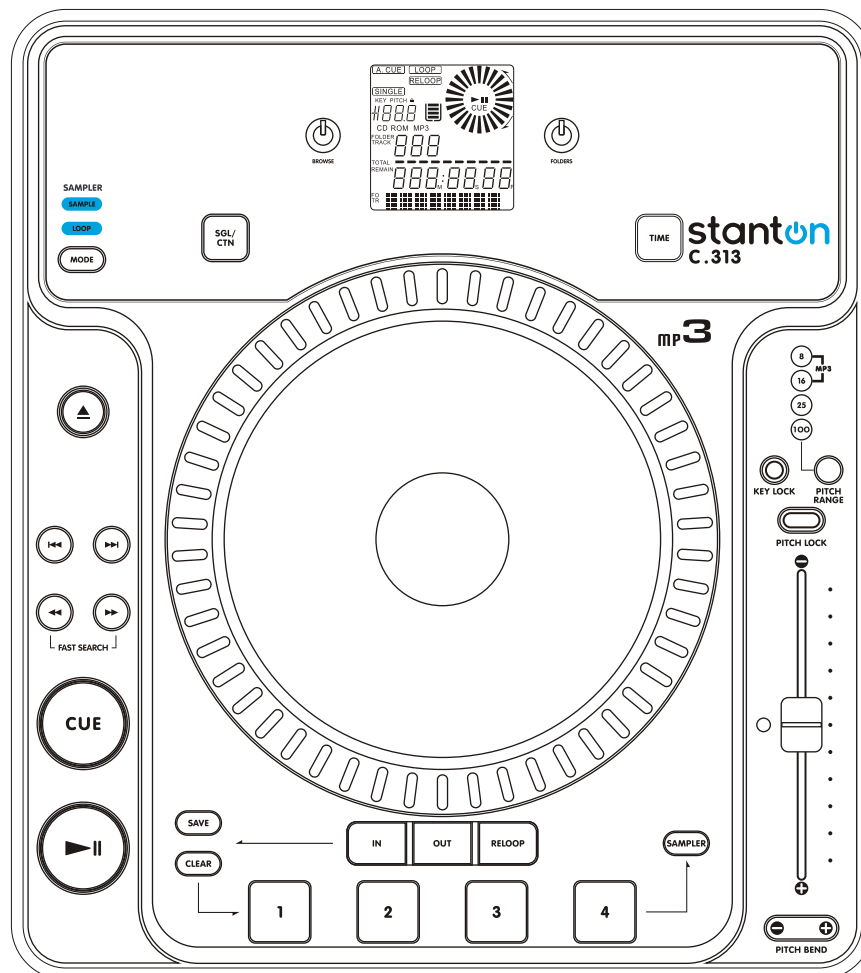


stanton

C.313

PROFESSIONAL TABLETOP CD PLAYER



USER MANUAL

IMPORTANT SAFETY INSTRUCTIONS

1. Read Instructions – All the safety and operating instructions should be read before this product is operated.
2. Retain Instructions – The safety and operating instructions should be retained for future reference.
3. Heed Warnings – All warnings on the appliance and in the operating instructions should be adhered to.
4. Follow Instructions – All operating and use instructions should be followed.
5. Water and Moisture – The appliance should not be used near water - for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.
6. Wall or Ceiling Mounting – The product should be mounted to a wall or ceiling only as recommended by the manufacturer.
7. Heat – Appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
8. Power Sources – This product should be operated only from the type of power source indicated on the rating label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company. For products intended to operate from battery power, or other sources, refer the operating instructions.
9. Grounding or Polarization – This product may be equipped with a polarized alternation-current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.
10. Power-Cord Protection –Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to the cord in correspondence of plugs, convenience receptacles, and the point where they exit from the appliance.
11. Cleaning - The appliance should be cleaned only as recommended by the manufacturer. Clean by wiping with a cloth slightly damp with water. Avoid getting water inside the appliance.
12. For AC line powered units - Before returning repaired unit to user, use an ohmmeter to measure from both AC plug blades to all exposed metallic parts. The resistance should be more than 100,000 ohms
13. Non-use Periods –The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
14. Object and Liquid Entry – Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings
15. Damage Requiring Service – The appliance should be serviced by qualified service personnel when:
 - A. The power-supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquid has been spilled into the appliance; or
 - C. The appliance has been exposed to rain; or
 - D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
 - E. The appliance has been dropped, or the enclosure damaged.
16. Servicing –The user should not attempt any service to the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.
17. Ventilation – Slots and openings in the cabinet are provided for ventilation and to ensure reliable operation of the product and to protect it from overheating, and these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should not be placed in a built-in installation such as a bookcase or rack unless proper ventilation is the manufacturer's instructions have been adhered to.
18. Attachments – do not use attachments not recommended by the product manufacturer as they may cause hazards.
19. Accessories – Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use a mounting accessory recommended by the manufacturer.
20. Lightning – For added protection for this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the antenna or cable system. This will prevent damage to the product due to lightning and power-line surges.
21. Replacement Parts – When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.
22. Safety Check – Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.
23. This product is in compliance with EU WEEE regulations. Disposal of end of life product should not be treated as municipal waste. Please refer to your local regulations for instructions on proper disposal of this product.
24. Carts and Stands – The appliance should be used only with a cart or stand that is recommended by the manufacturer. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.
25. 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.



Stanton C.313

FC Tested To Comply
With FCC Standards

FOR HOME OR OFFICE USE



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



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



The lightning flash with arrowhead symbol within the equilateral triangle is intended to alert the user 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.



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

INTRODUCTION

Thank you for purchasing Stanton's newest innovation in professional tabletop CD players. The C.313 CD player was designed to bring style and reliability to the mobile or club DJ at an affordable cost.

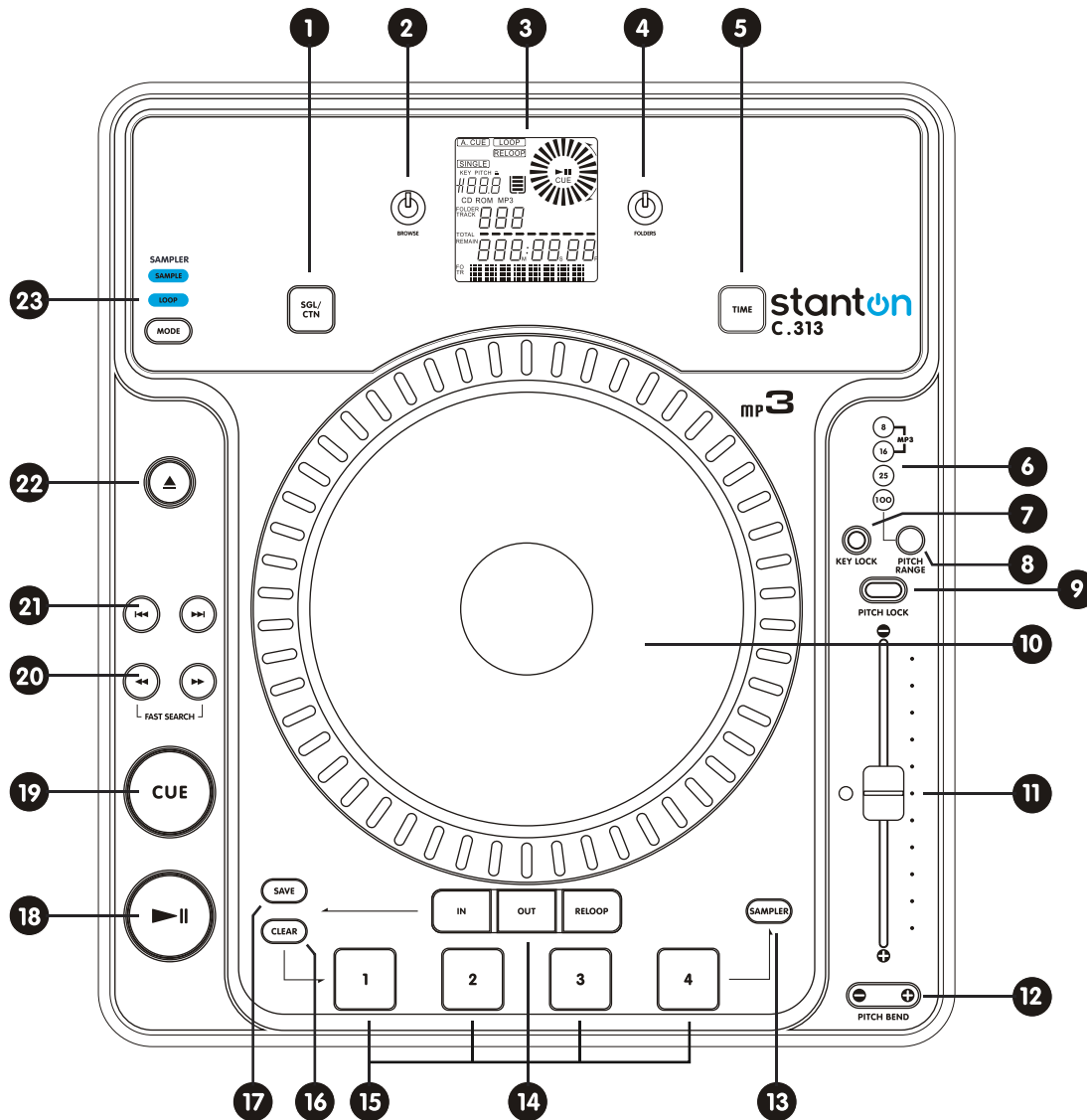
Designed with full MP3 functionality for DJs who wish to play CDs with an interface similar to vinyl, this workhorse tabletop CD player features a large jog wheel, making it easy to cue tracks comfortably. The unit also features an easy-to-read amber LCD display with a track position marker, 10-second anti-shock buffer to eliminate embarrassing "skips", adjustable pitch range, digital key lock, pitch bend, and reliable, auto cue and instant start offer even more control and flexibility. The C.313 even goes a step further by adding onboard sampling with four trigger buttons and cue memory, seamless looping, and a S/PDIF digital output, expanding your creative possibilities beyond that of traditional turntables. Thoughtfully designed and engineered to give you the most intuitive experience possible, the C.313 delivers all these features in a logical layout with quality components. Congratulations on your Stanton purchase, and welcome to a new level of professional quality sound performance!

MAIN FEATURES

- MP3 Playback up to 320Kbps with Folder and Track browsing
- 10 seconds of anti-shock memory
- Instant start
- Seamless looping
- 4 memory pads for saving loops, cue points, or samples.
- Easy to read LCD display with visual marker for track position
- Adjustable pitch range (+/- 8%, 16%, 25%, 100%) with Key Lock
- Pitch Bend : Up to +/- 8% via buttons; up to +/- 100% via jog wheel
- S/PDIF digital output
- Onboard sampling with four user-friendly trigger pads and cue memory
- Auto cue function (-48 dB)
- Fast track seek via jog wheel
- Selectable elapse, remain and total remaining time display
- Single or continuous play
- Fader start / Relay Play

Visit www.stantondj.com for downloadable updates, videos, and news about this product.

CONTROL OVERVIEW



1. **CTN/SGL** – Toggles between Continuous and Single 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. **BROWSE** – This encoder enables you to browse the tracks on your CD without actually selecting each one as you go down the list. Turn the encoder to browse, and push on the encoder to select. This function works with both MP3 and audio discs.
3. **LCD DISPLAY** – Shows various information on the status, modes, and functions of the unit.
4. **FOLDERS** – In the same fashion that you BROWSE (#2) tracks, you can use this encoder to browse a list of folders. Scrolling the encoder will browse the list of folders. Pushing the encoder will enter and exit the folder. Use it together with the BROWSE encoder to browse and select tracks.

5. **TIME** – 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.
6. **PITCH RANGE INDICATORS** – Indicates the pitch range in percent as selected by #8.
7. **KEY LOCK BUTTON** – Enables the key lock function, which allows the tempo or BPM of the music to be altered without affecting the key. This button is illuminated when enabled.
8. **PITCH RANGE BUTTON** – Selects between a pitch range of +/- 8, 16, 25, or 100%. When Playing MP3 files, the range is limited to 8% and 16%.
9. **PITCH LOCK BUTTON** – When illuminated, the pitch control is locked at 0%, regardless of the pitch slider's position.

10. JOG WHEEL –

- 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 (frame).
- During 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. Pitch will return to the current setting when the wheel stops.
- The wheel can also be used to adjust the out point of a loop. Activate the Loop Out Adjust mode by holding down the Loop Out button until the numeric position shows at the bottom of the display. Turn the wheel to the new out point. Press Loop Out again to save the new point and exit the mode, or press Reloop to exit and return to the previous out point.

11. 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.

12. PITCH BEND BUTTONS – Used to temporarily decrease or increase the playback speed. Pitch will return to the current setting when released.

13. SAMPLER BUTTON – Once cue points and/or loops are saved to one or all of the MEMORY PADS (#15) the SAMPLER button can be engaged (illuminated blue). Once in this mode, sounds stored in the MEMORY PADS 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 after the disc has been ejected.

14. 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 reactivate 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. The wheel can also be used to adjust the out point of a loop. Activate the Loop Out Adjust mode by holding down the Loop Out button until the numeric position shows at the bottom of the display. Turn the wheel to the new out point. Press Loop Out again to save the new point and exit the mode, or press Reloop to exit and return to the previous out point.

15. MEMORY PADS – Four different cue points and/or loops can be saved to these buttons. See operating instructions on page 7 for further explanation.

16. CLEAR BUTTON – Clears cue points stored in the MEMORY PADS. Also used to restore factory settings. See operating instructions on page 7 for further explanation.

17. SAVE BUTTON – After creating a loop point (#14), pressing this button allows you to store the loop to one of the four MEMORY PADS. While the SAVE button is flashing red, press one of the memory pads to store the loop in that location. Pads can also be overwritten in the same way.

18. PLAY/PAUSE BUTTON – Press to play the CD from the current location, or to pause it at the current location.

19. CUE BUTTON – During 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 (#18) at any time other than the currently stored cue point, pressing will reset the cue point to the new position. Whenever the CUE button is flashing, pressing it will save a new cue point.

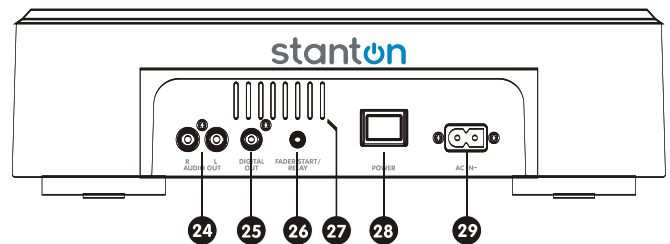
20. SEEK BUTTONS – Allows you to seek through a track or a CD in either direction. While in pause mode, tracks can be moved one frame at a time. Holding down one of these buttons will cause the search in that direction to occur at a faster rate. Holding down either Seek button while turning the wheel will engage Fast Search.

21. SEARCH BUTTONS – Tapping one of these buttons will skip to the previous or next track. Holding it down will rapidly skip through the tracks.

22. 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.

23. SAMPLE MODE – Press MODE to switch between SAMPLE or LOOP mode. In SAMPLE mode, when playing a sample from the memory pads, the sample will stop playing as soon as the pad is released. When in LOOP mode, samples will play continuously until the sampler mode is disabled.

CONNECTIONS



24. AUDIO OUT – This analog output signal requires a pair of RCA cables (left and right) to be connected to a line level input.

25. DIGITAL OUT – This digital output signal requires one SP/DIF (75 Ohm, coaxial) cable to be connected to a SP/DIF input on your mixer or computer.

26. 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.

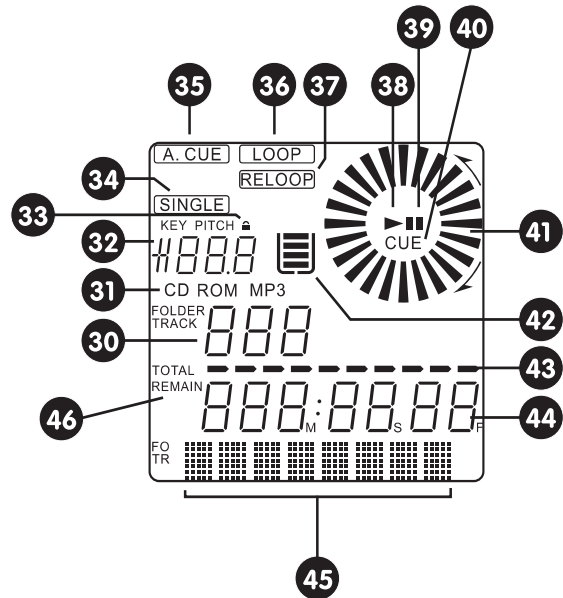
27. VENT SLITS – These openings are used for the proper ventilation of the unit. In order to prevent overheating and to insure proper operation, do not cover or block these slits.

28. POWER BUTTON – Turns the unit on and off.

29. AC IN – Plug in the power supply cable here. The plug can only be inserted in one direction, so do not force it.

LCD DISPLAY

- 30. TRACK** – Indicates the current track selected or being played.
- 31. CD/MP3** – Indicates whether the current disc is a standard audio disc or an MP3 disc.
- 32. PITCH VALUE** – Shows the percentage of the pitch slider.
- 33. LOCK** – Shows when Pitch Lock and/or Key Lock are active.
- 34. SINGLE** – Controlled by the CTN/SGL 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.
- 35. A.CUE** – Indicates when Auto Cue is active. To activate Auto Cue, press and hold the SGL/CTN button.
- 36. LOOP** – Indicates when the CD is in loop mode.
- 37. RELOOP** – Indicates when there is a previously set loop, and that the loop is ready to be played again.
- 38. PLAY** – Indicates when the unit is currently playing a CD.
- 39. PAUSE** – Indicates the unit is in CUE or PAUSE mode.
- 40. CUE** – Indicates the unit is at a cue point and is ready to play.



- 42. 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.

- 43. TIME BAR** – Shows a proportionate visual representation of the time remaining or time elapsed.
- 44. TIME DISPLAY** – Displays the time of track(s) currently selected in increments of Minutes, Seconds, and Frames.
- 45. TEXT** – The text portion of the display (the bottom row) is mainly used to display MP3 file names or CD text information. It is also used to display various messages, such as effects parameter settings and more. See operating instructions for further explanation.
- 46. 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.

SETUP

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

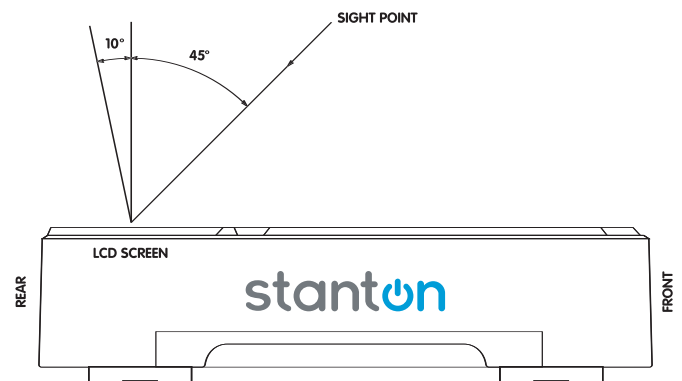
- Tabletop CD player unit
- Printed user's manual
- One RCA cable
- One power cable
- One fader start / relay cable

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.

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.



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 INSTRUCTIONS

UPDATING FIRMWARE

Checking Firmware Version

- Turn the unit off.
- Hold down the sample MODE while powering up the unit.
- Release MODE to go back to the normal playback mode.

Updating The Firmware

Firmware updates may, as necessary, become available from Stanton's website (www.stantondj.com) as downloadable ISO files, which are needed to create a bootable CD. We recommend using Magic ISO Maker (www.magiciso.com) PC software to burn the disc.

- Once you have burned a bootable disc from the ISO file, insert the CD into the C.313. The display will read UPDATE, then SUCCESS.
- The unit will automatically eject the CD once the update is complete.
- Turn the unit off and back on to complete the update process.

OPENING AND CLOSING

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.

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, as this may also result in malfunction and damage.

DO NOT POWER OFF UNIT WHILE DISC IS INSERTED
Removing the disc from the drive before powering off will insure that the laser pick-up remains properly calibrated over time.

BURNING CD-R's CD-RW's

When burning CD-R's or CD-RW's for the C313, it is strongly recommended to set your burner at 8x write speed. You can change the write speed within your CD burning software. Check the following links for specific instructions:



- **Windows:** <http://support.microsoft.com/kb/309522/en-us>
- **Mac:** <http://docs.info.apple.com/article.html?artnum=303599>

SELECTING TRACKS

Whether using MP3 or standard audio discs, tracks can be selected in one of two ways:

Searching

- Select the desired track by pressing the back or forward Search (21) buttons to move to the previous or next track. When a new track is selected during playback, playback begins as soon as the track selection is completed.

Browsing

- Turn the BROWSE encoder to browse the list of tracks on the CD.
- While the track number is flashing, push down on the encoder to select the track.
- If it is an MP3 disc with folders, use the FOLDER encoder to browse folders as desired.
- Pushing down on the encoder will enter or exit folders.

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.

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.

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. Playback can also be resumed from cue mode by pressing the PLAY/PAUSE while holding the CUE button. This same action can be performed on the memory pads.

Auto Cue

- The unit's Auto-Cue function will automatically set the first cue point at the beginning of each track. To return to that cue point, simply press the cue button. To save that cue point, hit save and press any pad. If the pad already has a cue point, it will be replaced.
- To turn Auto Cue on and off, hold down the SGL/CTN button. When Auto-Cue is on, the display will show A.Cue

Setting Cue Points

There are several ways to set and recall cue points, either in real-time to enhance a performance and create cool effects, or offline for fine adjustments.

- During playback, press any empty memory pad to set a cue point on the fly. The pad's indicator will flash red while saving the cue point, and then turn to green to show it is ready for playback. Press it again to return to the cue point in real-time. Once the cue has been recalled, the indicator will turn red to show playback was started from that cue point.
- During pause, use the jog wheel to find the right cue point. The unit will repeat the same frame over and over, creating a stutter effect. This function is called Frame Search. While the CUE button is flashing, press it to select the cue point
- During playback press the IN button to create a cue point on the fly. To save it to a pad, press SAVE, then press the desired pad.

HINT: Anytime the CUE button is flashing, it means it is ready to save a new cue point.

BEAT MATCHING

Adjusting the Pitch

With your first deck playing and your second deck cued, start playback in sync with the downbeat of the song playing on the other deck. Quickly adjust the pitch using the PITCH SLIDER to match the tempo of deck one. Moving the slider up (away from you) will decrease the tempo, while moving it down will increase the tempo.

Pitch Bending

As you are finding the right tempo, the track position will drift until it is fine-tuned and the tempo is matched. Pitch Bending provides a quick fix to keep the position as close as possible to deck one. 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.

Key Lock

This function allows the tempo or BPM of the music to be altered without affecting the musical key. While this button is illuminated, the key will be locked at zero. This is handy when accelerating tracks to avoid the chipmunk effect.

LOOPS

Creating Loops

- 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 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 (until a new loop is created). Press the OUT button to exit the loop again.

Modifying Loops

- Once a seamless loop is created, the OUT point can be changed.
- Hold down the Loop Out button until the time position shows at the bottom of the display.
 - Turn the wheel to the desired out point.
 - Press Loop Out again to save the new point and exit the mode, or press Reloop to exit and return to the previous out point.

THE MEMORY PADS

Using Cue Points

- To save a cue point to an empty pad, simply press the pad. It 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 Pads 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, just like the main CUE button.
- To save the current cue point (either created manually or by the Auto Cue function), first press SAVE, then the pad on which to save the cue point.

Using Loops

- Loops must be created using the main loop interface. Once a loop is created, press the SAVE button followed by the pad on which to save that loop.

Clearing the Pads

- Press the CLEAR button (#16). While it is flashing, press the pad(s) you wish to clear and those will also flash red. Press CLEAR once more to complete the process, and the pad lights will now turn off, letting you know that there is no information stored in them.

USING SAMPLES

The on board sampler simply uses cue points and loops, and plays them back from the internal memory, independently of the audio from the disc.

- Once cue points or loops are stored to one or more of the memory pads, pressing the SAMPLER button (#13) will engage sampler mode. SAMPLER button will illuminate in blue.
- Use any memory pad to trigger a sample.

Sample and Loop modes

- Sample Mode - When playing a sample from the memory pads, the sample will stop playing as soon as the pad is released.
- Loop mode - Samples will play continuously until the sampler mode is disabled.

SAVING PRESETS AND CUE POINTS

This unit will retain the setting you have made for most of the functions even if you unplug it. These functions include Pitch Range, Pitch Lock, Key Lock, and Single/Continuous.

In addition, the unit will save and recall cue points and loops saved to the four pads for up to 500 CD's.

- To save cue points, loops, and setting, press and hold the SAVE button until the display reads SAVING

For example, if everytime you turn on the unit you want it to load up with the pitch range set to 16%, single mode, and auto cue on, turn on all those functions and save.

WARNING: Do not power off the unit right after saving. You must wait at least 3 seconds in order for the new presets / cue points to be stored in memory.

FACTORY SETTINGS

To return to factory settings...

- Power off the unit
- Press and hold the CLEAR button as you power up the unit
- The display will read clearALL, release the CLEAR button

WARNING: Restoring factory settings will delete cue point memory.

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.

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.
- You can set a cue point on the standby player to jump directly to that point.

SLEEP

The C.313 will automatically go into sleep mode after 15 minutes of inactivity. Press either the Play or Cue button to wake it up.

SPECIFICATIONS

1. APPLICATION Model C.313

2. POWER SOURCE

US: 120V, 60Hz, AC 15W ARG: 220V, 50Hz, AC 15W
EU: 230V, 50Hz, AC 15W
JP: 100V, 50/60Hz, AC 15W
UK/AUS: 240V, 50Hz, AC 15W

3. DIMENSIONS 318 (W)x 358 (D)x 109.5 (H) mm

4. WEIGHT 4.3 Kgs

5. AUDIO CHARACTERISTICS

(1) Frequency Response 20Hz to 20kHz +0/-1.5 dB
(2) Output Level +6dBV
(3) THD+N <0.015% @ 1kHz
(4) S/N Ratio (ref: fullscale) 88dB

6. SEARCHING TIME (TEST DISC: TCD-792)

	ITEM	TYPICAL	LIMITS	CONDITION
(1)	Short access time	2sec	4sec	Play next track
(2)	Long access time	4sec	6sec	Track 1 ->Track 20 Track 20 ->Track 1

7. PLAYABILITY

	ITEM	TYPICAL	LIMIT	CONDITION
(1)	Interruption	1mm	0.7mm	TCD-725
(2)	Black dot	1mm	0.6mm	TCD-725
(3)	Finger prints	75um	65um	TCD-725
(4)	Eccentricity	140um	140um	TCD-712 W/O TRACK JUMP
(5)	Vertical deviation	1mm	0.5mm	TCD-731R

WARRANTY & RETURN POLICY

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.

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