# DAP AUDIO DS-MP-170 Midi Controller Instruction Manual

DAP AUDIO DS-MP-170 Midi Controller

Instruction Manual

# DS-MP-170

**ORDERCODE D1232**



SHOWELECTRONICS FOR PROFESSIONALS

**Congratulations!**
You have bought a great, innovative product from DAP Audio.
The DAP Audio DS-MP-170 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**

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!



**Contents**

**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 DS-MP-170

- USB cable
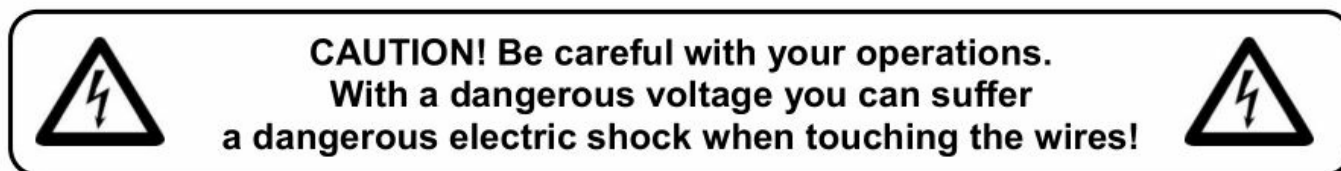- CD with Virtual DJ software
- User manual

**WARNING**

> **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 remove warning or informative labels from the unit.
- Never leave any cables lying around.
- 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.
- Do not drive the inputs with a signal level bigger, than required to drive the equipment to full output.
- Only use system indoor, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Make sure you don't use the wrong kind of cables or defective cables.

- When using a power adaptor, make sure that the available voltage is not higher than stated on the rear panel.
- Please turn off the power switch, when changing the power adaptor or signal cable.
- Extreme frequency boosts in connection with a high input signal level may lead to overdriving your equipment. Should this occur, it is necessary to reduce the input signal level by using the INPUT control.
- To emphasize a frequency range, you don't necessarily have to move its respective control upward; try lowering surrounding frequency ranges instead. This way, you avoid causing the next piece of equipment in your sound path to overdrive. You also preserve valuable dynamic reserve ("headroom")
- Avoid ground loops! Always be sure to connect the power amps and the mixing console to the same electrical circuit to ensure the same phase!
- If system is dropped or struck, disconnect the power supply or USB cable immediately. Have a qualified engineer inspect for safety before operating.
- If the system 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.

**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** 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 short-comings 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 DS-MP-170 is the extended version of the DS-MP-170. It has the same functionality as DS-MP-150 but is equipped with extra functions such as headphone output and an external line-input to connect a conventional audio source such as a CD player.

- Touch Jog Wheel
- USB interface
- 3 selectable Jog Modes (Pitch, Search, Scratch)
- Adjustable cross-fader
- Plug & Play functionality
- Including Virtual DJ (Basic) software
- Line Input
- Headphone output

## Overview

## Top

**Fig. 1**

1. Deck 1
2. Mixer
3. Deck 2

**Deck**

**Fig. 2**

1) Booth Volume Control
2) Pitch Button
3) Master Tempo Button
4) Sampler Selector
5) Loop Adjustment 1/8 Button
6) Pitch Fader
7) Bend + Button
8) Bend - Button
9) Sensor
10) BPM Button
11) Shuttle Wheel
12) Cue Button
13) Pause ❚❚ Button
14) Play ▶ Button

15) Sync Button
16) Sampler Volume Control
17) Sampler Play Button
18) Loop Adjustment 16 Button
19) Search Button
20) Scratch Button
21) Hot Cue Buttons
22) Sample Display
23) Parameter 1 Control
24) Loop In Button
25) Parameter 2 Control
26) Loop Out Button
27) Effect Selector Button
28) Effects On Button

**Mixer**
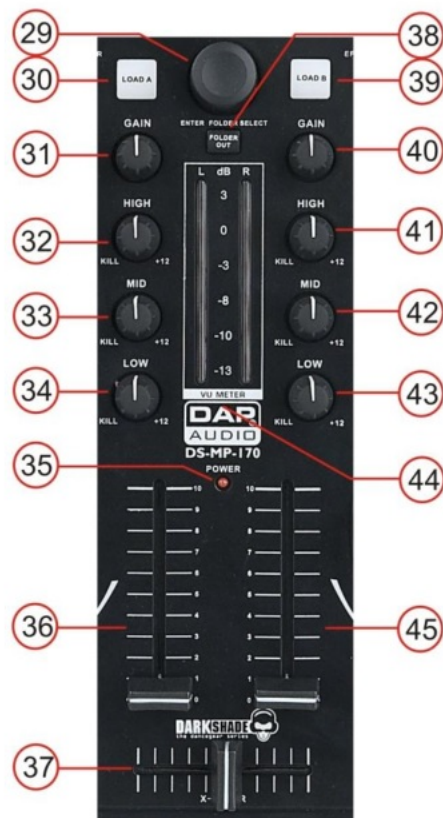
**Fig. 3**

29) Enter/ Folder Select Encoder
30) Load A Button
31) Channel A Gain Control
32) Channel A High Control
33) Channel A Mid Control
34) Channel A Low Control
35) Power LED
36) Channel A Fader
37) Crossfader

38) Folder Out Button
39) Load B Button
40) Channel B Gain Control
41) Channel B High Control
42) Channel B Mid Control
43) Channel B Low Control
44) VU-Meter
45) Channel B Fader

**Frontside**



**Fig. 4**

46) Headphone 1 jack
47) Headphone 2 mini jack
48) Headphone Volume
49) Cue balance

50) Fader Slope Control
51) Mic Volume Control
52) Mic Input XLR
53) Mic Input Jack

**Backside**

Fig. 5

**54)** Line Level Control
**55)** Line Input Stereo RCA
**56)** Input Level Selector Line/ PC
**57)** Rec Output RCA
**58)** Master Output RCA
**59)** Booth Output RCA

**60)** DC In 5V 1000mA
**61)** Power Switch
**62)** USB Connector
**63)** Master Balanced Output L/R
**64)** Bass Level Control
**65)** Master Level Control

## Installation

Remove all packing materials from the DS-MP-170. 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.

You can power the DS-MP-170 either by the USB connector or by an optional DC5V/1A adaptor in case your
computer's USB interface is not able to provide sufficient power.

Connections

1.  Turn off the Power switch. If the unit is powered by USB, set the switch in USB position. If you use an external
    power adaptor, set the switch in adaptor position.
2.  Connect the DS-MP-170 to your amplifier using the proper cables.

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

### NAMES AND FUNCTIONS
Below is a description of the functions of the controls.

### Deck Functions

1.  **Booth Volume/ Master Control**
    On deck A, this control allows you to adjust the Volume level for the Booth Output (59). On Deck B, this control
    allows you to adjust the volume level for the Master Outputs (58/63).
2.  **Pitch:**
    Pushing this button enables you to select a Pitch range (6/12/25/100). If the LED in the buttons is not lit, the
    range is +/- 6, if the LED blinks slow, the range is +/- 12%, if the LED blinks fast, the range is +/- 25% and when
    the LED lights up continuously, the range is +/- 100%.
3.  **Master Tempo Button**

If Master tempo is active, the Pitch fader let's you change the tempo of the song while the Key of the song remains unchanged.

4. **Sampler Selector**

   Turn to select a sample indicated by the Sample Display (22). Confirm your choice by pressing the sample selector.

5. **Loop Adjustment 1/8**

   Allows you to shorten the length of the loop.

6. **Pitch Fader:**

   Use this fader to adjust the pitch. Slide up to decrease the pitch, slide down to increase the pitch.

7. **Bend +:**

   The track speeds up while this button is pressed. Release the button to return to the original BPM.

8. **Bend –:**

   The track slows down while this button is pressed. Release the button to return to the original BPM.

9. **Sensor LED:**

   Lights up when you touch the surface of the shuttle wheel.

10. **BPM Button:**

    This button allows you to sync the current track with another by tapping the beat.

11. **Shuttle Wheel:**

    In search mode the shuttle wheel can be used to search forward or backwards in the music track, as well as fine tuning the cue point in pause mode. In pitch bend mode the shuttle wheel will function the same as the pitch bend allowing you speed up (forward) or slow down (rewind). In Scratch mode the shuttle wheel can be used for scratching effects.

12. **Cue Button:**

    Press the Cue button during playback to return to the position at which playback is started.

13. **Pause-button :**

    Use this button to pause playback.

14. **Play-button ▶:**

    Use this button to start playback.

15. **Sync Button:**

    Automatically matches the corresponding deck's tempo with the other deck's tempo.

16. **Sampler Volume Control:**

    Allows you to adjust the sampler volume level.

17. **Samper Play Button:**

    Pressing this button will play the selected sample. Pressing again will stop the sample.

18. **Loop Adjustment 16 Button:**

    Allows you to shorten the length of the loop.

19. **Search Button:**

    This button allows you to select or deselect Search Mode for the Shuttle wheel. In Search mode, the button will light up. If neither Search nor Scratch mode is selected, the shuttle wheel is in Jog mode.

20. **Scratch:**

    This button allows you to select or deselect Scratch Mode for the Shuttle wheel. In Scratch mode, the button will light up. If neither Search nor Scratch mode is selected, the shuttle wheel is in Jog mode.

21. **Hot Cue Buttons:**

    The DS-MP-170 allows you to store up to three cue points per deck. The Cue buttons allow you to set the cue

points and cueing as described on page 12/13 (point 7 and 8).

22. **Sample Display:**

Indicates the selected sample.

23. **Parameter 1 Control:**

The Parameter 1 and 2 controls allow you to adjust effect parameters. Not all effects require two Parameter controls.

24. **Loop In:**

Press this button to set the start point of the loop.
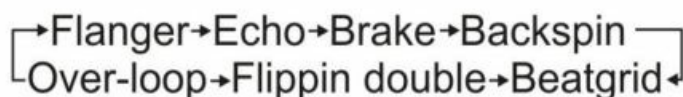
25. **Parameter 2:**

The Parameter 1 and 2 controls allow you to adjust effect parameters. Note that not all effects require two parameter controls.

26. **Loop Out:**

Press this button to set the endpoint of the loop.

27. **Effects Selector Button:**

Pressing this button allows you to select one of the seven effects as shown below.



Fig. 6

28. **Effect On Button:**

This button allows you to switch the effect processor on.

**Mixer Functions**

29. **Folder Select**

Depending on the browser panel (see page 20) you're in, you can use the encoder to select a certain track or folder. Confirm by pressing the encoder.

30. **Load A Button:**

Pressing this button loads the selected track in the A-deck.

31. **Channel A Gain:**

Channel input level is determined by the gain control. With the gain control you can boost the signal of each individual channel. Adjust the input- sensitivity in order to match the incoming signals to the mixer's internal operation level.

32. / 33/ 34. **Channel A Equalizer Section (HI / MID / LOW):**

Use the 3 band equalizer to adjust the tone for each channel by using the Hi, Mid and Low controls.

35. **Power LED:**

Indicates that the unit is switched on.

36. **Channel A Fader:**

The fader controls the volume of a single channel.

37. **Crossfader:**

The crossfader allows you to mix evenly from one source to another.

38. **Folder Out Button:**

Pressing this button opens a selected folder.

39. **Load B Button:**

Pressing this button loads the selected track in the B-deck.

**40. Channel B Gain:**

Channel input level is determined by the gain control. With the gain control you can boost the signal of each individual channel. Adjust the input- sensitivity in order to match the incoming signals to the mixer's internal operation level.

**41/ 42/ 43. Channel B Equalizer SECTION (HI / MID / LOW):**

Use the 3 band equalizer to adjust the tone for each channel by using the Hi, Mid and Low controls.

**44. VU METER:**

The stereo VU Meter allows you to monitor the dB levels of the Left and Right Master output.

**45. Channel B Fader:**

The fader controls the volume of a single channel.

**Front Functions**

46. Headphone 1

You can connect a pair of headphones with a minimum impedance of 32 Ohm to this stereo 1/4" jack. The jack should be wired as Tip=left, Ring=right and sleeve=ground.

**47. Headphone 2**

You can connect a pair of headphones with a minimum impedance of 32 Ohm to this stereo 1/8" Jack. The jack should be wired as Tip=left, Ring=right and sleeve=ground.

**48. Headphone Volume:**

Is used to adjust your headphone volume level.

**49. Cue Mix Control:**

This selector allows you to choose which channel you wish to monitor in your headphones, to the left is Channel 1 to the right is channel 2.

**50. X-Fader Slope:**

Allows you to adjust the response of the crossfader.

**51. Microphone Volume:**

Use to adjust the volume of the microphone channel.

**52. Microphone**

XLR balanced microphone input.

**53. Microphone**

¼" jack unbalanced microphone input.

**Back Functions**

**54. Line Level Control:**

This control allows you to adjust the Line Level.

**55. Line RCA input:**

Use to connect a line level device.

**56. Line/PC Input Selector:**

Use this switch to set the input impedance for the Line Input (55) to either Line or PC.

**57. Record RCA Unbalanced Out**

Use these to connect a recording device.

**58. Master RCA Unbalanced Out**

Use these outputs to connect an amplifier with unbalanced inputs.

**59. Booth RCA Unbalanced Out**

Use these outputs to connect an amplifier with unbalanced inputs.

**60. DC In 5V 1000mA**

In case of powering more than one device from a laptop's USB port, we suggest powering the DS-MP-170 with an optional Power adaptor (DC5V, 1000mA)

**61. Power Switch**

If the DS-MP-170 is powered by the USB connector, switch the unit on by setting the power switch in "USB" position. In case you want to power the DS-MP-170 by an optional adaptor, set the switch in the "Adaptor" position.

**62. USB Connector**

Connect your DS-MP-170 to a PC or laptop. If the DS-MP-170 is the only USB device connected to your PC or laptop, the DS-MP-170 can be powered by the PC or laptops USB connector.

**63. Master Balanced Out L/R**

Use these outputs to connect an amplifier with balanced inputs.

**64. Bass Level:**

Use to adjust the Bass Level of the Master (58, 63) outputs.

**65. Master Level:**

Use to adjust the volume of the Master (58, 63) outputs.

## Operations

1. **Selecting Tracks Using the Folder Select encoder**
   • Turn the Folder Select Encoder to browse the tracks.
   • Press the Folder Select Encoder to select the desired track.

2. **Selecting Folders**
   • If you're in the File/Search results panel (see page 20), press the Folder Out button to return to the File system/ Folder structure panel (see page 20).
   • Turn the Folder Select Encoder to browse the folders.
   • Press the Folder Out button to open the desired folder.
   • Press the Folder Select Encoder to return to the File system/Folder structure Panel.

3. **Starting Playback**
   • Press the Play button during the pause or cue condition to start playback, the Play indicator Lights up.
   • The point at which playback starts is automatically stored in the memory as the cue point. The CD player then returns to the cue point when the Cue button is pressed.

4. **Stop Playback**
   There are two ways to stop playback:
   1. Press the Pause button during playback to pause at that point.
   2. Press the Cue button during playback to return to the cue point and enter pause condition.

5. **Pausing**
   • Press the Pause button to pause playback.
   • The Play indicator flashes when the pause mode is set.
   • Playback resumes when the Play button is pressed again.

6. **Setting a Cue Point**
   • Press the Pause button to switch between play and pause.
   • The play indicator flashes when the pause mode is set.

• Turn the Shuttle Wheel to go to the desired Cue point.

• Press the Cue button and your Cue point has been stored and will be indicated in the waveform display as shown in figure 7.

• Press the Play button to continue playback.

7. **Setting a hot Cue point in pause mode**

• Press the Pause button to stop playback.

• The play indicator flashes when the pause mode is set.

• Turn the Shuttle Wheel to go to the desired Cue point.

• Press the press the desired Hot Cue button and your Cue point has been stored.

• The Hot Cue point will be indicated in the Waveform display as shown in figure 7.

• Press the Play button to continue playback.

8. **Setting a hot Cue point in play mode**

• During play mode, press the desired Hot Cue button.

• The Hot Cue point is stored while playback resumes.

• The Hot Cue point will be indicated in the Waveform display as shown in figure 7.



Fig. 7

9. **Deleting a (Hot) Cue Point**

• Right Click on the (Hot) Cue point you want to delete and select the delete option.

10. **Cueing**

• "Cueing" is the action of preparing for playback.

• Press the Cue button, the player will enter Cue mode, the playback returns to the cue point and enter pause mode, the Cue indicator lights up and the Pause indicator flashes. When the Play button is pressed, playback starts from the cue point.

• If the Cue button is pressed after the search operation or the scanning operation, the playback returns to the cue point and enters pause condition.

**NOTE**: During cue mode, if the Cue button is pressed and hold, playback will start from the cue point, when the button is released, the player will return to the cue mode automatically, it allows you to check the cue point.

11. **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.

• Turn the Shuttle Wheel while in pause or cue mode to begin searching. The sound for one revolution of the shuttle wheel is put out repeatedly.

• When the Shuttle Wheel is turned, the point from which the sound output moves is a number of frames corresponding to the number of the milliseconds, and the time display in the waveform display also changes.

• The search point moves in the forward direction when the Shuttle Wheel is turned clockwise. When the Shuttle Wheel is turned counterclockwise, the search point will move backward.

12. **Scanning (Fast forward/Fast backward)**

    • Scanning is a function for moving quickly forward or backward while rotating the Shuttle Wheel.

    • Turn the Shuttle Wheel to begin scanning. The disc moves rapidly forward or backward and the sound is audible.

    • Turn the Shuttle Wheel clockwise to scan in the forward direction, counterclockwise to scan in the reverse direction.

13. **Changing Pitch of the song**

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

    1. Use the Pitch slider to adjust the BPM.

    2. Use the Pitch Bend buttons to change the BPM temporarily.

    3. Turn the Shuttle wheel (in jog mode) to change the BPM temporarily.

    **1) Pitch-Slider**

    • To adjust the BPM by sliding the pitch slider up or down, press the Pitch button to turn on the Pitch adjustment function.

    • Slide the Pitch slider up to decrease BPM, or down to increase BPM. The adjustment range is +/-6%, +/-12%, +/-25% or +/-100%.

    **2) Pitch-Bending**

    • The BPM increases or decreases respectively while the PITCH BEND + or PITCH BEND – button is pressed.

    • The BPM increase depends on how long you hold the button. If you hold the button for about 5 seconds, the BPM will depending on the Pitch range go to +6, +12, +25 or +100% for Pitch Bend + or -6, -12, -25 or -100% for Pitch Bend -. If you tap the button, the BPM will only change a little so you can change the beat slightly without audible changing in the music.

    • The CD will return to the BPM indicated by the Pitch slider when you release the Pitch Bend + or Pitch Bend – buttons.

    **3) Turn the Shuttle wheel (in jog mode)**

    • Turn the Shuttle wheel clockwise during play to increase the BPM in the forward direction, counterclockwise to decrease the BPM. The faster you turn the wheel, the more BPM changes.

    • When you release the Shuttle Wheel, the CD will return to the BPM set by the Pitch Slider.

14. **Loop PLAY**

    1. Press the Loop In button to set the loop start point the button will start flashing.

    2. Press the Loop Out button to set the loop end point. After the end point is set, the playback will enter the loop play from start point to end point repeatedly.

    3. Press the Loop Out button again, the loop play function is canceled, the Loop indicator dims.

    4. Pressing the Loop Adjustment buttons lets you shorten or expand the length of the recorded loop.

## Software Installation

Minimum system requirements:

PC

- Intel Pentium 4 mobile 2 GHz processor or better.
- Windows XP, Vista or windows 7.
- 1 GB RAM.
- Hard Disk space for music.
- Free USB port

MAC

- G4 1.5GHz processor or better.
- OSX 10.4.11 or higher
- 1GB RAM
- Hard disk space for music
- Free USB port

Installation procedure:

- Be sure to turn off the power supply to all equipment as well as the computer.
- Please connect the random USB cable to between DS-MP-170 and your computer. Set the power switch on the DS-MP-170 in USB position.
- Insert the CD-ROM into the computers CD-drive and follow the instructions.

**Running the setup program.**

Follow the steps below.

1. If the installation program on your CD doesn't start up automatically, you have start by double clicking install_virtualdj_le_v6.0.7.rar on the CD.
   The screen shown below will pop up.
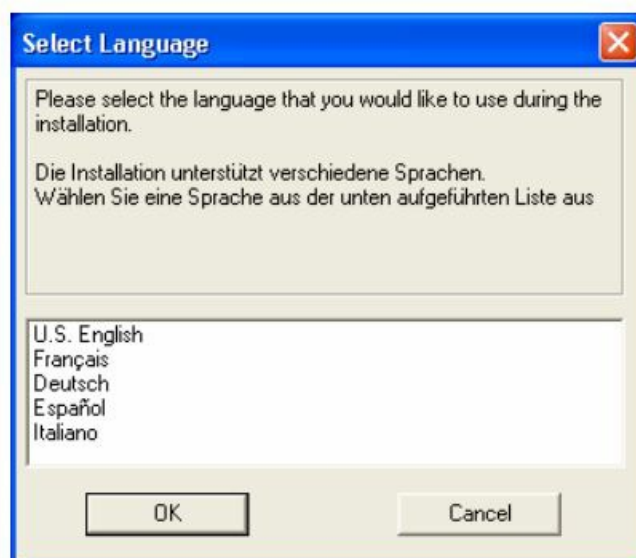


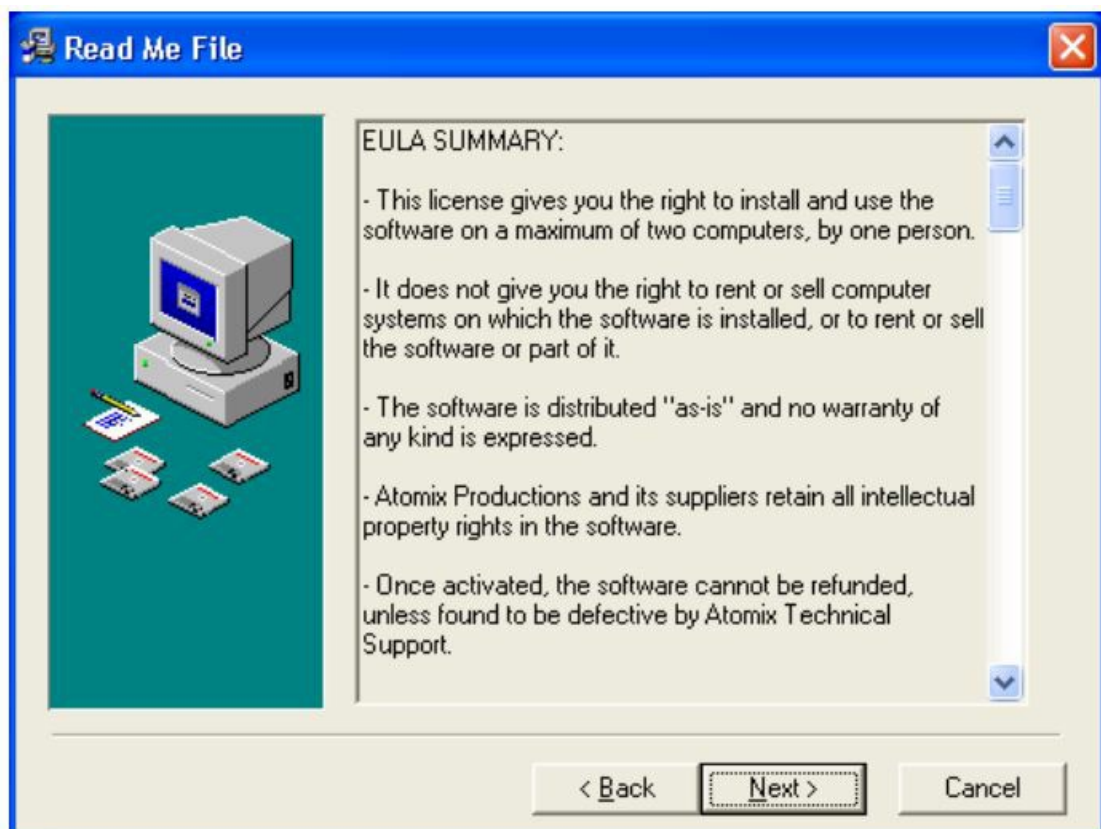   Select the desired language and press next.
2. The welcome screen will pop up
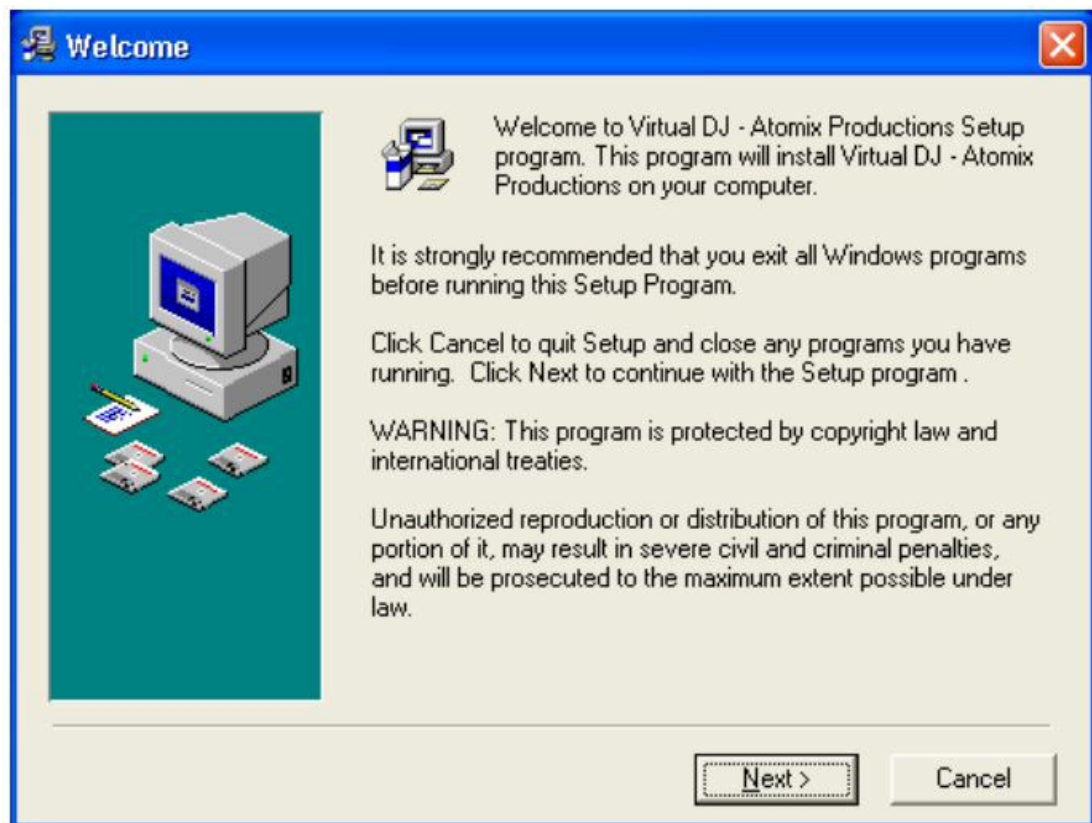
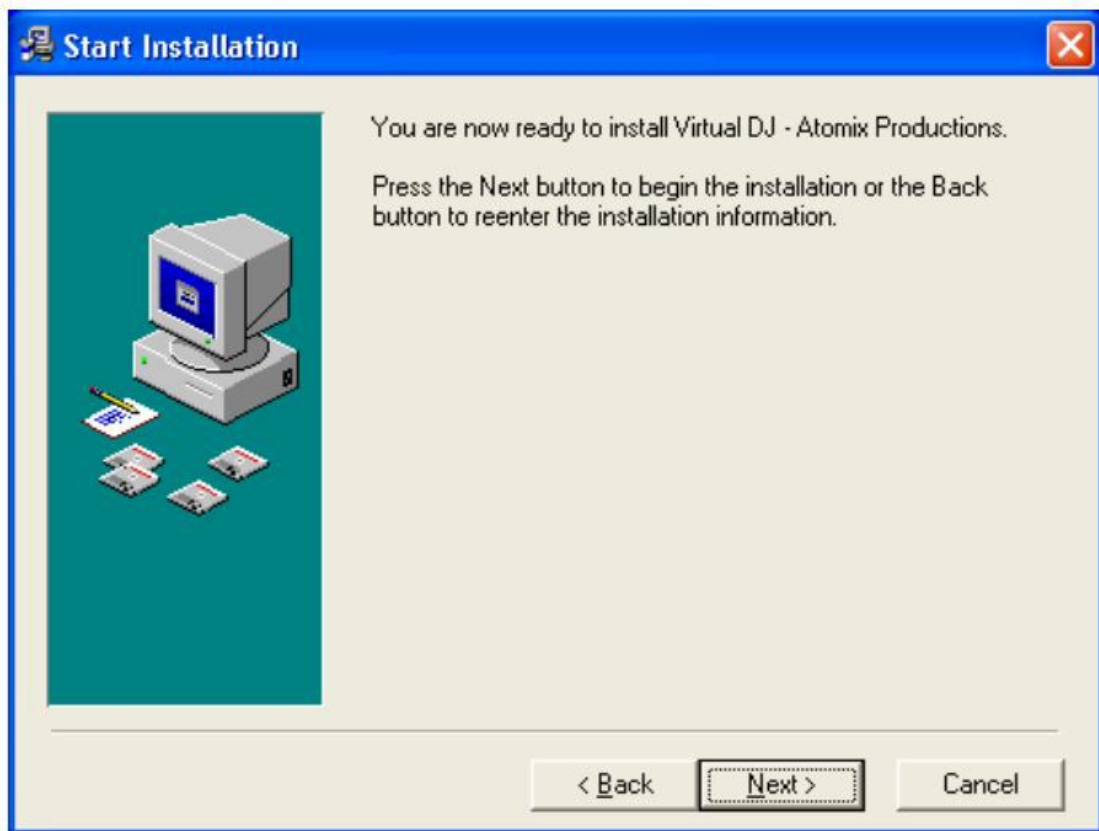Press the next button when finished reading the screen.

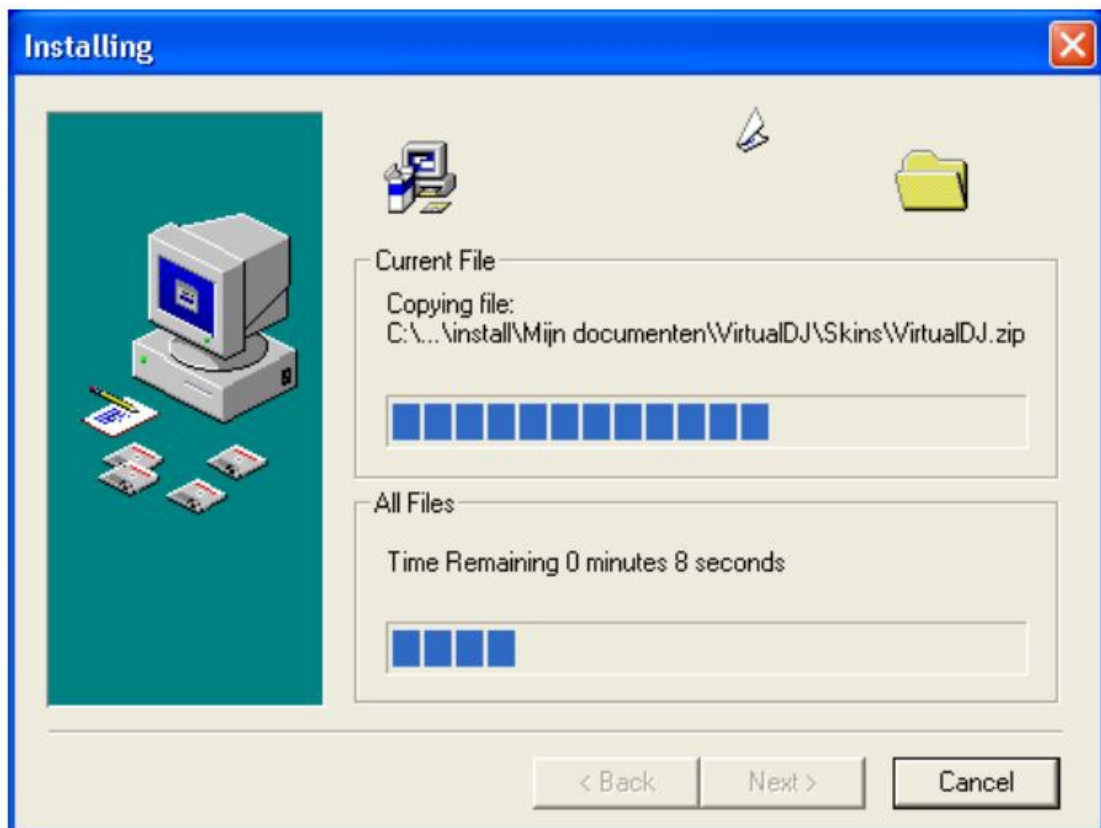3. Now the read me file as shown below will pop up.



After reading, press the next button

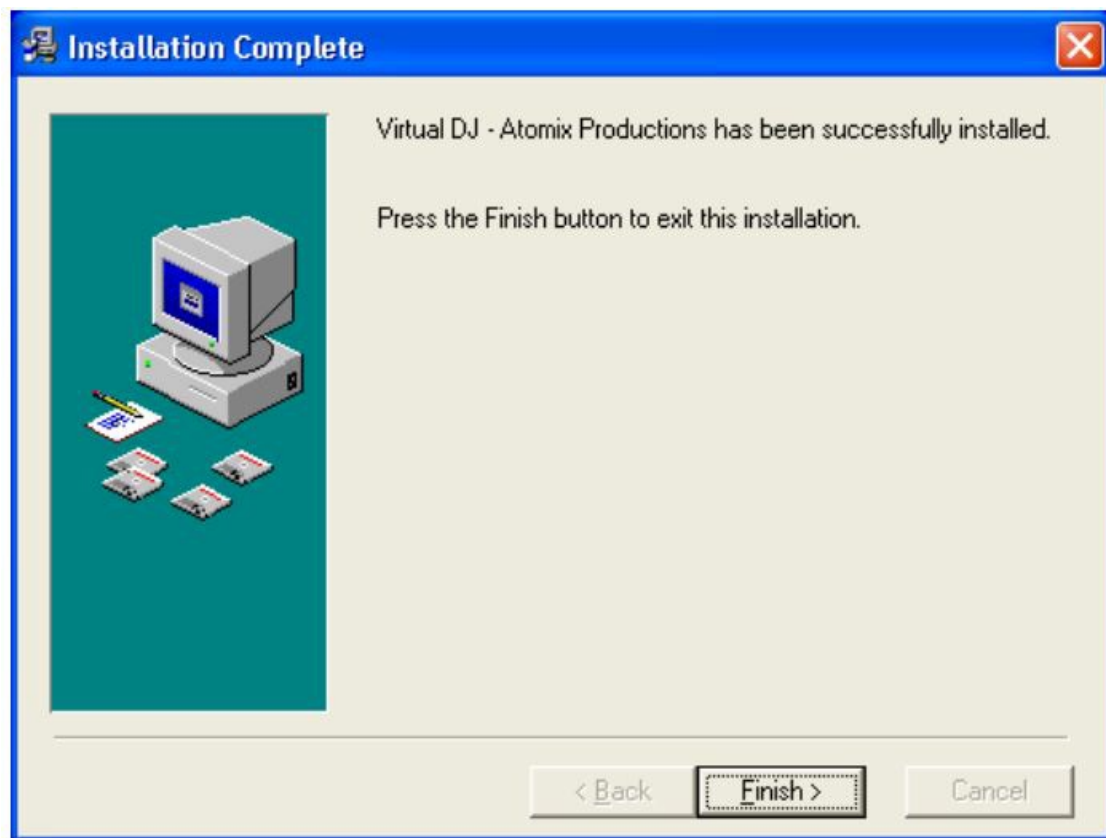4. The Start Installation screen will pop up.

Press the next button. During installation, you will see the screen as shown below.



If the installation is finished, the screen as shown below will pop up.

Press the finish button to complete your installation.

**Running the Virtual DJ-software for the first time**

1. Double click the Virtual DJ icon on the desk top. A pop up screen asking you to enter your serial number will pop up.
2. Enter the serial number you received with your purchase (sticker on inside CD-cover flap) and press the OK button.
3. Virtual DJ will check for a new version (this can be disabled in the configuration section).
4. The Virtual DJ user interface will appear.

5. Press the Config button (upper right). The following screen will pop up.
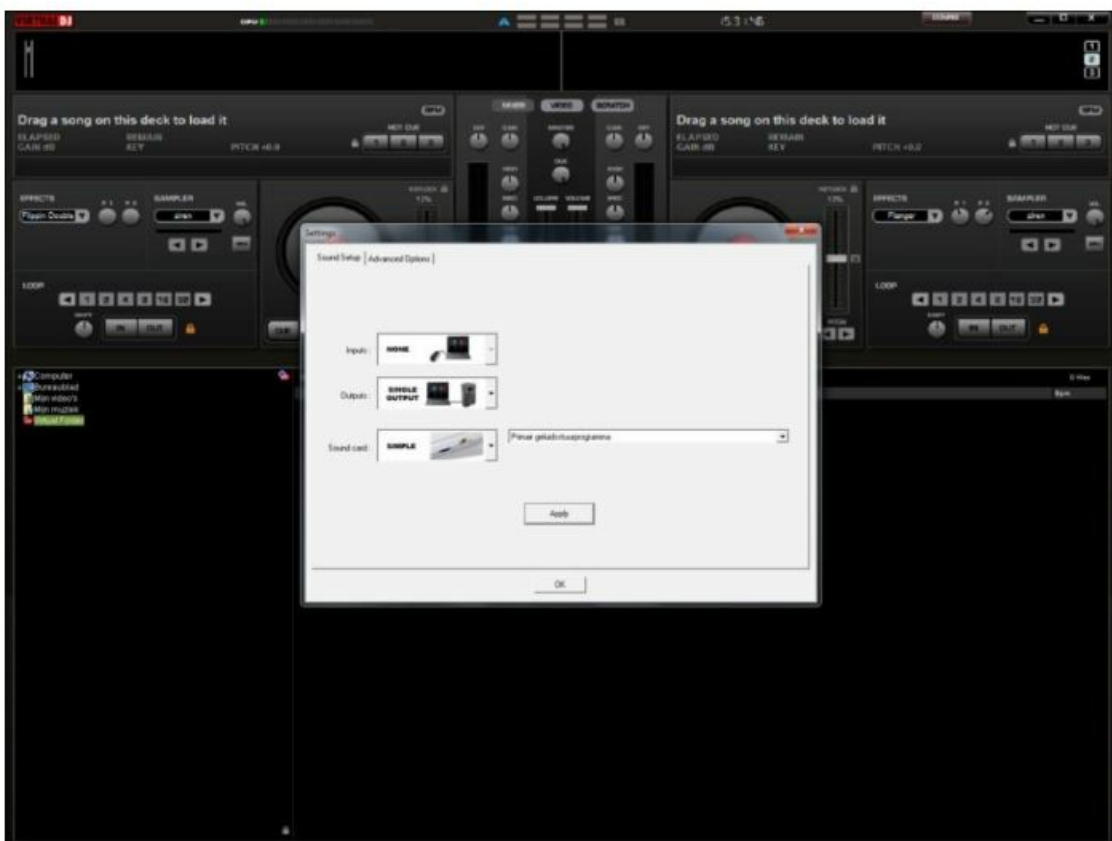


In the Sound Setup tab you can optimize the soundcard settings. The example shown is the most simple setup using your computers build in soundcard. When setup correctly, press the Apply button and then press the OK button.

**Interface zones**

Before beginning to use Virtual DJ, familiarize yourself with the controls and zones of the Software. Upon opening the application, an interface is displayed. Interfaces called skins feature different configurations, layouts and

functionality of the software. Let's begin by selecting Internal Mixer interface to become familiar with the most important features of the software. To change to a different skin while the software is running, click on the Config menu and select the skins tab.



1. **Browser/Sampler/ Effects/ Record**

   Browse your music folders, create, edit and save your playlists, adjust effects, video and audio, record and save mixes.

2. **Deck 1 Controls**

   Drag and drop music from the browser to this virtual deck. Track title, beats per minute display, counters and transport control.

3. **Deck 2 Controls**

   Same as Deck 1.

4. **Center Panel**

   Multiple panels can provide access to crossfader, gain controllers, volume controllers, PFL buttons, video controllers, video preview windows, effect controllers, timecode and scratch interface.

5. **Rhythm window**

   This window tracks the waveform of each song loaded or playing on the decks. This area also features a Computer Beat Grid (CBG) used for visual mixing and beat matching.

**Browser panels**

1. File System/Folder Structure
2. File/Search Results

For more information on the Virtual DJ software, we suggest checking the Support Section on **http://www.virtualdj.com/** . Here you can find manuals, forums etc.

## Maintenance

The DAP Audio-CD-Player DS-MP-170 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 DS-MP-170
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

Dimensions: 360 x 260 x 50 mm (LxWxH)
Weight: 1,9 kg

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



Website: **www.Dap-audio.info**
Email: **service@highlite.nl**



© 2010 Dap Audio

**Documents / Resources**

**DAP AUDIO DS-MP-170 Midi Controller** [pdf] Instruction Manual
DS-MP-170, DS-MP-170 Midi Controller, Midi Controller, Controller

# References

- **DAP | Highlite.com**
- **VirtualDJ - The #1 Most Popular DJ Software**
- **User Manual**