again, and playback will seamlessly restart from the stored cue point and the button will turn red. You can repeatedly press the BANK button to create a stuttering effect. If the unit is in pause or cue mode, pressing the button will start playback from the stored cue point, but will only keep playing while the button is depressed. To clear or delete cue points from memory, simply press the CLEAR button (#23). While it is flashing red, press the BANK button(s) you wish to clear and those buttons will also flash red. Press CLEAR once more to complete the process, and the BANK lights will now turn off, letting you know that there is no information stored in them. After cue points are stored to one of the BANKS, pressing the SAMPLER button (#20) will engage SAMPLER mode (please refer to item #20).

15. MEMORY BACKUP

This will automatically retain the setting you have made for continuous or single play mode, even if you unplug the unit.

16. FADER START

By connecting the CD player to a mixing board that has the fader start feature, the crossfader will engage playback or cue mode depending on its location. If the CD player is connected to the left side of the crossfader, playback will start once the fader is moved from the left most position towards the right. The CD player will re-cue itself when the crossfader is brought back to the left most position. Two CD players can be hooked up in this fashion to work on both sides of the crossfader.

17. RELAY PLAY USING TWO PLAYERS

When both CD players are connected to each other via their FADER START / RELAY jacks, the players can work in unison by playing tracks one after another from both units.

- Set both players to single play mode (the SINGLE indicator will be illuminated in the LCD displays).
- Begin playback on the first player.
- When the first track ends, playback will automatically start on the second player and the first player will automatically enter standby mode.
- When the track on the second player ends, the first player will play the next track. The players will continue to perform continuous relay play until stopped or until the last track is played.
- By setting a cue point on the standby player, you can perform relay to any desired cue point on the selected track.

NOTE: Relay play may not work properly if the audio outputs on both players are not connected to the same audio input, amplifier, or if the mixing board is not set up properly.

18. STUTTER EFFECTS

Similar to the sound of a CD skipping, this effect can be created and controlled in a variety of ways.

- Rapidly pressing the CUE button.
- By storing a cue point to one of the four BANK buttons and pressing them rapidly.
- By creating a seamless loop, and rapidly pressing the RELOOP button.
- By creating a seamless loop with a very short duration.
- By pressing PAUSE while audio is playing in CD Jog mode.

19. SLEEP MODE

The CD player automatically shuts off the transport and laser and displays “SLEEP MODE” in the LCD screen after being left in pause or cue mode for 15 minutes. This will lengthen the life of your motor drive, laser, and LCD screen. To wake up your unit from sleep mode, simply press CUE, or PLAY/PAUSE.

SPECIFICATIONS

C.303

POWER SOURCE	AC 100V, 50/60Hz (For Japan) AC 110V, 60Hz (For Taiwan) AC 120V, 60Hz (For U.S.A.,Canada,Mexico) AC 220V, 50Hz (For United Arab Emirates,Chile,Argentina) AC 220V, 60Hz (For Philippines) AC 230V, 50Hz (For Europe,New Zealand,South Africa,Singapore,Israel) AC 240V, 50Hz (For Australia,U.K.)
POWER CONSUMPTION	15 Watts
DIMENSIONS	318 (W) x 358 (D) x 92 (H) mm
WEIGHT	4.9 Kgs

Stanton Magnetics, Inc. – Warranty Provision – Returns for Repairs or Replacement

WARRANTY

Through Stanton's authorized dealers around the World, Stanton, or one of Stanton's authorized distributors outside the U.S., will, without charge, repair or replace, at the sole discretion of the entity responsible for making the repair or providing the replacement, any Stanton merchandise proved defective in material or workmanship for a period of one (1) year following the date of original purchase. Exceptions to this warranty are as noted below:

The warranty for mechanical parts which are subject to wear and tear are limited to the earlier to occur of thirty (30) days following the date of original purchase or the following number of cycles: Faders - 15,000; Rotary potentiometers - 10,000; and Switches - 10,000.

Stanton will warrant all replacement parts and repairs for ninety (90) days from the date of original shipment. Repairs made necessary by reason of misuse, alteration, normal wear, or accident are not covered under this warranty.

RETURNS

Authorized Stanton dealers are only authorized to sell and distribute merchandise within a specific country. All goods requiring warranty repair or replacement must be returned (freight prepaid if not hand-delivered) to the authorized Stanton dealer from whom the merchandise was purchased and in the same country where the merchandise was purchased. For purposes of purchases made via the Internet, the merchandise must be returned to the authorized Stanton dealer in the country where the authorized Stanton dealer which sold the merchandise to purchaser is located and not the authorized Stanton dealer in the country where the purchaser is located or the country in which the merchandise was received. Any returns to a non-authorized dealer or to an authorized Stanton dealer not in the same country as the merchandise was intended to be sold or as set forth above will void this warranty.

To initiate a warranty repair, you must contact the authorized Stanton dealer from whom you purchased the merchandise, and follow such authorized Stanton dealer's return policy.

Stanton assumes no risk and shall be subject to no liability for damages or loss resulting from the specific use or application made of the merchandise. Stanton's liability for any claim, whether based on breach of contract, negligence, infringement of any rights of any party, or product liability, and relating to the merchandise shall not exceed the price received by Stanton from your purchase of such merchandise. In no event will Stanton be liable for any special, incidental or consequential damages (including loss of use, loss of profit and claims of third parties) however caused, whether by the negligence of Stanton or otherwise. To the extent permitted by law and except as otherwise provided above, Stanton disclaims any express or implied warranties of merchantability or fitness for a particular purpose.

The above warranty provides you with specific legal rights. You may also have additional rights, which are subject to variation from state to state and country to country.

If there is a dispute regarding the warranty of merchandise that does not fall under the warranty conditions stated above, please include a written explanation with the merchandise when returned pursuant to the terms and conditions set forth herein.

Please register your product online at www.stantondj.com or mail your completed warranty card to:

Stanton Magnetics, Inc, 3000 SW 42 St. Hollywood, Florida 33312.

cut along dotted line

STANTON WARRANTY REGISTRATION CARD

If you have internet access, please register your product at www.stantondj.com. Otherwise, return this card completely filled out in order to validate your warranty.

PERSONAL INFO

Name

Address

City **State** **Zip**

Country

Telephone

PRODUCT INFO

Model Number

Serial Number

Date of Purchase

Where did you buy this product?

PLACE
STAMP
HERE

Stanton Magnetics, Inc.
3000 SW 42nd Street
Hollywood, FL 33312
U.S.A.