

# Numark

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# NDX500

## **User Guide**

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## User Guide (English)

### Introduction

#### Box Contents

NDX500	Power Cable
USB Cable	User Guide
RCA Audio Cable	Safety & Warranty Manual

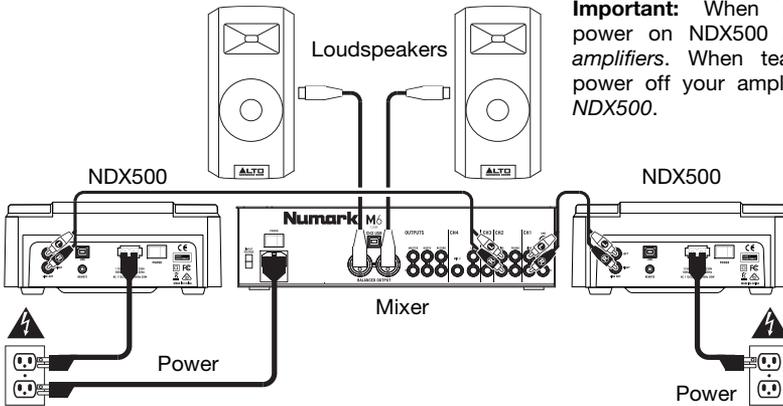
#### Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit [numark.com/ndx500](http://numark.com/ndx500).

For additional product support, visit [numark.com/support](http://numark.com/support).

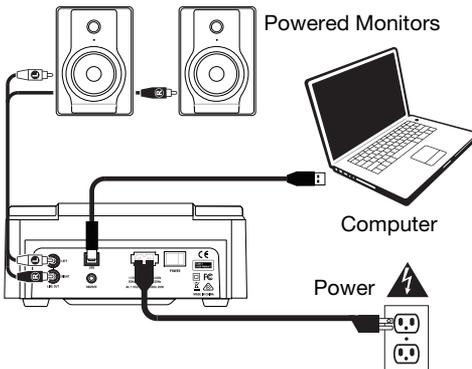
### Quick Start / Connection Diagrams

#### NDX500 as a Media Player



**Important:** When setting up, power on NDX500 *before* your amplifiers. When tearing down, power off your amplifiers *before* NDX500.

#### NDX500 as a USB MIDI Controller



**Important:** Remember to select **NDX500** as your playback or audio output device in your computer's **Sound Control Panel** or Preferences.

## Features

### Top Panel

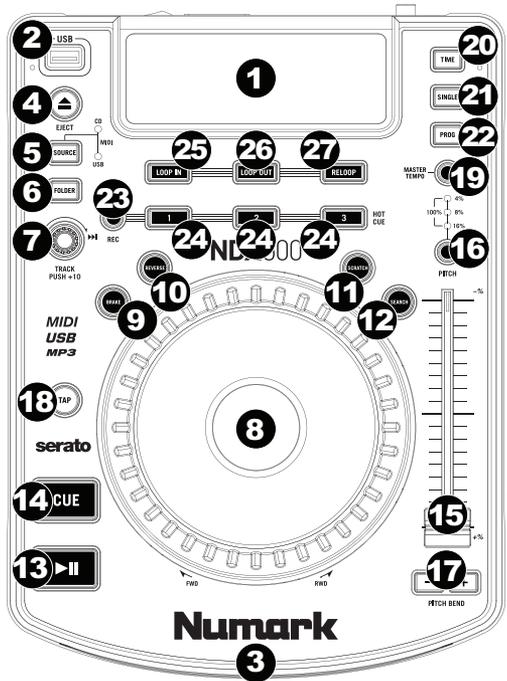
1. **Display:** This screen shows information relevant to NDX500's current operation. See the **Display** section to learn more.
2. **USB Host Port:** Connect a standard USB thumb drive (with a FAT16 or FAT32 file system) to this port to allow NDX500 to browse and play MP3 files stored on it. Use the **Folder** button and **Track Knob** to navigate the contents.
3. **CD Slot:** Insert an audio CD or MP3 CD into this slot.

**Important:** This unit is designed to play commercially available CDs, properly burned and finalized CD-Rs, and MP3 CDs. Due to variances on the specification of certain CD burners and CDs, some homemade CDs may not play properly. We recommend burning CDs at the minimum speed possible for the best performance.

4. **Eject:** Press this button to eject a CD from the **CD Slot**.
5. **Source:** Press this button to cycle between NDX500's different modes:
  - **CD:** NDX500 will play music from an audio CD or MP3 CD inserted into its **CD Slot**. The **CD** LED next to the button will light up.
  - **USB:** NDX500 will play music from a USB thumb drive connected to its **USB Host Port**. The **USB** LED next to the button will light up.
  - **MIDI:** NDX500 will act as a USB MIDI controller, letting you control software on a computer connected to NDX500's **USB Port** (on the rear panel). Both the **CD** and **USB** LEDs next to the button will light up.
6. **Folder:** When browsing the contents of a connected USB thumb drive, press this button to switch between Folder View and File View.
  - In Folder View, turn the **Track Knob** to scroll through the available folders. When you have selected a folder, press the **Folder** button to enter File View.
  - In File View, turn the Track Knob to scroll through the available files. The first file shown will be the first MP3 available in that folder.

**Note:** In both views, you are not restricted to viewing only folders or files on a single "directory level." Each view is simply a list of all available folder or files. This function provides a faster way of navigating your files, allowing you to jump to different groups of files within a folder but without requiring you to enter/exit multiple directory levels.

7. **Track Knob:** Turn this knob to move to the next or previous track. Press and hold the knob down while turning it to skip 10 tracks at a time.



8. **Platter:** The platter serves many functions depending on its current mode:
- If a track is not playing, turn the **platter** to search slowly through a track's frames. To set a new cue point, rotate the **platter** and begin playback when you have determined the proper position. Press **Cue** to return to that cue point.
  - If a track is playing, turn the **platter** to temporarily bend the pitch of the track. Turning it clockwise speeds it up while turning it counterclockwise slows it down. This is a useful tool for beat-matching.
  - When the **Search** button is active (Search Mode), turn the **platter** to scan rapidly through the track.
  - When the **Scratch** button is active (Scratch Mode), turn the **platter** to "scratch" over the audio of the track, like a needle on a record.

**Tip:** When a track is paused, turn the **platter** clockwise *while touching only its sides* to activate "stutter cue," allowing you to hear the current frame repeatedly. This is useful when trying to cue up a precise point in a track like a downbeat. To deactivate stutter cue, touch the top of the **platter**.

9. **Brake:** Press this button to activate or deactivate Brake Mode. In this mode, pausing the track will cause playback to slow down before stopping, simulating the effect of stopping a turntable's motor.
- To adjust the braking time, press and hold this button and then turn the **platter**.
10. **Reverse:** Press this button to activate or deactivate Reverse Mode. In this mode, music will play in reverse, and its time will count backwards in the **display**. The **platter** will also work in reverse.
11. **Scratch:** Press this button to activate or deactivate Scratch Mode. In this mode, you can touch the center part of the jog wheel will scratch like a turntable when you spin it. If scratch mode is off, the center part of the jog wheel will pitch bend when you spin it.
- To change the Scratch Mode or style, press and hold down **Scratch**, and then turn the **Track Knob**.
12. **Search:** Press this button to activate or deactivate Search Mode. In this mode, you can scan quickly through the track. If you do not touch the platter for 10 seconds, you will automatically deactivate Search Mode.
- To adjust how quickly Search Mode scans through your tracks, press and hold down **Search**, and then turn the **Track Knob**.
13. **Play/Pause:** Press this button to start/resume or pause playback. Pausing a track will automatically create a cue point at that location. See the **Cue** button description below to learn how to edit a cue point.
14. **Cue:** Press this button to return to the last set cue point and pause playback. The cue point is the location in that track where you last started playback.
- Press and hold this button a second time to start playback from this point. Release it to return to the last set cue point and pause playback.
- To edit the cue point, pause the track, then turn the **platter** to locate where you want the new cue point to be (you will hear the track's audio as you do this), and then stop moving the platter.
15. **Pitch Fader:** Move this fader to adjust the overall pitch of the music when one or all of the **Pitch Range** LEDs are lit. If all of the Pitch Range LEDs are off, the Pitch Fader has no effect.
16. **Pitch Range:** Press this button to cycle through the available ranges of the **Pitch Fader**: **4%**, **8%**, **16%**, or **100%**. The corresponding LED will light up. When all three LEDs are lit, the range is  $\pm 100\%$ . When no LEDs are lit, the **Pitch Fader** has no effect. The current range will also be shown in the display.

17. **Pitch Bend +/-:** Press either of these buttons to temporarily raise (+) or lower (-) the pitch and tempo of the music up to 4% from the current pitch setting.
18. **Tap:** Tap this button to the beat of the music to enter a BPM manually. Press and hold this button for 2 seconds to prompt NDX500 to detect a BPM automatically.
19. **Master Tempo:** Press this to activate or deactivate Master Tempo, which locks the musical key of the track to its original key (as if it were playing with 0% pitch adjustment). You can then adjust the tempo of the track without affecting its key or pitch.
20. **Time:** Press this button to cycle through the available Time Modes, which determine how time is shown in the display: elapsed time (**Elapsed**), remaining time on the track (**Remain**), and total remaining time on an entire CD (**Remaining**).

Press and hold this button and turn the **Track Knob** to scroll through the ID3 tags of a selected file with available ID3 information. You can choose to view the **Title**, **Album**, **Artist**, or no ID3 tags.

21. **Single:** Press this button to switch between the available Play Modes: **Auto-Cue** (playback will stop at the end of each track) or **Continuous (Continue)** (tracks will play one after another without interruption).

Press and hold this button and turn the **Track Knob** to adjust the remote start settings (as long as the NDX500's **Remote Start Connector** is connected to the appropriate input of a remote-start-compatible mixer). See the **Remote Start Connector** description to learn about the available settings.

22. **Prog:** This button helps you create a program, a sequence of tracks to play continuously:
  - **To add a track to the program**, turn the **Track Knob** to select it, and then press and hold **Prog** and then press **Rec. P-##** will flash on the LCD (## indicates what number that track occupies in the program: **P-01**, **P-02**, etc.). Repeat this process to add more songs to the program. If a program is stored, **Prog** will be shown in the display.
  - **To play the program**, press **Prog** once. The currently selected track in the program will be shown in the display, and the program's total number of tracks will be shown in the upper-left corner as **P##**. Turn the **Track Knob** to select the current track, press the **Track Knob** to load the track, and then press **Play** to start playing the Program from that track.
  - **To exit the program**, press and hold **Prog**, and then press **Folder**. (If a track is currently playing, it will continue playing.)
  - **To delete the program**, press and hold **Prog**, and then press **Eject**. When asked if you want to delete the program, turn the **Track Knob** to select **Yes** or **No**, and then press the **Track Knob** to confirm your choice. (If a track is currently playing, it will continue playing.)

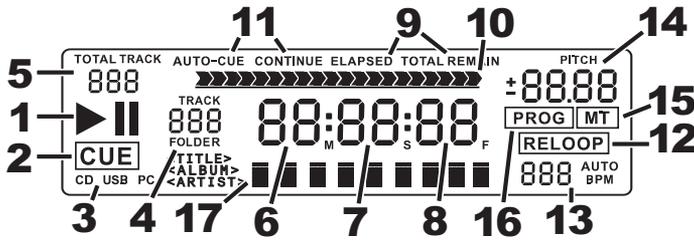
23. **Rec:** Press this button, and then press one of the **Hot Cue** buttons to record a hot cue point at the desired location in the track.

24. **Hot Cue:** Press one of these buttons to return its corresponding hot cue point and continue playback. Only lit Hot Cue buttons have a recorded hot cue point.

To record a hot cue point, press **Rec**, and then press one of the **Hot Cue** buttons at the desired location in the track. You can also overwrite these hot cue points in the same way. *Hot cue points will not be deleted when you load a new track.*

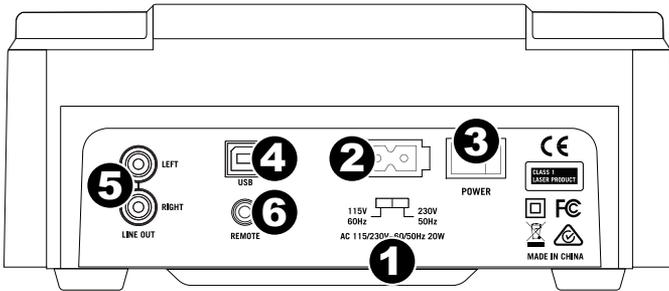
25. **Loop In:** Press this button during playback to set a Loop In point, the start point of a loop. *The cue point becomes this Loop In point.*
26. **Loop Out:** Press this button to set a Loop Out point, the end point of a loop. The loop will begin playing immediately. To deactivate a loop, press **Loop Out** again.
27. **Reloop:** Press this button to jump immediately to the Loop In point and start playing the loop at that point.

## Display



1. **Play/Pause:** This indicates whether the track is playing or paused.
2. **Cue:** This appears when the unit is paused at a cue point.
3. **CD/USB:** This indicates whether you are playing tracks from a connected USB thumb drive or an inserted CD.
4. **Track/Folder Number:** This indicates the current track or folder number. When viewing or playing a program, the number will have a **P** in front of it (**P01**, **P02**, etc.), indicating the number of that track in the program.
5. **Total Track:** This is the total number of tracks available on a connected USB thumb drive or inserted CD. (When in Folder View, it will display the total number of folders available on the USB thumb drive.)
6. **Minutes:** This is the number of minutes elapsed or remaining, depending on the Time Mode (see the **Time** button description).
7. **Seconds:** This is the number of seconds elapsed or remaining, depending on the Time Mode (see the **Time** button description).
8. **Frames:** NDX500's CD player divides one second into 75 frames for accurate cueing. This is the number of frames elapsed or remaining, depending on the Time Mode (see the **Time** button description).
9. **Time Mode:** This indicates the current Time Mode, which determines how time is shown in the display: elapsed time (**Elapsed**), remaining time on the track (**Remain**), and total remaining time on an entire CD (**Remaining**).
10. **Time Bar:** This is a visual indicator of time elapsed or remaining, depending on the Time Mode (see the **Time** button description).
11. **Play Mode:** This indicates the current Play Modes: **Auto-Cue** (playback will stop at the end of each track) or **Continuous** (**Continue**) (tracks will play one after another without interruption).
12. **Reloop:** This indicates when a loop is programmed.
13. **BPM:** This is the tempo in BPM (beats per minute) of the current track. When **Auto BPM** appears next to it, it means the tempo has been automatically detected.
14. **Pitch:** This is the current change in pitch as a percentage.
15. **MT (Master Tempo):** This indicates that Master Tempo is active.
16. **Prog:** This indicates that a program is stored.
17. **Text Display:** When navigating a connected USB thumb drive, the folder name or file name appears here.

## Rear Panel



1. **Voltage Selector:** Set this switch to the voltage for your location.
2. **Power Connector:** Use the included power cable to connect this jack to a power outlet.
3. **Power Switch:** Use this switch to power NDX500 on or off. Remember to power off NDX500 before disconnecting its power.

**Important:** When setting up, power on NDX500 *before* your amplifiers. When tearing down, power off your amplifiers *before* NDX500.

4. **USB Port:** Use a standard USB cable to connect this USB port to your computer. This lets you use NDX500 as a USB MIDI software controller or as a USB audio device. Use the **Source** button to select **MIDI** as NDX500's operating mode.

**Important:** Remember to select **NDX500** as your playback or audio output device in your computer's **Sound Control Panel** or **Preferences**.

5. **RCA Audio Connectors:** Use standard RCA audio cables to connect these line-level outputs to your mixer.
6. **Remote Start Connector:** Use a standard remote start cable (sold separately) to connect this jack to a remote-start-compatible mixer.

To adjust the remote start setting, press and hold the **Single** button and turn the **Track Knob**:

- **Cue/Play:** When you move your mixer's crossfader towards this NDX500, the loaded track will play from its cue point. When you move your mixer's crossfader away from this NDX500, the track will return to the cue point and remain paused.
- **Tact:** When you connect a momentary switch/pedal to the NDX500's **Remote Start Connector**, you can start or pause playback by pressing it once.
- **Lock:** When you connect a momentary switch/pedal to the NDX500's **Remote Start Connector**, you can pause playback by holding the switch down and resume playback by releasing it.