DENON DJ

SC5000 PRIME

User Guide   English (3 – 14)

User Guide (English)

Introduction

Features:

- 7-inch HD display with multi-touch gestures
- 24-bit/96kHz digital audio outputs
- Dual-layer playback with individual audio outputs
- Play uncompressed audio formats (FLAC, ALAC, WAV)
- 8 multifunction triggers for Cues, Loops, Slices and Rolls
- 8-inch rugged metal jog wheel with HD jog display
- Customizable RGB color around the jog wheel
- (3) USB and (1) SD input for music playback
- LAN output to link to up to four players
- Includes Engine Prime music management software

Box Contents

SC5000 Prime

USB Cable

Networking Cable

Power Cable

Software Download Card

User Guide

Safety & Warranty Manual

Important: Visit **denondj.com** and find the webpage for **SC5000 Prime** to download the Engine Prime software.

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **denondj.com**.
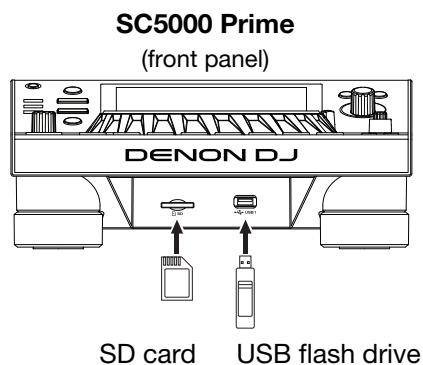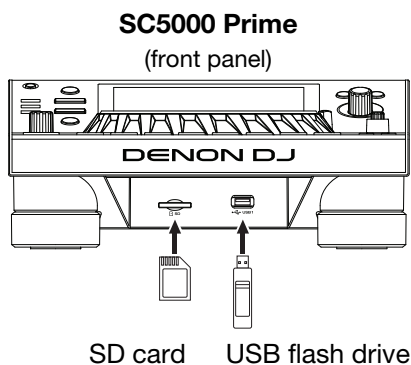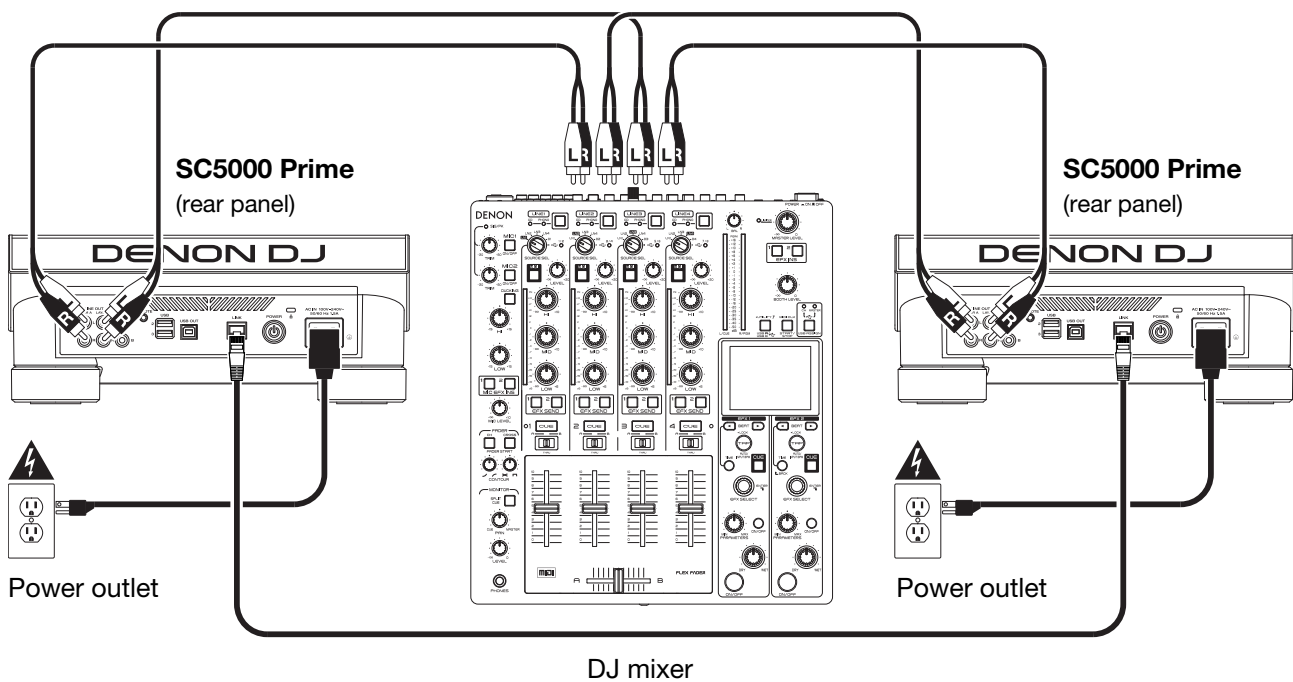
For additional product support, visit **denondj.com/support**.

Setup

1. Make sure all of your devices are powered **off** and all of their volume levels are at their **minimum** positions.

2. Connect SC5000 Prime's audio outputs (**Layer A/B** or **Digital Outputs A/B**) to the inputs of your mixer.

3. Connect any output devices (headphones, power amplifiers, loudspeakers, etc.) to the outputs of your mixer.

4. Connect all of your devices to power sources, and power them on in the proper order:

   - When starting a session, power on (**1**) SC5000 Prime and other input sources, (**2**) your mixer, and then (**3**) output devices.

   - When ending a session, power off (**1**) output devices, (**2**) your mixer, and then (**3**) SC5000 Prime and other input sources.

Connection Diagrams

Items shown but not listed under *Introduction > Box Contents* are sold separately.

SC5000 Prime (rear panel)

SC5000 Prime (rear panel)

Power outlet

Power outlet

DJ mixer

SC5000 Prime (front panel)

SD card   USB flash drive

SC5000 Prime (front panel)

SD card   USB flash drive

Devices & File Analysis

SC5000 Prime can play music files from USB flash drives or an SD card. Make sure you are using only the supported file systems (for USB flash drives or SD cards) and file formats (for music files) listed below.

Supported file systems: exFAT, FAT32 (recommended), HFS+, NTFS

Supported file formats:

AAC/M4A	MP3 (32–320 kbps, VBR)
AIF/AIFF (44.1–192 kHz, 16–32-bit)	MP4
ALAC	Ogg Vorbis
FLAC	WAV (44.1–192 kHz, 16–32-bit)

Your tracks must also be analyzed before playing them on SC5000 Prime. You can do this in one of two ways:

- **Load the track:** When you load a track to play, SC5000 Prime will automatically analyze it (if it has not already been analyzed). This may take a moment to complete, depending on the length of the track, but you can start playing the track from the beginning immediately.

- **Use Engine Prime:** The included Engine Prime software can pre-analyze your music library to use with SC5000 Prime. You can also use it to create crates and playlists and manage your SC5000 Prime preferences (see *Operation* to learn more about this).

  Visit **denondj.com** and find the webpage for **SC5000 Prime** to download the Engine Prime software.

To eject a USB flash drive or SD card:
1. Make sure none of its tracks are being played. Ejecting a device unloads its tracks from **all** networked SC5000 Prime units.
2. Press **Media Eject**. A list of connected devices will appear in the main display.
3. Tap and hold your finger on the name of your device until it disappears from the list.

   To eject additional devices, repeat Step 3.

   To return to the previous screen, press **Media Eject** again, or tap the **X** in the upper-right corner.

Networking

You can network multiple SC5000 Prime units together, enabling them to share track databases, timing and BPM information, and other data seamlessly over this connection.

This feature provides some advantages while performing. For instance, if you are using four SC5000 Prime units, you can use one of them to browse through **all** tracks on **all** devices (USB flash drives or SD cards) connected to **any** of those SC5000 units. You can then play any of those tracks immediately without having to move a device from one unit to the other.

To network SC5000 Prime units together, use the included networking cables to do one of the following:
- If you are using only two SC5000 Prime units, connect their two **Link** ports.
- If you are using two or more SC5000 Prime units, connect each of their **Link** ports to a **Link** port (**1–4**) on your Denon DJ X1800 Prime mixer.
- If you are using two or more SC5000 Prime units, connect each of their **Link** ports to an Ethernet port on a router.

The **Network** (**Media Status**) light will turn on when the SC5000 Prime unit is properly connected to a network.
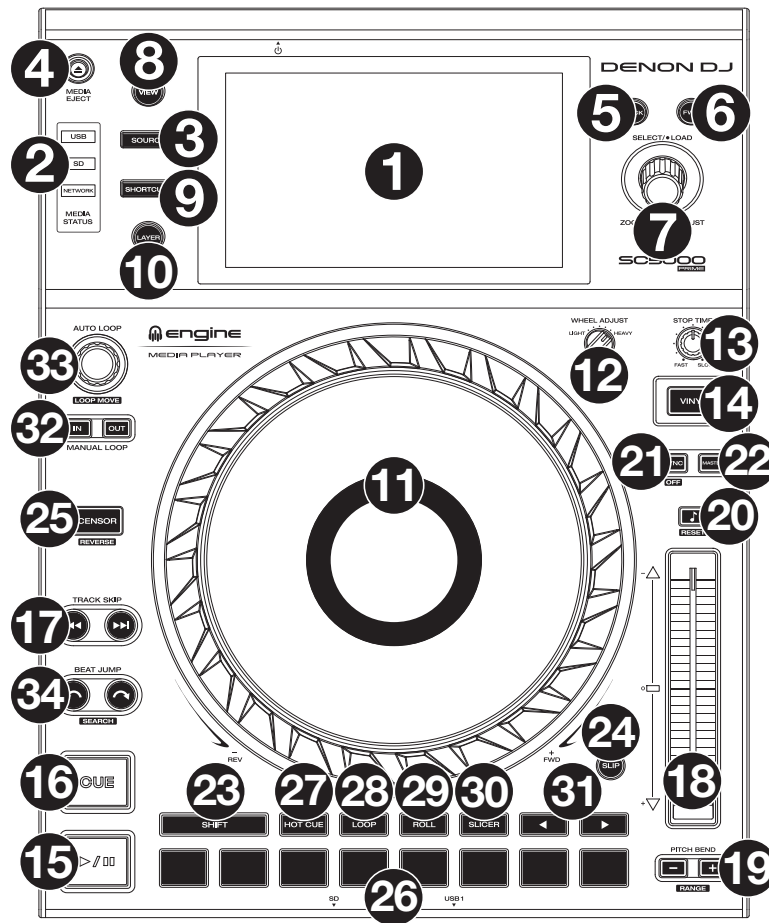
Configuration

SC5000 Prime has several settings that you can customize in the Shortcuts (basic settings) and the Preferences (advanced settings). See *Operation > Configuration* to learn about these settings.

To open the Shortcuts, press **Shortcuts**.

To open the Preferences, press and hold **View/Preferences/Utility**.

DENON DJ

Features

Top Panel

Media Selection & Browsing

1. **Main Display:** This full-color multi-touch display shows information relevant to SC5000 Prime's current operation. Touch the display (and use the hardware controls) to control the interface. See *Operation* > *Main Display Overview* for more information.

2. **Media Selection:** These lights will illuminate to indicate if the corresponding type of media is connected: **USB**, **SD**, or **Network**.

3. **Source:** Press this button to show a list of available devices connected to SC5000 Prime in the main display (other networked SC5000 Prime units, USB flash drives, SD card, etc.). Tap a device in the list to select it.

4. **Media Eject:** Press this button to show a list of available devices connected to that SC5000 Prime unit in the **main display** (i.e., USB flash drives connected to its USB ports or an SD card inserted into its SD card slot).

   To eject a device, make sure none of its tracks are being played (ejecting a device unloads its tracks from all networked SC5000 Prime units), and then tap and hold your finger on its name in the **main display**. A message in the display will confirm the device was ejected after which you can remove it from SC5000 Prime.

5. **Back:** Press this button to move to the previous window.

6. **Forward:** Press this button to move to the next window.

7. **Browse:** While performing, turn this knob to zoom in and out of the track's waveform.

   While viewing a track list, turn this knob to scroll through the list. Press the knob to select an item or load the currently selected track to the deck.

8. **View/Preferences/Utility:** Press this button to switch between the library view and track view.

9. **Shortcuts:** Press this button to acess a short menu of playback and display options.

Playback & Transport Controls

10. **Layer:** Press this button to switch the layer SC5000 Prime is currently controlling between Layer A and Layer B.

11. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. The display in the center shows information relevant to the performance, including the current playhead position, the current auto loop size, or current layer. See *Operation* > *Platter Display Overview* for more information.

    When the **Vinyl** button is on, move the **platter** to "scratch" the track as you would with a vinyl record. When the **Vinyl** button is off (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track's speed, which is useful for beat alignment.

12. **Wheel Adjust:** Turn this knob to set how resistant the platter is to adjustments. This knob applies a brake to the platter to prevent unintentional drifting due to environmental vibrations from bass frequencies, surface instability, etc.

13. **Stop Time:** Controls the rate at which the track slows to a complete stop ("brake time") when you pause it by pressing **Play/Pause (▶/❙❙)**.

14. **Vinyl:** Press this button to activate or deactivate a "vinyl mode" for the platter. When activated, move the **platter** to "scratch" the track as you would with a vinyl record. When deactivated, move the **platter** to temporarily adjust the track's speed, which is useful for beat alignment.

15. **Play/Pause (▶/❙❙):** This button pauses or resumes playback.

    Press and hold **Shift** and then press this button to "stutter-play" the track from the initial cue point.

16. **Cue:** During playback, press this button to return the track to the initial cue point and stop playback. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button.)

    If the deck is paused, press and hold this button to play the track from the initial cue point. Release the button to return the track to the initial cue point and pause it. To continue playback without returning to the initial cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons.

    During playback, press and hold **Shift** and then press this button to set the initial cue point.

17. **Track Skip:** Press either of these buttons to skip to the previous or next track.

    Press the **Previous Track** button in the middle of a track to return to the beginning of the track.

Sync & Pitch Controls

18. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Pitch Bend** buttons.

19. **Pitch Bend –/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

    Press and hold **Shift** and then press one of these buttons to set the range of the pitch fader.

20. **Key Lock/Pitch Reset:** Press this button to activate or deactivate Key Lock. When Key Lock is activated, the track's key will remain the same even if you adjust its speed.

    Press and hold **Shift** and press this button to reset the track's pitch to its original pitch (**0%**) regardless of the position of the pitch fader.

21. **Sync/Sync Off:** Press this button to activate Sync.

    To sync two or more SC5000 Prime units, press **Sync** on the unit that you want to control the BPM, which becomes the "master." After Sync is activated on that unit, press **Sync** on any additional units. The tempo of each unit will immediately synchronize to match the tempo of the master unit.

    Press and hold **Shift** and press this button to deactivate Sync.

22. **Master:** Press this button to set this SC5000 Prime unit as the one that controls the master tempo. All connected SC5000 Prime units with Sync activated will use this tempo.
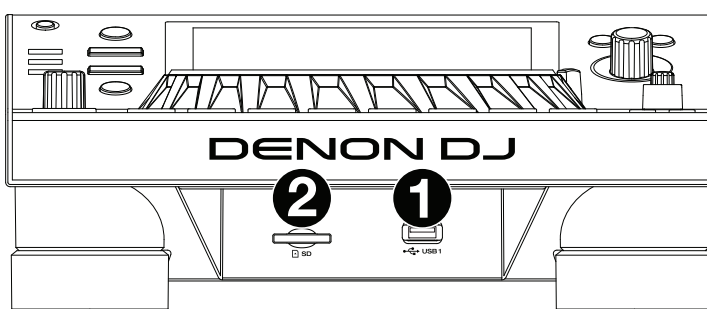
Performance Controls

23. **Shift:** Press and hold this button to access secondary functions of other controls.

24. **Slip:** Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to cue points, use the platters, or pause the track while the track's timeline continues (the lower half of the waveform in the display will continue moving forward). In other words, when you stop whatever action you are performing, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

25. **Censor/Reverse:** Press this button to activate or deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and then press this button to reverse the playback of the track normally. Press this button again to return playback to the normal forward direction.

26. **Pads:** These pads have different functions on each deck depending on the current pad mode.

27. **Hot Cue:** Press this button to enter Hot Cue Mode. See *Operation > Performing > Pad Modes* for more information.
28. **Loop:** Press this button to enter Loop Mode. See *Operation > Performing > Pad Modes* for more information.
29. **Roll:** Press this button to enter Roll Mode. See *Operation > Performing > Pad Modes* for more information.
30. **Slicer:** Press this button to enter Slicer Mode. See *Operation > Performing > Pad Modes* for more information.
31. **Parameter ◄/►:** Use these buttons for various functions in each Pad Mode. See *Operation > Performing > Pad Modes* for more information.
32. **Loop In/Loop Out:** Press either of these buttons to create a Loop In or Loop Out point at the current location.
33. **Auto Loop/Loop Move:** Turn this knob to set the size of an automatic loop. The value will be shown in the main display and platter display.

    Press this knob to activate or deactivate an automatic loop at the current location of the track.

    Press and hold **Shift** and turn this knob to shift the active loop to the left or right.
34. **Beat Jump:** Press either of these buttons to skip backward or forward through the track. Use the **Auto Loop** knob to determine the beat jump size.

    Press and hold **Shift** and then press one of these buttons to search backward or forward through the track.
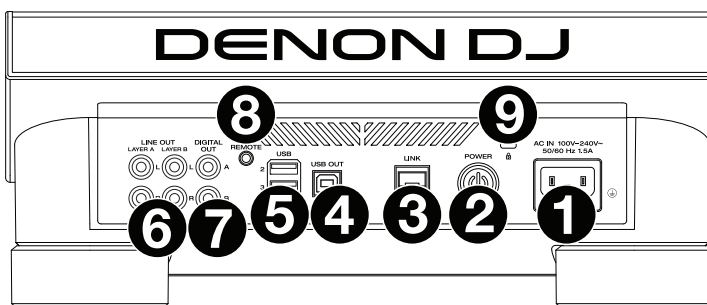
Front Panel

1. **Front USB Port:** Connect a standard USB flash drive to this USB port. When you select that USB drive as a source (press the **Source** button), you can use the display to select and load tracks on your USB flash drive. There are also two similar USB ports on the rear panel.
2. **SD Card Slot:** Insert a standard SD or SDHC card to this slot. When you select that SD card as a source (press the **Source** button), you can use the display to select and load tracks on your SD card.
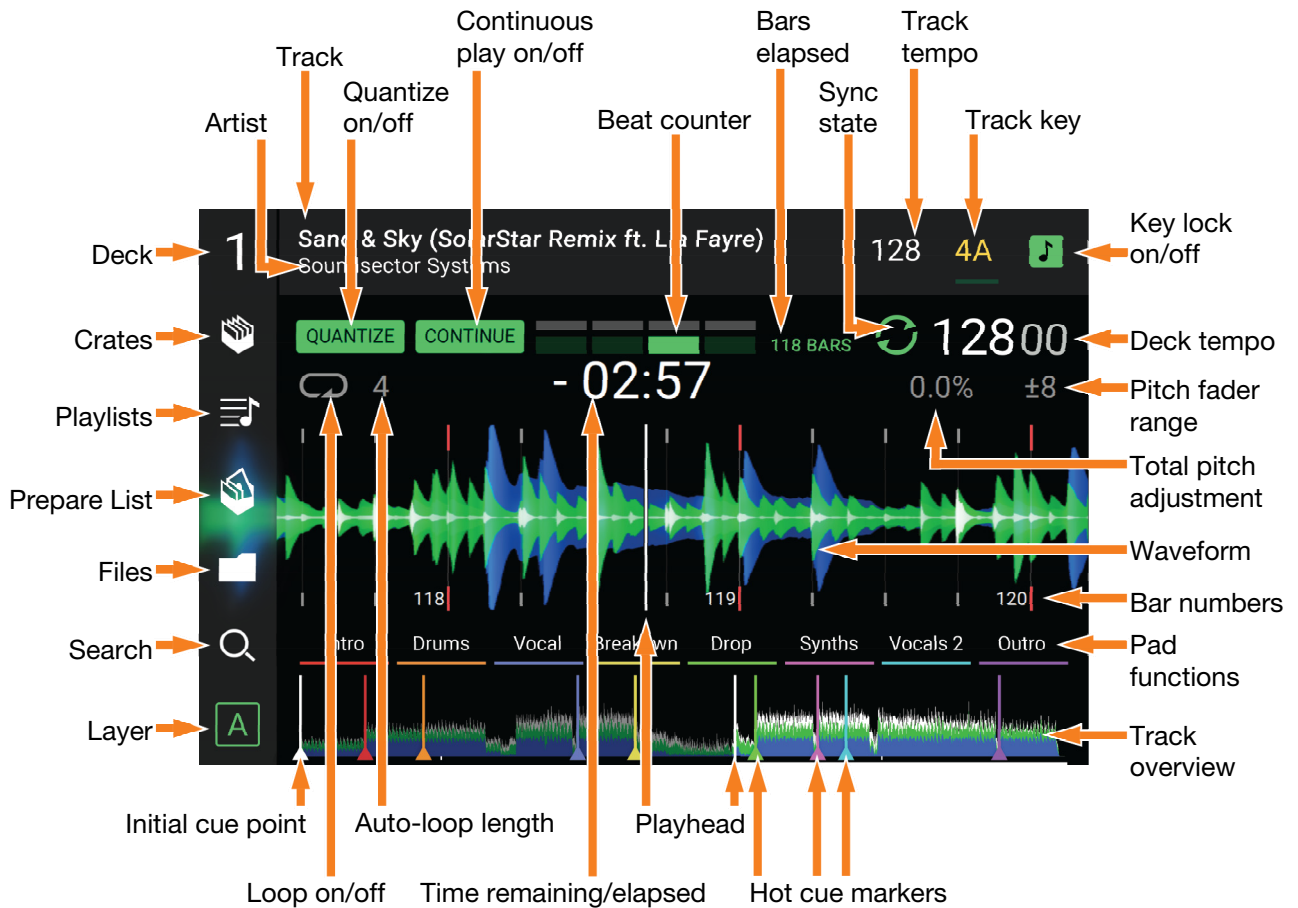

Rear Panel

1. **Power Input:** Use the included power cable to connect this input to a power outlet.
2. **Power Button:** Press this button to power SC5000 Prime on or off. Power on SC5000 Prime only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers. Power off your amplifiers and loudspeakers **before** powering off SC5000 Prime.
3. **Link Port:** Use the included networking cable to connect this port to another SC5000 Prime or to your Denon DJ X1800 Prime mixer. Each networked SC5000 Prime can share track databases, timing and BPM information, and other track data over this connection.

4. **USB Out Port:** Use a standard USB cable (included) to connect this USB port to an available USB port on your computer. This connection sends and receives MIDI messages to and from the computer.
5. **Rear USB Ports 2/3:** Connect standard USB flash drives to these USB ports. When you select one of those USB drives as a source (press the **Source** button), you can use the display to select and load tracks on your USB flash drives. There is also a similar USB port on the front panel.
6. **Layer A/B Outputs:** Use standard RCA cables to connect these outputs to your DJ mixer. The **A** Line Outputs send out the audio signal from Layer A. The **B** Line Outputs send out the audio signal from Layer B.
7. **Digital Outputs A/B:** Use standard RCA cables to connect these 24-bit/96 KHz outputs to devices and mixers such as the Denon DJ X1800 Prime.
8. **Remote Input:** Use a standard remote start cable to connect this input to the remote-start output of your mixer (if available). While connected to a remote-start-compatible mixer, moving the crossfader toward the side that corresponds to this SC5000 Prime will automatically start its current track.
9. **Kensington® Lock Slot:** Use this slot to secure SC5000 Prime to a table or other surface.

Operation

Main Display Overview

Performance View

Swipe left or right on the waveform to scan through the track. Alternatively,

Spread or pinch your fingers on the waveform to zoom in or out of it, respectively. Alternatively, turn the Browse knob.

Tap an item to select it (e.g., the icons for Crates, Playlists, Prepare List, Files, or Search on the left side; the Quantize, Continue, or Key Lock buttons).

Browse View

Swipe a list up or down to browse through it (e.g., your list of crates, your list of playlists, or your list of tracks). Alternatively, press the **Back** or **Forward** buttons to select a list, and then turn the **Browse** knob.

Tap an icon or item in a list to select it. Alternatively, press the **Browse** knob.

Swipe a track to the right to load it to the deck. Alternatively, press the **Browse** knob.

Swipe a track to the left to add it to the Prepare list. Alternatively, press and hold **Shift** and press the **Browse** knob. Swipe a track to the left in the Prepare list to remove it.

Tap and hold your finger on a track to show its information.

Tap the Search field and use the keyboard that appears in the display to search through your tracks by keyword. The search results are based on the following criteria: album name, artist name, track name, key, and tempo.

Platter Display Overview

Normally, the platter display shows the following information:

- the current position of the playhead.
- the album artwork of the current track.

The platter display temporarily shows the following information:

- the current size of an auto loop after you turn the **Auto Loop** knob.
- the current layer after you press the **Layer** button.
- the position of the secondary playhead when **Slip** is active.

Performing

Loading & Removing Tracks

To load a track to the deck, swipe the track to the right. Alternatively, press the **Browse** knob.

To add a track to the Prepare list, swipe the track to the left. Alternatively, press and hold **Shift** and press the **Browse** knob.

To show a track's information, tap and hold your finger on it.

To remove a track from the Prepare list, swipe the track to the left.

To remove all tracks from the Prepare list, tap the **Clear** button in the upper-right corner of the display.

Searching & Filtering Tracks

To search, tap the **Search** field and use the keyboard that appears in the display. The search results are based on the following criteria: album name, artist name, track name, key, and tempo.

To hide the keyboard, tap the **keyboard icon** in the lower-right corner of the virtual keyboard. Alternatively, tap anywhere on the screen other than the keyboard or the Search field.

To sort the list of tracks, tap one of the following icons:

- **Album:** The list will be sorted by album title in alphabetical order.
- **Artist:** The list will be sorted by artist name in alphabetical order.
- **Track Name:** The list will be sorted by track name in alphabetical order.
- **Key:** The list will be sorted by key in alphabetical order. By default, the key is notated using the Camelot system, but you can change this if you want (see *Preferences* to learn more).
- **BPM:** The list will show only tracks with the selected tempo (BPM) in ascending order. You can also adjust the "tolerance" of the results to include tracks with a tempo that is within a specified BPM of the selected tempo.

Playback & Cueing

To play or pause a track, press **Play/Pause** (►/❙❙).

To scratch a track, press **Vinyl** so it is lit brightly and then move the **platter**.

To set the cue point, press **Shift**+**Cue** at the desired location during playback.

To return to the cue point and stop, press **Cue**.

To return to the cue point and keep playing, press and hold **Cue**. To continue playback, press **Play/Pause** (►/❙❙) before releasing **Cue**.

To reverse playback, press **Shift**+**Censor/Reverse**. The button will flash while playback is reversed.

To return to normal playback, press **Censor/Reverse**.

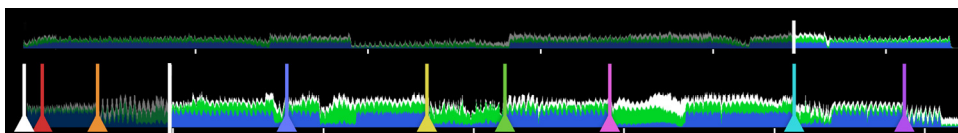**To censor playback**, press and hold **Censor**.

To return to normal playback, release **Censor**. Normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

To skip to the previous or next track, press one of the **Track Skip** ◄◄/►► buttons.

To return to the beginning of a track, press **Track Skip** ◄◄ in the middle of a track.

To scan quickly through the track, press and hold **Shift** and then press one of the **Beat Jump** buttons.

To enable or disable Slip Mode, press **Slip**. In Slip Mode, you can jump to cue points, use the platters, or pause the track while the track's timeline continues (the lower half of the waveform in the main display will continue moving forward). When you stop whatever action you are performing, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

To jump to a specific location in the track:

- If Needle Lock is **disabled**: tap the desired location in the track overview.

- If Needle Lock is **enabled**: pause playback and then tap the desired location in the track overview. Alternatively, make sure the **platter** is in Vinyl Mode (press **Vinyl** so it is lit), touch the top of the **platter**, and tap the desired location in the track overview.

See *Configuration* > *Preferences* to learn about Needle Lock.

To zoom in and out of the waveform, place two fingers on the display and spread them apart or pinch them together. Alternatively, turn the **Browse** knob.

Looping & Beat-Jumping

To create and activate an auto loop, press the **Auto Loop** knob.

To set the auto loop length, turn the **Auto Loop** knob to select the number of bars: **1/32**, **1/16**, **1/8**, **1/4**, **1/2**, **1**, **2**, **4**, **8**, **16**, **32**, or **64**.

To create and activate a manual loop, press **Loop In** to set the start point, and then press **Loop Out** to set the end point. The loop will be activated immediately, and the loop will be indicated as a shaded area in the waveform and track overview.

To deactivate a loop, press the **Auto Loop** knob.

To move the loop, press and hold **Shift** and turn the **Auto Loop** knob while the loop is activated.

To double or halve the length of a loop, turn the **Auto Loop** knob while the loop is activated.

To beat-jump through a track, press one of the **Beat Jump** buttons. Each press will skip through the track by the length of an auto loop, which you can set by turning the **Auto Loop** knob.

Syncing & Pitch Adjustment

To activate sync, press **Sync** on the unit that you want to control the BPM, which becomes the "master." After Sync is activated on that unit, press **Sync** on any additional units. The tempo of each unit will immediately synchronize to match the tempo of the master unit.

The Sync state icon in the display will indicate the current status:

- **Sync Off:** Sync is deactivated.

- **Tempo Sync:** Only the tempo is synced (the BPM will match that of the master unit).

- **Beat Sync:** The tempo will be synced, and the track will be automatically be beat-matched with the track on the master unit.

To deactivate sync on an SC5000 Prime unit, press **Shift**+**Sync**.

To set a different SC5000 Prime unit as the master, press **Master**. All connected SC5000 Prime units with Sync activated will use the tempo of this unit.

To adjust the track's pitch, move the **pitch fader**. You can do this only when the deck is not synced.

To adjust the track's pitch momentarily, press and hold one of the **Pitch Bend –/+** buttons.

To adjust the range of the pitch fader, press and hold **Shift** and press one of the **Pitch Bend –/+** buttons to select ±**4%**, **8%**, **10%**, **20%**, **50%**, or **100%**.

To reset the track's pitch to 0%, press **Shift**+**Key Lock/Pitch Reset**. The track's pitch will return to its original pitch (**0%**) regardless of the position of the pitch fader.
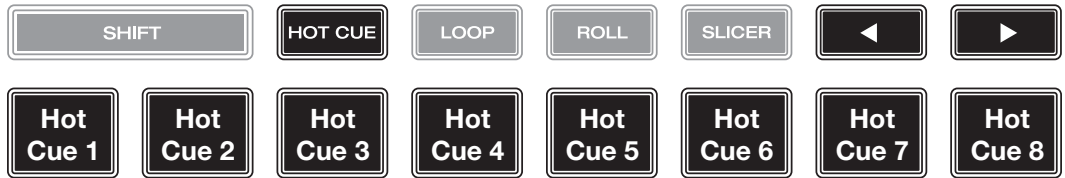
To lock or unlock the track's key, press **Shift**+**Key Lock**. When Key Lock is activated, the track's key will remain the same even if you adjust its speed.

Pad Modes

The 8 pads and **Parameter** ◄/► buttons have different functions in each pad mode.

To enter each pad mode, press the corresponding button: **Hot Cue**, **Loop**, **Roll**, or **Slicer**.

Hot Cue Mode

| SHIFT | HOT CUE | LOOP | ROLL | SLICER | ◄ | ► |

| Hot Cue 1 | Hot Cue 2 | Hot Cue 3 | Hot Cue 4 | Hot Cue 5 | Hot Cue 6 | Hot Cue 7 | Hot Cue 8 |

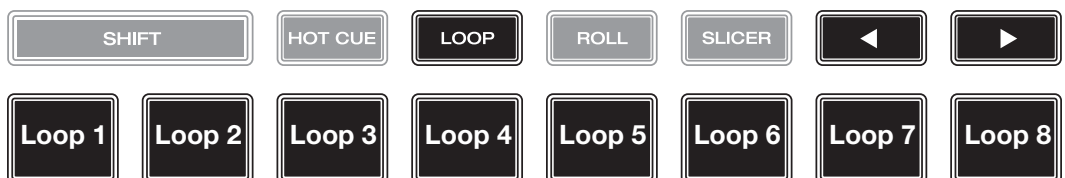In Hot Cue Mode, you can use each pad to jump to an assigned hot cue point.

To assign a hot cue to a pad, press an unlit pad at the desired location in the track. The pad will light up when a hot cue point is assigned.

To jump to a hot cue point, press the corresponding pad.

Tip: You can use the Engine Prime software to name your hot cue points, and the names will appear in the display for reference.

To clear a hot cue from a pad, press **Shift** and the desired pad. The pad will turn off when there is no hot cue point assigned to it.

Loop Mode

| SHIFT | HOT CUE | LOOP | ROLL | SLICER | ◄ | ► |

| Loop 1 | Loop 2 | Loop 3 | Loop 4 | Loop 5 | Loop 6 | Loop 7 | Loop 8 |

In Loop Mode, you can use each pad to activate an assigned loop.

To assign a loop to a pad, press an unlit pad while in the active loop. The pad will light up when a loop point is assigned.
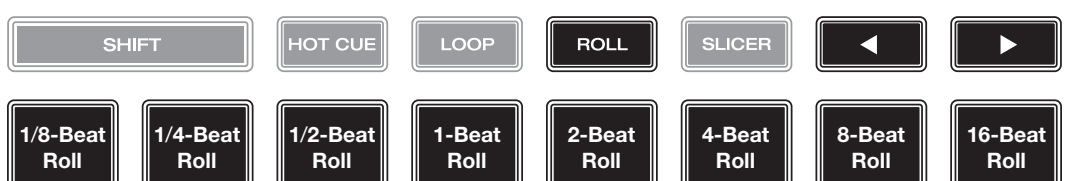
To trigger a loop, press the corresponding pad.

To retrigger a loop, press **Shift** and the desired pad.

To shift the loop left or right, use the **Parameter** ◄/► buttons.

To create a 4-beat or 8-beat auto loop, press **Shift** and the **Parameter** ◄ or **Parameter** ► button, respectively.

Roll Mode

| SHIFT | HOT CUE | LOOP | ROLL | SLICER | ◄ | ► |

| 1/8-Beat Roll | 1/4-Beat Roll | 1/2-Beat Roll | 1-Beat Roll | 2-Beat Roll | 4-Beat Roll | 8-Beat Roll | 16-Beat Roll |

In Roll Mode, you can press and hold each pad to trigger a "loop roll" of a certain length while the track's timeline continues (the lower half of the waveform in the display will continue moving forward). When you release the pad, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

To trigger a roll, press the corresponding pad.

Slicer Mode

| SHIFT | HOT CUE | LOOP | ROLL | SLICER | ◄ | ► |

| Slice 1 | Slice 2 | Slice 3 | Slice 4 | Slice 5 | Slice 6 | Slice 7 | Slice 8 |

In Slicer Mode, the 8 pads represent 8 sequential beats—"slices"—in the beatgrid. The currently playing slice is represented by the currently lit pad; the light will "move through the pads" as it progresses through each 8-slice phrase. You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been if you had never pressed it (i.e., as if the track had been playing forward the whole time

To play a slice, press the corresponding pad.

To decrease or increase the slice quantization size, use the **Parameter ◄/►** buttons.

To decrease or increase the slice domain size, press **Shift** and the **Parameter ◄** or **Parameter ►** button, respectively.

Configuration

Important: All items in the Shortcuts screen are also in the Preferences. If you change a setting in one screen, it will also change it in the other.

Shortcuts

To open the Shortcuts screen, press **Shortcuts**.

In the **Shortcuts** screen, swipe up or down to scroll through the options, and tap an option to select it:

- **Wheel Light Rings:** This setting determines the color of the light ring around the platter for each layer. Tap **A** or **B** in the center to select the layer, and then tap a color to select it. The light ring will change color immediately. Tap the **X** to return to the previous screen.
- **Quantization:** This setting determines the degree of quantization for time-based features. Select **1/4 Beat**, **1/2 Beat**, **1 Beat**, or **2 Beats**.
- **Sync Mode:** This setting determines the degree of synchronization applied when you press the Sync button on that SC5000 Prime:
  - **Tempo:** Only the tempo will be synced (the BPM will match that of the master deck).
  - **Beat:** The tempo will be synced, and the track will be automatically be beat-matched with the track on the master unit.
  - **Bar:** The tempo will be synced, and the track will be automatically bar-matched with the track on the master unit (the downbeats of each bar will be aligned).
- **Smart Loops:** This setting determines whether or not a loop point will be "intelligently" placed on the beat when you set it.
- **Screen Brightness:** This setting determines the brightness of the main display: **Low**, **Mid**, **High**, or **Max**.

To close the Shortcuts screen, tap the **X** in the upper-right corner.

Preferences

To open the Preferences screen, press and hold **View/Preferences/Utility** and then tap the **Preferences** tab.

In the **Preferences** screen, swipe up or down to scroll through the options, and tap an option to select it.

To close the Preferences screen, tap the **X** in the upper-right corner.

Utility

To open the Utility screen, press and hold **View/Preferences/Utility** and then tap the **Utility** tab.

In the **Utility** screen, swipe up or down to scroll through the options, and tap an option to select it.

To close the Utility screen, tap the **X** in the upper-right corner.

Technical Specifications

Analog Output	2.0 Vrms (0 dBFS, 1 kHz)	
Signal-to-Noise Ratio	116 dB	
Distortion (THD+N)	< 0.0015%	
Frequency Range	22–22,000 Hz	
Digital Output	**Sampling Rate**	96 kHz
	Bit Depth	24-bit
Playable Media	**Type**	SD/SDHC card, USB mass-storage devices (flash memory, external HDD enclosures)
	File Systems	exFAT, FAT32 (recommended), HFS+, NTFS
	File Formats	AAC/M4A AIF/AIFF (44.1–192 kHz, 16–32-bit) ALAC FLAC MP3 (32–320 kbps, VBR) MP4 Ogg Vorbis WAV (44.1–192 kHz, 16–32-bit)
Platters	8.0" / 203 mm (diameter) Metal construction with display & touch-capacitive circuitry	
Displays	**Main**	7.0" / 178 mm (diagonal) 6.0" x 3.6" / 152 x 91 mm (width x height) Full-color LED-backlit display with touch interface
	Platter	2.2" / 56 mm (diameter) Full-color LED-backlit display
Connections	(2) RCA output pairs (2) coaxial digital outputs (1) 1/8" (3.5 mm) mini input (remote start) (3) USB Type-A ports (USB drive inputs) (1) USB Type-B port (for computer connection) (1) SD card slot (1) Ethernet link port (1) IEC power input	
Power	**Connection:** IEC **Input Voltage:** 110–240 VAC, 50/60 Hz **Consumption:** 75 W	
Dimensions (width x depth x height)		
Weight		

Specifications are subject to change without notice.

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