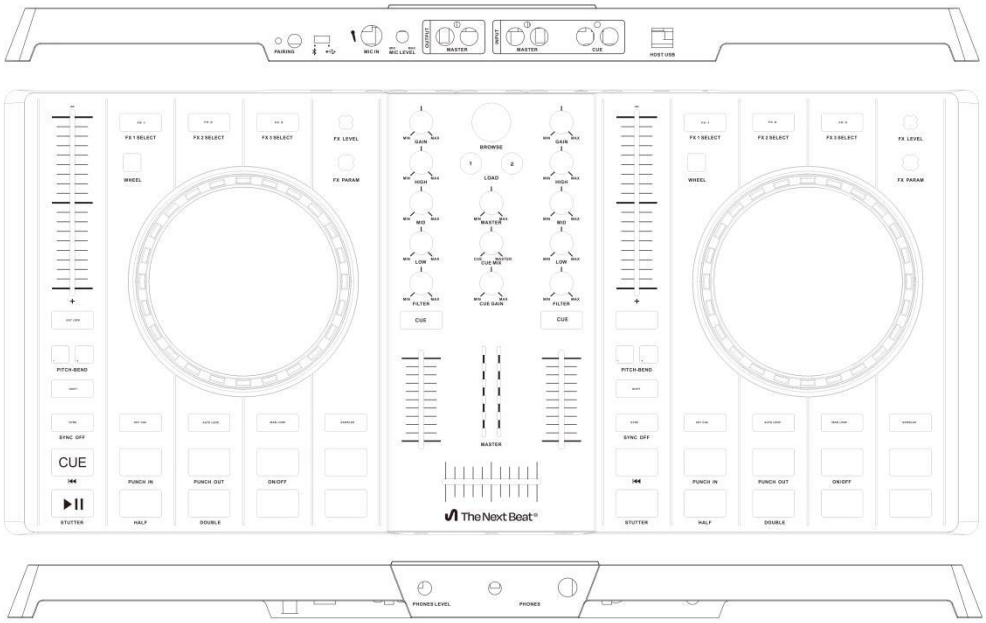
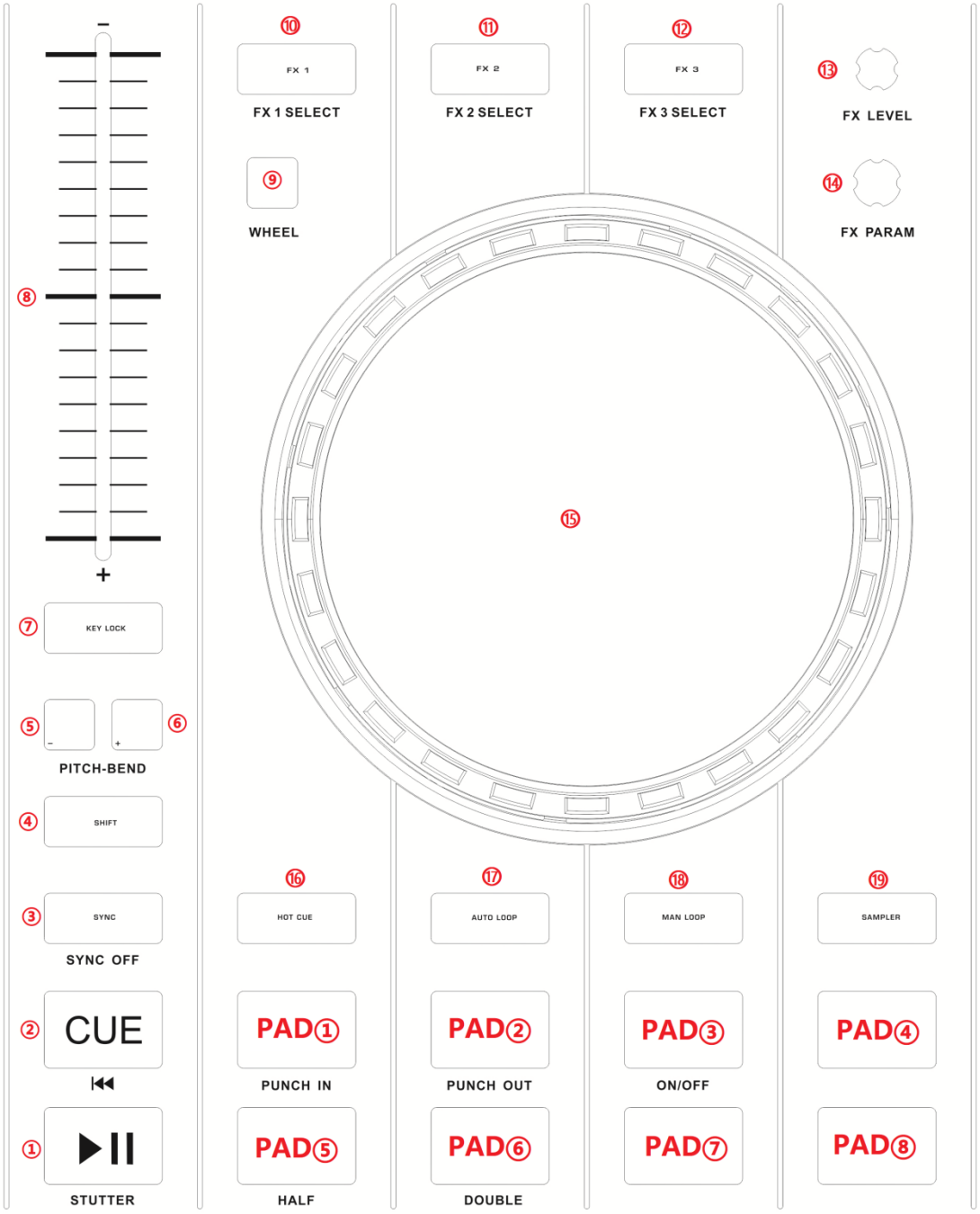

PAIRING
MIC IN
MIC LEVEL
OUTPUT
MASTER
INPUT
MASTER
CUE
HOST USB
FX 1 SELECT
FX 2 SELECT
FX 3 SELECT
FX LEVEL
WHEEL
FX PARAM
PITCH-BEND
SYNC OFF
CUE
PUNCH IN
PUNCH OUT
ON/OFF
STUTTER
HALF
DOUBLE
GAIN
HIGH
MID
LOW
FILTER
BROWSE
LOAD
MASTER
CUE MIX
CUE GAIN
CUE
MASTER
The Next Beat
PHONES LEVEL
PHONES



1. Left Deck/Right Deck

①. PLAY / PAUSE BUTTON

Each time you press the PLAY/PAUSE button, the operation changes from play to pause or from pause to play.If you first press the shift button,then press the PLAY/PAUSE button will jump to CUE playing.

②. CUE BUTTON

Holding the CUE button will jump to CUE playing when play,and will set CUE position here when pause.If you first press the shift button,then press the CUE button will jump to start playing.

③. SYNC BUTTON

Pressing SYNC button will sync track1 with track2 and link pitch fader1 with pitch fader2.If you first press shift button,then press the SYNC button will unlock pitch fader.

④. SHIFT BUTTON

Pressing SHIFT button will change other button’s function.

⑤. PITCH-BEND- BUTTON

The pitch will drop while the PITCH-BEND button is pressed and return to the original pitch when it is released.

⑥. PITCH-BEND+ BUTTON

The pitch will rise while the PITCH-BEND button is pressed and return to the original pitch when it is released.

⑦. KEY LOCK BUTTON

First time pressing KEY LOCK button will lock the pitch,then the pitch fader only change the playing speed. Second pressing will unlock.

⑧. PITCH FADER

Pitch fader doesn't change pitch in the middle. Slide up to lower pitch and speed, slide down to raise pitch and speed.

⑨. WHEEL BUTTON

SCRATCH switch.Jog wheel can scratch while WHEEL ON,can’t scratch while WHEEL OFF.

⑩. FX1 BUTTON

FX1 button can turn on and off effects 1.If you first press shift button,then press FX1 button will change the effect within FX1.

11. FX2 BUTTON

FX2 button can turn on and off effects 2.If you first press shift button,then press FX2 button will change the effect within FX2.

12. FX3 BUTTON

FX3 button can turn on and off effects 3.If you first press shift button,then press FX3 button will change the effect within FX3.

13. FX LEVEL KNOB

Change the level of the active effects.

14. FX PARAM KNOB

Change the parameter of the active effects.

15. JOG WHEEL

Touching the top and turning the Jog Wheel to scratch.Just turning the Jog Wheel to temporarily change the pitch and speed.

16. HOT CUE BUTTON

Pressing the Hot Cue button to active hot_cue mode.

17. AUTO LOOP BUTTON

Pressing the Auto Loop button to active auto_loop mode.

18. MAN LOOP BUTTON

Pressing the Man Loop button to active manual_loop mode.

19. SAMPLER BUTTON

Pressing the Sampler button to active sampler mode.

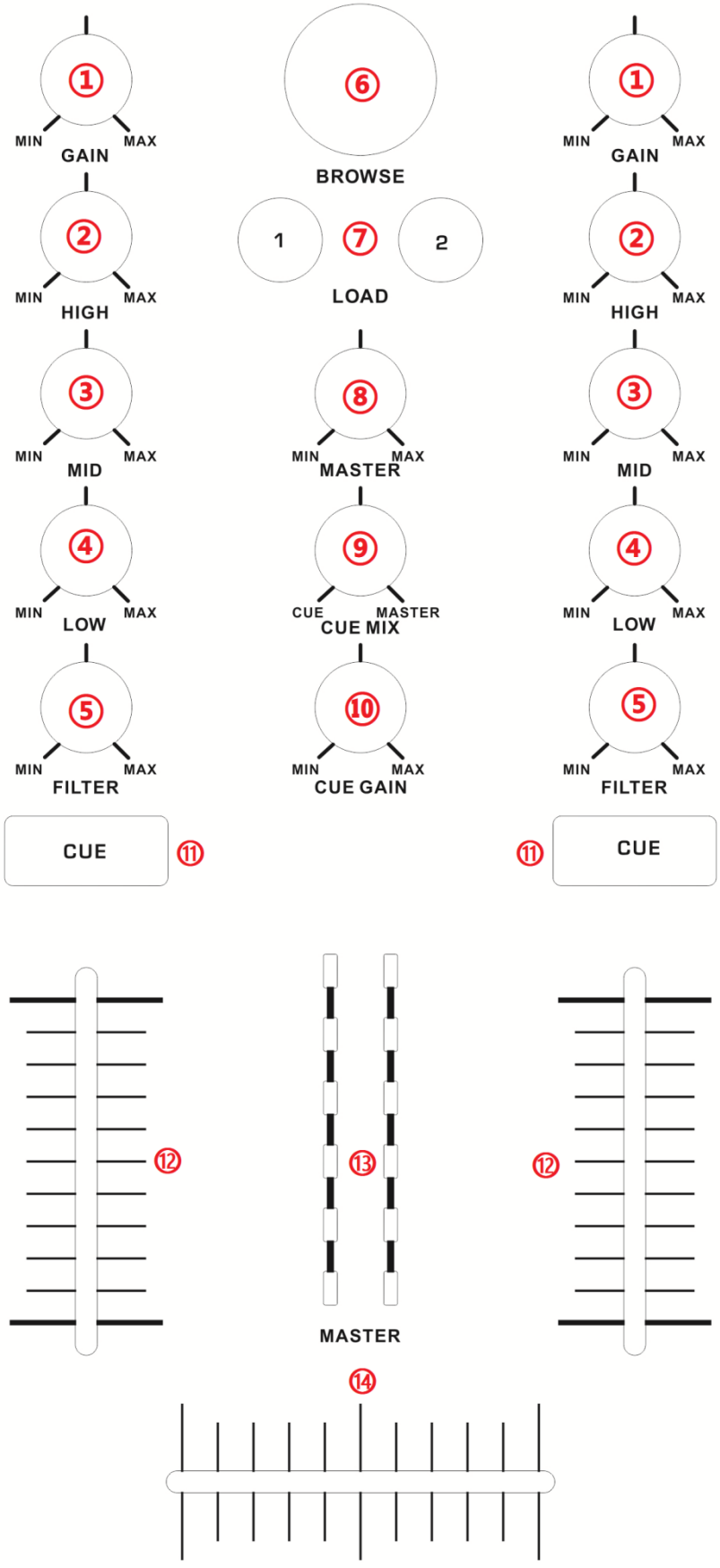
20. PAD1 BUTTON to PAD8 BUTTON

Hot_cue mode:Set cue(1-8) at the current location when there is no cue(1-8),jump to cue(1-8) when cue1(1-8) is present.When press shift button at first,press PAD(1-8) button will delete the cue(1-8).

Auto_loop mode:pad 1(loop 1/8 beat),pad 2(loop 1/4 beat),pad 3(loop1/2 beat),pad 4(loop 1 beat),pad 5(loop 2 beat),pad 6(loop 4 beat),pad 7(loop 8 beat),pad(loop 16 beat).

Manual_loop mode:pad 1(loop in,set the starting point of the Loop),pad 2(loop out,set the end point of the Loop),pad 3(loop on/off),pad 5(loop half,loop length halved),pad 6(loop double,loop length doubled).

Sampler mode:Adding Existing Sound Effects sample(1-6)



The Next Beat®

2. Middle Deck

①. GAIN KNOB

Adjust the gain of track 1/track 2.(Turn left reduce/turn right raise)

②. HIGH KNOB

Adjust track 1/track 2 equalization of high frequencies.(Turn left reduce/turn right raise)

③. MID KNOB

Adjust track 1/track 2 equalization of mid frequencies.(Turn left reduce/turn right raise)

④. LOW KNOB

Adjust track 1/track 2 equalization of low frequencies.(Turn left reduce/turn right raise)

⑤. FILTER KNOB

Adjust the audible frequency of Track1 / Track 2,middle location nothing applied.(Turn left reduce/turn right raise)

⑥. BROWSE ENCODER

Scroll through the songs or folders.Turn left to scroll up one line,turn right to scroll down one line.Press will change the scan windows.

⑦. LOAD 1/LOAD 2

Load music to track 1/track 2.

⑧. MASTER KNOB

Adjust the master volume.(Turn left reduce/turn right raise)

⑨. CUE MIX KNOB

Set how much of the master output is heard in the headphones.Turn left raise the monitor volume that sent to headphone,turn right raise the master volume that sent to headphone.At cue side,only the monitored track can be heard.At master side,only the master output can bu heard.

⑩. CUE GAIN KNOB

Adjust the headphone gain.(Turn left reduce/turn right raise)

11. CUE BUTTON

Select if track 1/track 2 is monitored by headphone.

12. CHANNEL FADER

Adjust the volume of track 1/track 2.

13. MASTER LEVEL LAMP

Show the level of master.

14. CROSS FADER

Move the cross fader. Cross fader 0% will only let the track 1 out, crossfader100% will only let the track 2 out.

3. FRONGT VIEW

①. PHONES LEVEL KNOB

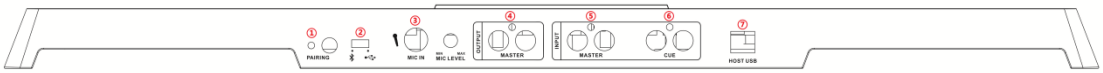
Adjust the headphone total volume.

②. 3.5MM phone jack

Support 3.5mm headset plug.

③. 6.3MM phone jack

Support 6.3mm headset plug.



4. REAR VIEW

①. Bluetooth light

It lights up when Bluetooth is in mode.

②. USB-Bluetooth switch

Left to Bluetooth mode,right to USB mode.

③. MIC jack

Support microphone input.

④. MIC level

Adjust microphone input volume.

⑤. MASTER output

Stereo Master output.

⑥. MASTER input

The master output of the connected device is plugged in here when it is in Bluetooth mode.

⑦. CUE input

The headphone output of the connected device is plugged in here when it is in Bluetooth mode.

⑧. HOST USB

USB mode:Power supply, MIDI information exchange and audio input.

Bluetooth mode:Power supply.

FCC STATEMENT

Model: MD 45000
FCC ID: 2A3HF-22400

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This equipment can be installed and operated with a minimum distance 5millimeters between the radiator and user's body. And this equipment has been evaluated to meet general RF exposure requirement at 5millimeters distance.