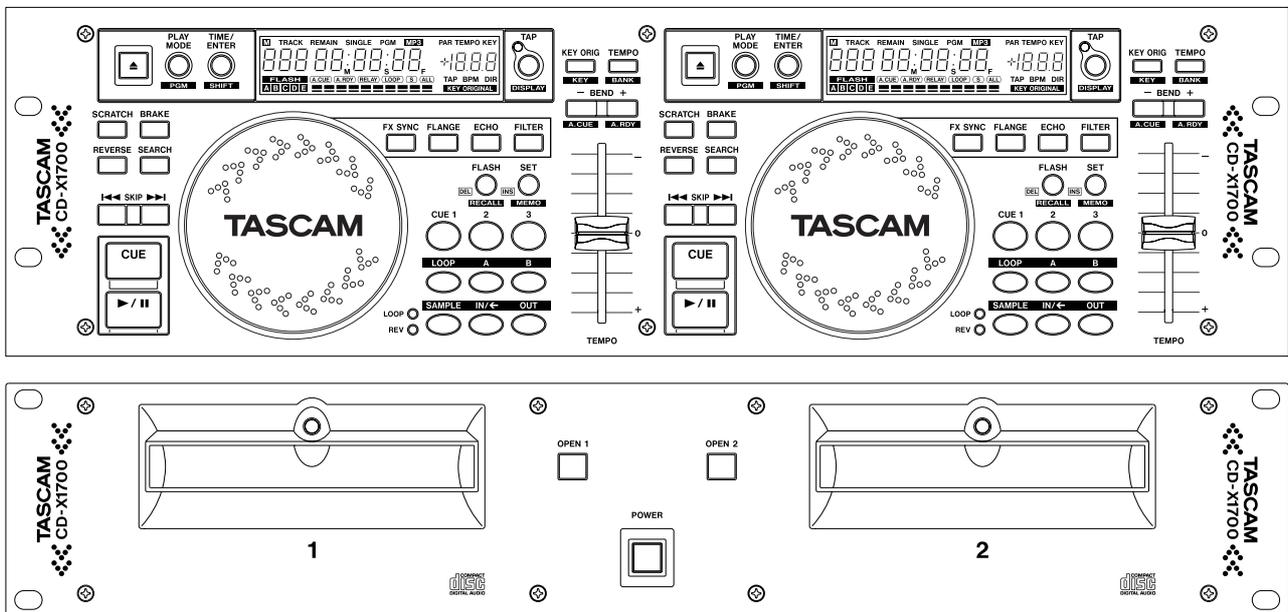


# TASCAM

TEAC Professional Division

# CD-X1700

## DUAL CD PLAYER



## OWNER'S MANUAL



**CAUTION**  
RISK OF ELECTRIC SHOCK  
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



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

This appliance has a serial number located on the bottom. Please record the model number and serial number and retain them for your records.

Model number \_\_\_\_\_  
Serial number \_\_\_\_\_

**WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.**

**IMPORTANT (for U.K. Customers)**

**DO NOT cut off the mains plug from this equipment.**

DO NOT cut off the mains plug from this equipment.

If the plug fitted is not suitable for the power points in your home or the cable is too short to reach a power point, then obtain an appropriate safety approved extension lead or consult your dealer.

If nonetheless the mains plug is cut off, remove the fuse and dispose of the plug immediately, to avoid a possible shock hazard by inadvertent connection to the mains supply.

If this product is not provided with a mains plug, or one has to be fitted, then follow the instructions given below:

**IMPORTANT:** DO NOT make any connection to the larger terminal which is marked with the letter E or by the safety earth symbol c or coloured GREEN or GREEN-and-YELLOW.

The wires in the mains lead on this product are coloured in accordance with the following code:

**BLUE** : **NEUTRAL**  
**BROWN** : **LIVE**

As these colours may not correspond with the coloured markings identifying the terminals in your plug proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

When replacing the fuse only a correctly rated approved type should be used and be sure to re-fit the fuse cover.

**IF IN DOUBT — CONSULT A COMPETENT ELECTRICIAN.**

For U.S.A

**TO THE USER**

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications.

Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

**CAUTION**

Changes or modifications to this equipment not expressly approved by TEAC CORPORATION for compliance could void the user's authority to operate this equipment.

**For the consumers in Europe****WARNING**

This is a Class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures.

**Pour les utilisateurs en Europe****AVERTISSEMENT**

Il s'agit d'un appareil de Classe A. Dans un environnement domestique, cet appareil peut provoquer des interférences radio. Dans ce cas, l'utilisateur peut être amené à prendre des mesures appropriées.

**Fur Kunden in Europa****Warnung**

Dies ist eine Einrichtung, welche die Funk-Entstörung nach Klasse A besitzt. Diese Einrichtung kann im Wohnbereich Funkstörungen verursachen ; in diesem Fall kann vom Betreiber verlangt werden, angemessene Maßnahmen durchzuführen und dafür aufzukommen.

- 1 Read these instructions.
- 2 Keep these instructions.
- 3 Heed all warnings.
- 4 Follow all instructions.
- 5 Do not use this apparatus near water.
- 6 Clean only with dry cloth.
- 7 Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11 Only use attachments/accessories specified by the manufacturer.
- 12 Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13 Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
  - Do not expose this apparatus to drips or splashes.
  - Do not place any objects filled with liquids, such as vases, on the apparatus.
  - Do not install this apparatus in a confined space such as a book case or similar unit.
  - The apparatus draws nominal non-operating power from the AC outlet with its POWER switch in the off position.



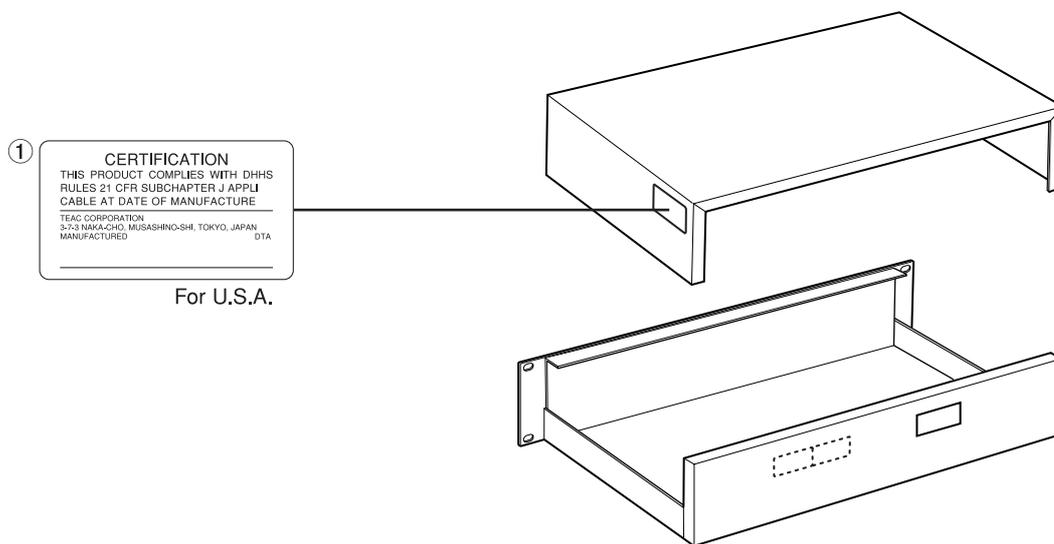
**SAFETY INFORMATION**

This product has been designed and manufactured according to FDA regulations "title 21, CFR, chapter 1, subchapter J, based on the Radiation Control for Health and Safety Act of 1968", and is classified as a class 1 laser product. There is no hazardous invisible laser radiation during operation because invisible laser radiation emitted inside of this product is completely confined in the protective housings.

The label required in this regulation is shown 1.

**CAUTION**

- DO NOT REMOVE THE PROTECTIVE HOUSING USING A SCREWDRIVER.
- USE OF CONTROLS OR ADJUSTMENTS OR PERFORMANCE OF PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE.
- IF THIS PRODUCT DEVELOPS TROUBLE, CONTACT YOUR NEAREST QUALIFIED SERVICE PERSONNEL, AND DO NOT USE THE PRODUCT IN ITS DAMAGED STATE.



<b>Optical pickup:</b>	Type : KSS-213C
	Manufacturer : SONY Corporation
	Laser output : Less than 0.4 mW on the objective lens
	Wavelength : 760 - 800nm

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## 1.1 Environmental conditions

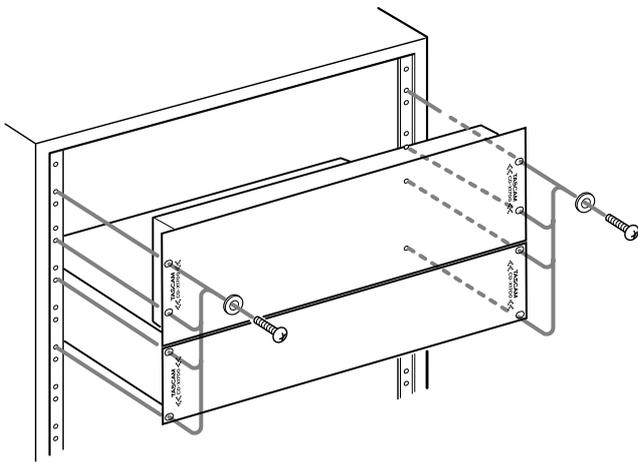
The TASCAM CD-X1700 may be used in most areas, but to maintain top performance, and prolong operating life, observe the following environmental conditions:

The nominal temperature should be between 5°C and 35°C (41°F and 95°F).

Relative humidity should be 30 to 90 degrees non-condensing.

Make sure that the drive unit is mounted in a level position for correct operation.

The units should be mounted, using the supplied rack mounting kits. A typical configuration is shown below, but other configurations are possible:



### NOTE

- If the disc trays are more than 5 degrees away from the horizontal, they will not open or close.
- Do not install this apparatus in a confined space such as a book case or similar unit.

## 1.2 Beware of condensation

If the player (or a compact disc) is moved from a cold to a warm place, or used after a sudden temperature change, there is a danger of condensation; vapor in the air could condense on the internal mechanism, making correct operation impossible. To prevent this, or if this occurs, leave the player for one or two hours with the power turned on, then turn the power off and on again.

## 1.3 Handling of discs

The unit has been designed specifically for reproduction of discs bearing the  mark. No other discs can be reproduced.

### Observe the following:

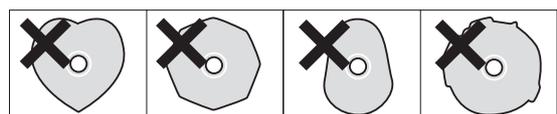
- Always place the compact discs in the trays with their label facing upward (compact discs can only be played on one side).
- To remove a disc from its storage case, press down on the center of the case, and lift the disc out, holding it carefully by the edges.



- Finger marks and dust should be carefully wiped off the disc's recorded surface with a soft cloth. Unlike conventional records, the compact disc has no grooves to collect dust and microscopic debris, so gently wiping with a soft cloth should remove most particles.

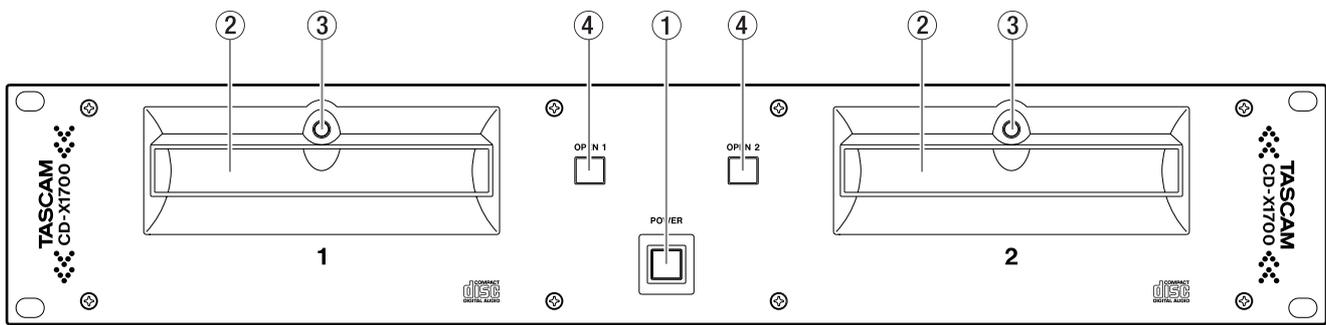


- Wipe in a straight motion from the inside to the outside of the disc. Small dust particles and light stains will have absolutely no effect on reproduction quality.
- Never use such chemicals as record sprays, anti-static sprays or fluid, benzine or thinner to clean compact discs. Such chemicals will do irreparable damage to the disc's plastic surface.
- Discs should be returned to their cases after use to avoid serious scratches that could cause the laser pickup to "skip".
- Don't expose discs to direct sunlight or high humidity and temperature for extended periods. Long exposure to high temperature can warp the disc.
- Only use circular compact discs. Avoid using non-circular promotional, etc. discs.



- To keep the laser pickups clean, don't touch them. For the same reason, don't leave the disc trays open unnecessarily.

## 2-1. Main Unit (Front Panel)



## ① POWER switch

Turns the power on and off. The tray LEDs light when power is supplied.  
When Timer start function is on, playback begins when power is supplied.

## ② Disc trays

Insert CD into these trays, label side upwards.

## ③ Tray LEDs

Lights when power is supplied.

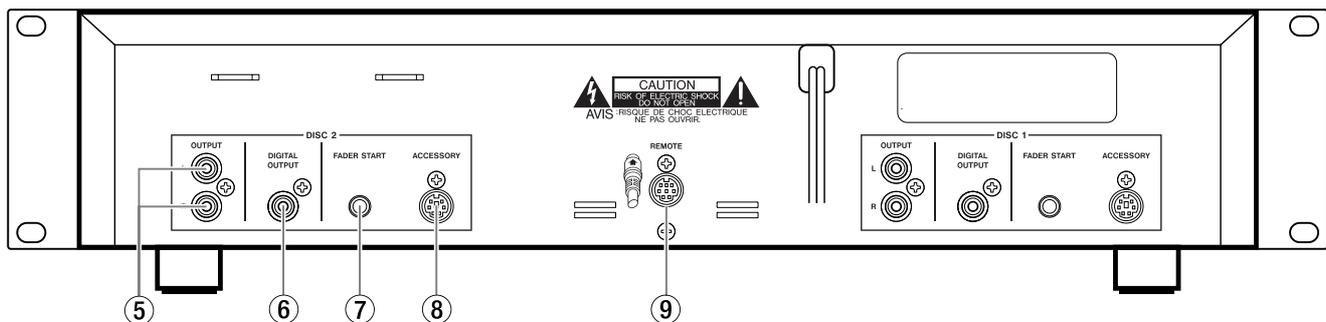
## ④ OPEN keys

Open and close the appropriate tray.

**NOTE**

- These keys cannot be used when direct mode (Preset menu: page 23) is off and disc is being played back.

## 2-2. Main Unit (Rear Panel)



## ⑤ OUTPUT jacks (RCA)

RCA connectors providing line level output signals, one set each for discs 1 and 2.

## ⑥ DIGITAL OUTPUT (COAXIAL, S/PDIF)

Coaxial connectors provide digital output signals. These connectors can output the 44.1KHz digital signals constantly even if pitch control is activated.

## ⑦ FADER START jacks (MINI jack)

The CD-X1700 can be controlled using the external Fader start command through these jacks. Connect the mixer which supports the fader start function with appropriate cable as well as audio signal (→ page 20). (TIP: Start, GND: back cue)

## ⑧ ACCESSORY (MINI DIN 6P)

Connect the optional scratch controller TT-M1.

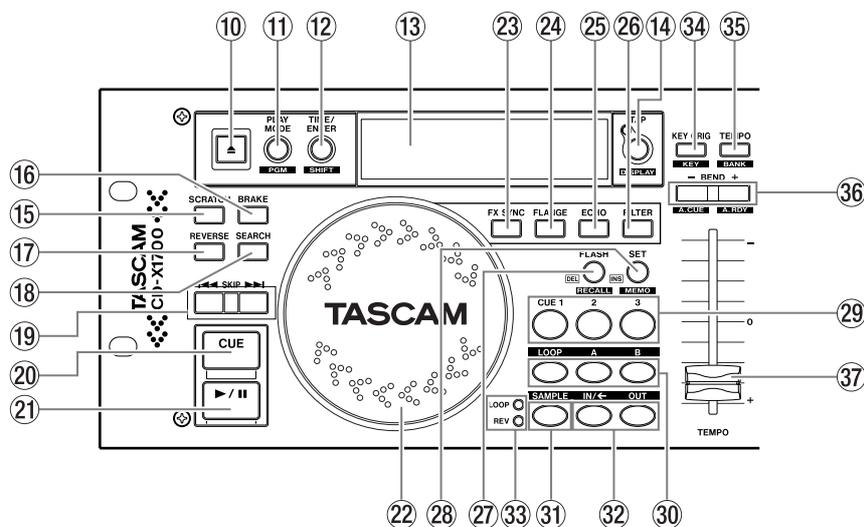
## ⑨ REMOTE (MINI DIN 8P)

Use this connector to connect the remote control unit.

**WARNING**

- DO NOT use any cable with the CD-X1700 except the cable supplied with the unit.
- Connect the cable in the way shown on the illustration on the rear panel of the CD-X1700. If you connect the cable in any other way, you may damage the CD-X1700.

## 2-3. Remote Controller (Top Panel)

**⑩ OPEN key**

Opens and closes the appropriate tray.

**NOTE**

- These keys cannot be used when direct mode (Preset menu: page 23) is off and a disc is being played back.

**⑪ PLAY MODE / PGM key**

Selects the play mode, either continuous play (all play), single play (1 track play), or programmed play.

Continuous play:	No indication in the LCD
Single play:	SINGLE indicator in the LCD will light
Programmed play:	PROGRAM indicator in the LCD will light

Pressing and holding the TIME/ENTER/SHIFT key while pressing the PLAY MODE key, enters program edit mode. (→ page 21)

**⑫ TIME/ENTER / SHIFT key**

Selects the time display mode, either elapsed, remain or total remain.

ELAPSED: Elapsed time will show in the numerical portion in display, but no additional indicator will light.

REMAIN: REMAIN indicator in the LCD will light

TOTAL REMAIN: The track number display area shows the number of tracks of inserted disc, however, for 5 seconds in the end of track, the current track number flashes and for 5 seconds in the beginning of the track, the current track number lights.

Another function of this key is the modifier key (SHIFT function). Holding SHIFT while pressing another key performs the following functions;

SHIFT + PLAY MODE:	Program Edit
SHIFT + FLASH:	Track memory Recall
SHIFT + SET:	Track memory
SHIFT + TEMPO:	Memory bank select
SHIFT + BEND -:	Auto Cue on/off
SHIFT + BEND +:	Auto Ready on/off
SHIFT + TAP:	Parameter display select
SHIFT + Jog Wheel:	Preset
SHIFT + B:	Loop end point edit
SHIFT + CUE:	Select the CUE key's operation

**⑬ LCD**

Displays visual feedback for CD-X1700 functions

**⑭ TAP / DISPLAY key**

Sets the tempo in BPM by tapping this key. When you press this key, the parameter counter mode momentarily changes to TAP BPM display mode. (→ page 14)

Pressing and holding the SHIFT key while pressing this key selects the parameter display mode.

TEMPO → KEY → TAP → BPM (→ DIR).

### ⑮ SCRATCH key

Turns the scratch play mode on and off. When scratch play mode is on, this key lights and scratch can be performed by Jog wheel. (→ page 15)

### ⑯ BRAKE key

Turns the brake function on and off and sets the brake time using the Jog wheel. (→ page 15)

Turns the relay play on and off. (→ page 20)

### ⑰ REVERSE key

Changes the playback direction between forward and backward. (→ page 17)

### ⑱ SEARCH key

Turns on or off the Search function on the Jog wheel. When this key is lit, the Jog wheel acts as a search dial.

After 5 seconds without search operation, the unit will exit the search mode automatically.

### ⑲ Track Skip keys

Use these to perform track searches.

### ⑳ CUE key

Locates to the cue point, then pauses.

Stutter play can be performed with this key. (→ page 12)

Selects the CUE key's operation mode. (→ page 12)

### ㉑ PLAY/PAUSE key

Changes the playback mode between playback and pause.

The light stays on solid in playback mode and flashes in pause mode

### ㉒ Jog Wheel

The following functions can be controlled by the Jog wheel.

- Search
- Pitch Bend
- Scratch
- Brake time

- Key control
- Preset menu
- Effect parameters
- Sampler tempo/level
- Program edit
- Track memory number select

### ㉓ FX SYNC key

Turns on and off synchronization of the effect time with the MPB. (→ page 16)

### ㉔ FLANGE key

Turns the Franger effect on and off. (→ page 16)

### ㉕ ECHO key

Turns the Echo effect on and off. (→ page 16)

### ㉖ FILTER key

Turns the Filter effect on and off. (→ page 16)

### ㉗ FLASH / RECALL / DEL key

Turns the flash start mode on and off. (→ page 12)

Recalls the track memory data. (→ page 19)

Deletes the current selected song from the program list. (→ page 22)

### ㉘ SET / MEMO / INS key

Set the cue points with CUE 1-3. (→ page 12)

Memorizes the track memory data (→ page 18)

Adds the current selected song into the program list. (→ page 22)

### ㉙ CUE 1-3 keys

Depending on the setting, these keys locate to cue points, flash start from cue points (default), or stutter play from cue points. (→ page 12)

### ㉚ LOOP, A, and B keys

Sets or erases the loop points, or engages or disengages the loop playing. (→ page 13)

### ㉛ SAMPLE keys

This key lights when sample playback takes place and flashes when sample recording takes place.

Press and hold this key and press the IN key to enter reverse sample playback mode, and press and hold this key and press the OUT key to enter loop sample playback mode. (→ page 17)

**③② IN and OUT keys**

Use these keys to record and clear the sampled sound. When you have recorded the sample, these keys will light. Start and stop sample playback using these keys. (→ page 17)

Pressing and holding the IN key then using the Jog wheel controls the sampler output level.

**③③ LOOP and REV LEDs**

Indicates the sampler playback mode. (→ pages 17 - 18)

**③④ KEY ORIG / KEY key**

Turns the KEY ORIGINAL function on and off. (→ page 14)

Sets the key control value. (→ page 15)

**③⑤ TEMPO / BANK key**

Selects the tempo range, either +/-8, 16, 32, 100 or 0%.

Selects the track memory bank from A to E. (→ page 18)

**③⑥ BEND +/- A.RDY, -/A.CUE keys**

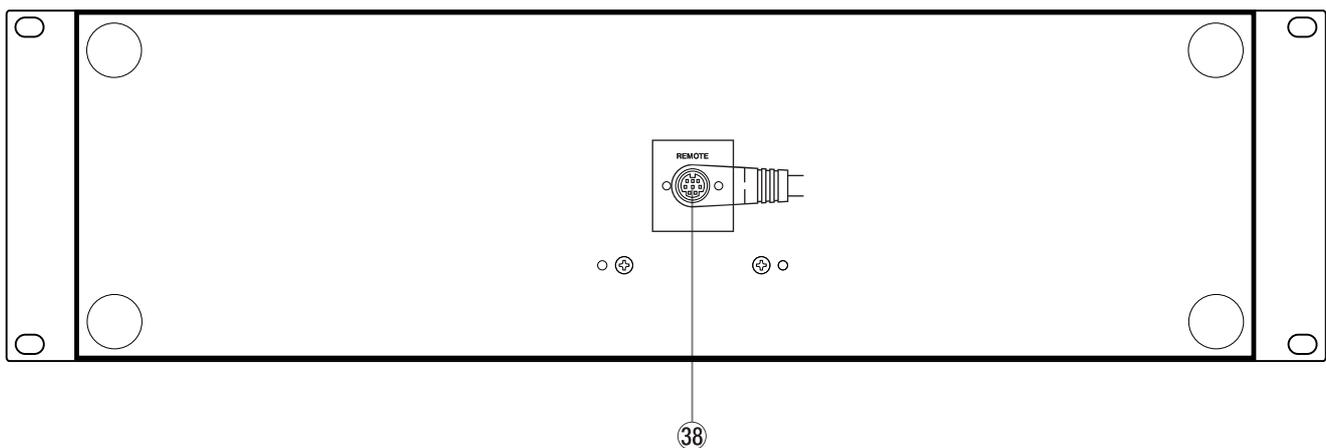
Use these keys to perform pitch bending. (→ page 14)

Turns the AUTO CUE function on and off. (→ page 20)

Turns the AUTO READY function on and off. (→ page 20)

**③⑦ TEMPO slider**

Changes the playback tempo. (→ page 14)

**2-4. Remote Controller (Bottom Panel)****③⑧ Remote Connector**

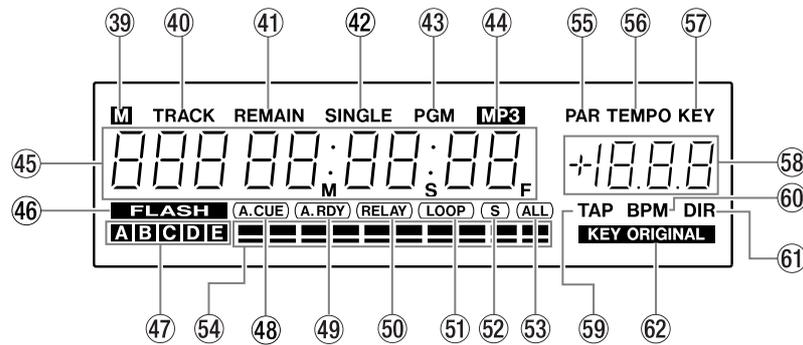
Connect this to the REMOTE connector on the rear panel of the main unit.

**WARNING**

- **DO NOT** use any cable except the cable supplied with the CD-X1700.

- *Connect the cable to the CD-X1700 as shown on the illustration on the rear panel. If you connect the cable in any other way, you may damage the CD-X1700.*

## 2-5. Remote Controller (LCD)

**39 M indicator**

If there is track memory data for the current selected track in the current selected memory bank, this indicator lights.

**40 TRACK indicator****41 REMAIN indicator**

When the time mode is set to remain time mode, this indicator lights.

**42 SINGLE indicator**

When the play mode is set to single play, this indicator lights.

**43 PGM indicator**

When the play mode is set to programmed play, this indicator lights.

**44 MP3 indicator**

When a MP3 CD-ROM disc is inserted, this indicator lights.

**45 Time display**

This section is used to show track number, time values or messages.

**46 FLASH indicator**

When flash start is activated, this indicator lights. Flash start mode is on by default, or the last setting of flash start will be retained. If you set it to OFF then turn the power off, when power is turned back on, flash start will be OFF.

**47 Memory bank indicators**

Lights the current selected memory bank indicator.

**48 A.CUE indicator**

Lights when AUTO CUE function is turned on.

**49 A.RDY indicator**

Lights when AUTO READY function is activated.

**50 RELAY indicator**

Lights when relay play is set to on.

**51 LOOP indicator**

Lights when loop play is engaged.

**52 S indicator**

Lights when loop mode is set to single loop.

**53 ALL indicator**

Lights when loop mode is set to all loop.

**54 Time Address Bar**

Shows the current play position relative to the current track.

**55 PAR indicator**

Lights when parameter display shows the effect parameter.

**56 TEMPO indicator**

Lights when parameter display shows the TEMPO value.

**57 KEY indicator**

Lights when parameter display shows the key value.

Lights when key value is set to other than 0%.

**58 Parameter display**

Displays the various parameters.

**59 TAP indicator**

Lights when parameter display shows the tap value.

**60 BPM indicator**

Lights when parameter display shows the auto BPM value.

**61 DIR indicator**

When a MP3 CD-ROM disc is inserted, this indicator lights and parameter display shows the current selected directory number.

**62 KEY ORIGINAL indicator**

Lights when key original function is activated.

### 3-1. CUE

The CD-X1700 can memorize the play start point as a cue point. If the cue point is memorized, pressing the CUE key locates the unit to the cue point.

#### To memorize the CUE point

There are two ways to store the cue point. Pressing and holding the SHIFT key then pressing CUE selects the method for the CUE key's operation.



**PLAY**: Last play start point is stored as the CUE point.

**CUE**: Pressing the CUE key when unit is paused stores the current point as the cue point.

#### Stutter play with the CUE key

When unit is paused at the cue point, the unit will play when this key is pressed, and enter pause mode when CUE is released.

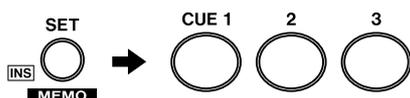
If the PLAY key is pressed during CUE playback, the unit will go into normal play mode.

### 3-2. CUE 1-3

The CD-X1700 can have another three cue points stored with the CUE 1-3 keys.

#### To memorize the CUE 1-3 points

1. Find the desired point.
2. Press the SET key. The parameter display shows **SET**.
3. Press the desired CUE key.



When the CUE key has the stored point, the CUE key lights. The stored cue point cannot be erased but can be overwritten.

#### NOTE

- When the unit is paused and the **FLASH** indicator in the LCD lights, pressing the SET key then pressing the CUE 1-3 key starts the unit automatically.
- When the unit is paused and the **FLASH** indicator in the LCD doesn't light, pressing the SET key then pressing the CUE 1-3 key flashes the pressed CUE 1-3 key three times then lights.
- For three seconds after storing the cue point, you cannot store another cue point.

#### Stutter play with the CUE 1-3 keys

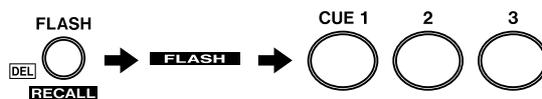
When the unit is paused at the cue 1-3 point, the unit will play when the appropriate CUE 1-3 key is pressed, and enter pause mode when CUE 1-3 is released.

If the PLAY key is pressed during CUE playback, the unit will go into normal play mode.

### 3-3. Flash Start

The CD-X1700 has a flash start function that can be used with the CUE 1-3 keys.

When the flash start function is activated (when the **FLASH** indicator in the LCD lights), pressing the CUE 1-3 key enables flash start.



#### NOTE

- When the **FLASH** indicator in the LCD doesn't light, the unit is back in cue mode. In this mode, pressing the CUE 1-3 key locates the stored cue point then the unit pauses.

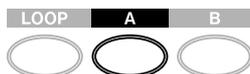
### 3-4. A-B Looping

#### To store the LOOP points

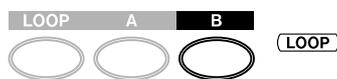
##### NOTE

- Loop points can be stored when loop points are not stored on the unit (A and B key don't light). If loop points are already stored, erase these points first, then store the loop points again.
- Both loop start (A) and end (B) points can set to within a track.
- A-B looping can be performed when the loop mode is set to "A-B" (preset 01). When loop mode is set to "A-B", the "S" and "ALL" indicators in the LCD don't light.

1. Press the A key when playing or pausing. The A key will light and the B key will start flashing.



2. Press the B key when playing or pausing. LOOP, A, and B keys will light. If the loop B point is set when the unit is playing, the CDX-1700 starts loop playback seamlessly. If the loop B point is set when the unit is paused, the CDX-1700 goes to the loop start point then pauses. At this time the (LOOP) indicator in the LCD lights.



#### Disengage loop play

When loop play is engaged, pressing the LOOP key disengages loop play. In this case, the unit continues playback and LOOP light goes off, but the loop points are not erased.

When loop play is engaged, locating to the out point of a loop section disengages loop play (i.e. pressing the CUE key, etc...). The LOOP key goes off, but the loop points are not erased.



#### Re-looping

When loop play is disengaged and loop points are already stored, pressing the LOOP key starts re-loop playback and the LOOP key lights.



#### Erasing the LOOP points

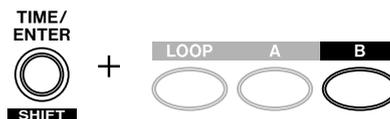
Pressing the A and B key at the same time erases the loop points. At this time, the A and B keys go off.

If the tray is opened, your loop points are erased.



#### Changing the LOOP end point (B point)

Pressing the B key when the loop is playing changes the loop end point.



Pressing and holding the SHIFT key then pressing the B key edits the B point using the Jog wheel. Pressing the B key overwrites the new B point and exits the edit mode.

##### NOTE

- The Loop B point can be moved before the current B point only.

### 3-5. Adjusting the tempo

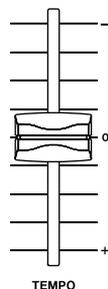
#### Tempo range

The CD-X1700 features +/-8, 16, 32, 100, and 0% of tempo control range. Pressing the TEMPO key changes the tempo control range. The Parameter display shows the selected tempo/key range momentary. If 0% is selected, the parameter display shows - - - .



### Using the TEMPO slider

The TEMPO slider controls playback tempo. Tempo changes are displayed in the LCD.



### Auto BPM and TAP key

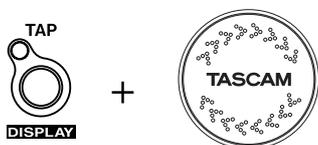
The CD-X1700 features automatic BPM count function and TAP mode BPM count function.

When parameter display mode is set to BPM, the BPM is counted automatically and displayed in the parameter display. The TAP LED blinks in tempo.

Pressing the TAP key repeatedly counts the song tempo in BPM manually. Tapped BPM is shown in the LCD parameter display and the TAP LED blinks in tempo. This BPM affects the TEMPO slider moving. If the TEMPO slider is moved, the BPM will be changed automatically.



Pressing and holding the TAP key for more than 1.5 seconds erases the tapped BPM value. Pressing and holding the TAP key then moving the Jog wheel (within 1.5 seconds) adjusts the BPM manually.

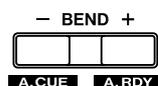


#### NOTE

- *BPM is also used for the effect time or beat parameter (page 16). When you set the BPM using with the TAP key, tapped BPM will be used for the effect time or beat parameter. When there is no tapped BPM (or you erase the tapped BPM), auto counted BPM will used for effect parameter instead*

### 3-6. Pitch Bending

When playing back a disc, pressing the BEND + or - key, or using the Jog wheel can change playback tempo momentary. Pressing the + key or moving the Jog wheel clockwise increases the playback speed and returns to original speed when release this key or stop the Jog wheel moving. Pressing the - key or moving the Jog wheel counterclockwise decreases the playback speed and returns to original speed when release this key or stop the Jog wheel moving.



OR



#### NOTE

- *When SEARCH key, SCRATCH key, or a effect key is not lit, the Jog wheel works for pitch bend function. The maximum pitch bend range is 16%.*
- *When Key Original function is activated, playback key is fixed.*

### 3-7. Key Original

When tempo range is set to +/-8, 16, or 32%, pressing the KEY ORIG key turns the key original function on and off. When key original function is turned on, tempo control does not affect the playback key. When the key original function is turned on, **KEY ORIGINAL** indicator in the LCD lights. If tempo range is set to +/-32% or 100%, the key original function does not work.

When the key original function is turned on, parameter display shows - - - in the KEY mode.



### 4-1. Key control

The CD-X1700 features up to  $\pm 32\%$  key control. Key control range is determined with tempo range setting.

When tempo and key control range is set to 8%, key value can be set in 0.1% steps. When tempo and key control range is set to 32%, key value can be set in 0.4% steps. When tempo control range is set to 0% or 100%, the key control function does not work.

Pressing and holding the KEY key then moving the Jog wheel sets the key control value.

Note that the key value shows a total of the value together with any changes made by using the slider.

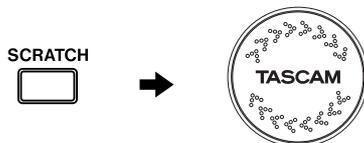


#### NOTE

- When the key original function is activated, the key control function does not work.

### 4-2. Scratching

When the SCRATCH key is activated, scratching can be performed with the Jog wheel.



#### NOTE

- For 3 seconds after the flash start or cuing with CUE 1-3 key, or cuing with CUE key, backward direction of scratching cannot be performed
- Backward direction of the scratching can be performed up to 7 seconds.
- When SEARCH function is on, the Jog wheel works as the search dial. When filter effect is activated with manual mode, scratch function cannot be performed with the Jog wheel (page 16).

### 4-3. Brake

Brake function simulates the braking audio just like turning off the analog turntable. Pressing the BRAKE key turns the brake function on and off. When brake function is activated, BRAKE key lights.

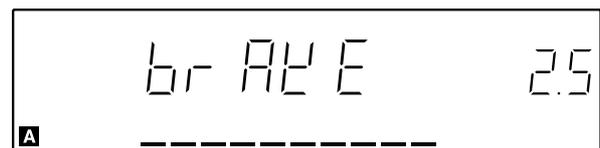


#### Set the brake time

Pressing and holding the BRAKE key then using the Jog wheel adjusts the brake time. Brake time can be set to 0.1 to 5 seconds in 0.1 sec. steps.

Pressing the PLAY/PAUSE key while unit is playing performs the braking.

Pressing the PLAY/PAUSE key during the braking starts the music again with current tempo.



### 4-4. Effects

The CD-X1700 includes three effects, Flanger, Echo, and Filter. One effect can be activated at the same time.

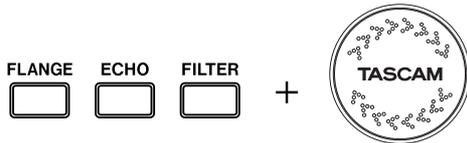
Pressing one of the effect keys can activate the effect.

Pressing the FX SYNC key synchronize the effect time with the BPM.

Pressing and holding the SHIFT key then pressing one of effect key can adjust the effect level with the Jog wheel.

### Effect time setting

When an effect is activated, using the Jog wheel can adjust the effect time.



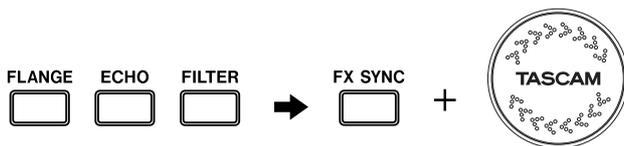
The effect time parameter is shown in the parameter display.

#### NOTE

- When the scratch function turns on, the effect time cannot be controlled with the Jog wheel.

### Synchronizing the effect time with the BPM

When an effect is activated and FX SYNC key is turned on (FX SYNC key lights), using the Jog wheel can change the effect beat synchronized with the BPM.



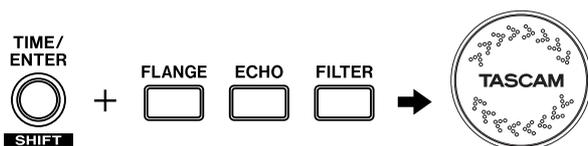
The effect beat parameter is shown in the parameter display.

#### NOTE

- When scratch function turns on, the effect beat cannot be controlled with the Jog wheel.

### Effect level setting

When an effect is activated, pressing and holding the SHIFT key then pressing the activated effect key enters the effect level setting mode. In this mode, using the Jog wheel can change the effect level.



The effect level parameter is shown in the parameter display.

#### FLANGER

Pressing the FLANGE key activates the Flanger effect.

- Effect time: 10msec – 16sec (default: 500msec)
- Effect beat: 32, 16, 8, 4, 2, 1, 1/2 (default: 1)
- Effect level: 0 – 100 (default: 75)

#### ECHO

Pressing the ECHO key activates the Echo effect.

- Effect time: 1msec – 3,500msec (default: 500msec)
- Effect beat: 2, 1, 3/4, 1/2, 1/4 (default: 1)
- Effect level: 0 – 100 (default: 75)

#### FILTER

Pressing the FILTER key activates the Low pass filter effect.

- Effect time: 10msec – 16sec (default: 2sec)
- Effect beat: 32, 16, 8, 4, 2, 1, 1/2 (default: 4)
- Effect level: 0 – 100 (default: 75)

Filter effect has two operation modes, manual mode and auto mode. In manual mode, filter frequency can be controlled with the Jog wheel. In auto mode, filter frequency is moved automatically followed by BPM and effect beat parameter.

Pressing and holding the FILTER key more than 1.5 seconds changes the filter effect mode.

#### NOTE

- When filter effect mode is set to manual mode, you can move the filter frequency using with the Jog wheel even if the scratch function

### 4-5. Reverse play

The CD-X1700 features the reverse play function. Pressing the REVERSE key changes playback direction. When playback is reversed, the REVERSE key will light.



#### NOTE

- More than 3 seconds after pausing, reverse play cannot be performed.
- In the reverse play mode, flash start, creating the looping, and auto cue functions do not work.

### 4-6. Sampler

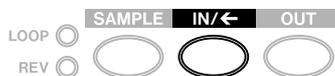
The CD-X1700 includes eight seconds sampler on each player.

#### Sampling

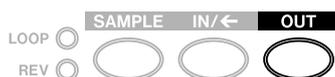
#### NOTE

- Make sure the IN/← and OUT keys are not lit. If the sampler has sampled audio data, erase the audio data first, then record the audio again.

1. Press the IN/← key when playing or pausing. IN/← key will light and SAMPLE and OUT key will start flashing.



2. Press the OUT key when playing or pausing. SAMPLE key will go off and both IN/←, and OUT keys will light.



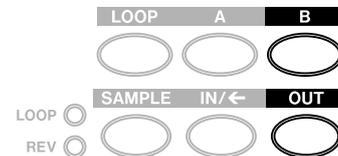
#### NOTE

- If eight seconds elapse, or if the end of the track is reached without pressing the OUT key, the end point of the sample will automatically be set at that point.

#### Using the A-B loop as a sample source

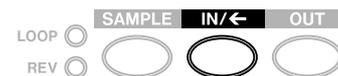
When you have set up an A-B loop, you can press and hold the OUT key and press the B key to set A point of the loop as the start point of the sampler, and B point of the loop as the end point of the sample (you cannot operate this when loop playback is activated).

If the A-B loop is over 8 seconds length, the first 8 seconds will be taken as the sample.



#### Play the sampler

When IN/←, and OUT keys light, pressing the IN/← key starts the sampler from the beginning.



#### Stop the sampler

When sampler is playing, pressing the OUT key stops the sampler.



#### Erasing the recorded sample

Pressing both IN/← and OUT keys simultaneously erases the recorded sample. At this time, IN/← and OUT keys light off.



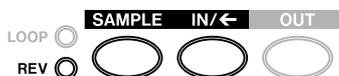
### Sampler Loop

Pressing and holding the SAMPLE key then pressing the OUT key turns the sampler loop play on and off. When sampler loop play is activated, LOOP LED will light.



### Sampler Reverse

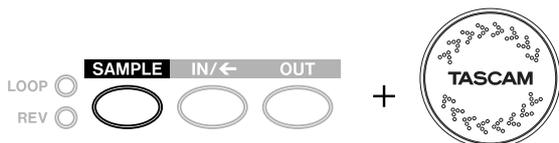
Pressing and holding the SAMPLE key then pressing the IN/← key turns the sampler reverse play on and off. When sampler reverse play is activated, REV LED will light.



### Sampler pitch control

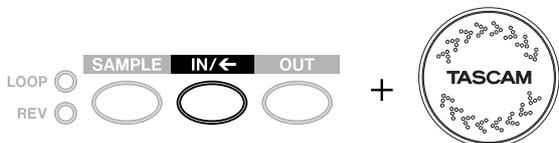
Pressing and holding the SAMPLE key then using the Jog wheel changes the playback pitch of the sampler.

The pitch control range is +/-32% in 0.1% steps.



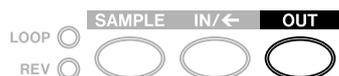
### Sampler output level

Pressing and holding the IN key then using the Jog wheel adjusts the sampler output level. The sampler output level can be set from 0 (mute) to 100 ( default level).



### Recall the sampling data

If the sampling points are memorized in the current track memory, pressing the OUT key more than 1.5 seconds starts sampling automatically.



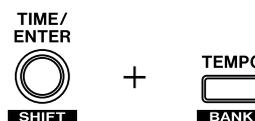
## 4-7. Track Memory / Recall

The CD-X1700 can memorize the various playback settings of current selected track up to 100 tracks of memory in each 5 banks (A to E).

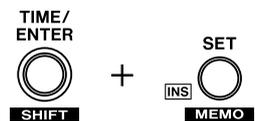
You could use each bank for a different player or use the other bank for a different setting for a track, for example.

### Track Memory

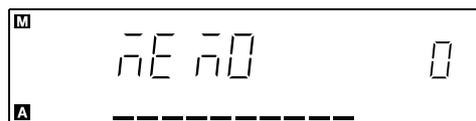
1. Select the memory bank (A to E) by pressing and holding the SHIFT key then pressing the TEMPO/BANK key.



2. Enter the track memory mode by pressing and holding the SHIFT key then pressing the SET/MEMO key.



3. LCD shows the lowest empty memory number.



4. Using the Jog wheel to change the memory number if necessary.

5. Press the ENTER key. At this time, if there is stored memory in the selected memory number, -5UrE- indication is displayed in the LCD. Pressing the ENTER key overwrites the current track data. Pressing any other key cancels the memory operation.



## Memory data

- 1 DISC ID
- CUE 1-3 points
- LOOP mode
- Tempo data
- Key Original On/Off
- Brake On/Off
- Key value
- Sampling points
- CUE point
- LOOP A/B points
- Play mode
- Tempo Range
- TAP value
- Brake Time
- Time mode
- Effect setting

### NOTE

- *Sampling points for the MP3 file cannot be memorized*

## Recall

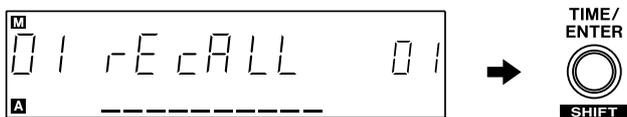
1. Select the memory bank by pressing and holding the SHIFT key then pressing the TEMPO/BANK key. If there is a track memory data of selected track in the current selected memory bank (A to E), the “M” indicator in the LCD lights.



2. Enter the recall mode by pressing and holding the SHIFT key then pressing the FLASH/RECALL key. If there is a track memory data for the current selected track, its memory number is shown in the LCD.

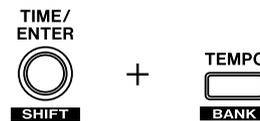


3. When track memory number is shown in the LCD, pressing the ENTER key recalls the track memory data.



The CD-X1700 can recall the track (song) from the track memory data.

1. Select the memory bank by pressing and holding the SHIFT key then pressing the TEMPO/BANK key.



2. Enter the recall mode by pressing and holding the SHIFT key then pressing the FLASH/RECALL key. Using the Jog wheel to select the desired track memory number.



3. When track memory number is shown in the LCD, pressing the ENTER key recalls the track from the track memory number.



### NOTE

- *Cue and loop points can be memorized and/or recalled. However, just after the recall operation, seamless start from the cue or loop points can't be performed because there are no data in the RAM buffer just after the recall operation. Once playing from cue points (CUE 1-3) and/or loop start point for a few second, flash start and/or seamless looping can be performed.*

### 4-8. Fader Start

Connect the FADER START jack on the rear panel of the main unit and fader start jack on the external device which supports the fader start function (i.e. X-9, X-17, X-15, XS-3, etc...) with Fader Start Cable which is supplied to perform the fader start/back cue performance with the external device. Audio signal should be connected to the external device as well.

TIP: Start (low active, more than 50ms)

GND: Back cue (low active, more than 50ms)

### 4-9. Relay Play

Turning on the Relay play function either left or right unit turns on the relay play function. When the relay play is activated, when left unit finishes playback, right unit will start playback and vice versa automatically.

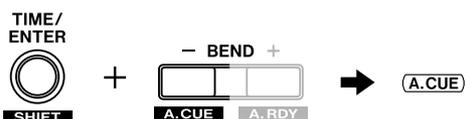
Pressing and holding the SHIFT key then pressing the BRAKE key turns the relay play function on and off. When the relay play is turned on, the "RELAY" indicator in the LCD lights.



### 4-10. Auto Cue

Auto cue function allows the unit to search the beginning of the song and pause there automatically. The detection level is fixed to -54dB. When Auto cue function is turned on, the "A.CUE" indicator in the LCD lights.

Pressing and holding the SHIFT key then pressing the BEND - key turns the AUTO CUE function on and off.



### 4-11. Auto Ready

Auto Ready function allows the unit to pause the beginning of the next track when playback of the current track is finished.

The behavior of Auto Ready function is follows.

#### Continuous play mode:

Pause the beginning of the next track when playback of the current track is finished.

#### Single play mode:

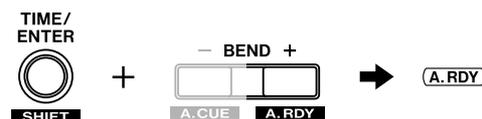
Pause the beginning of the current track when playback of the current track is finished.

#### Program play mode:

Pause the beginning of the next programmed track when playback of the current track is finished.

When Auto Ready function is turned on, the "A.RDY" indicator in the LCD lights.

Pressing and holding the SHIFT key then pressing the BEND + key turns the AUTO READY function on and off.



## 4-12. Programmed Play

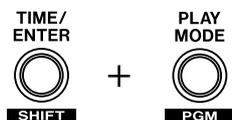
The CD-X1700 features up to 30 tracks of program play function. Program itself is maintained even if power is turned off, and if CD is not ejected, program list will be backed up.

### NOTE

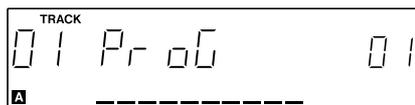
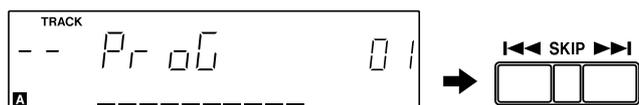
- If the disc is ejected, program will be erased.
- Once one of the CUE 1-3 key is pressed, programmed play will be cancelled.

### Create the program

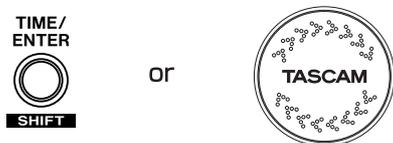
1. Enter the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



2. Program number is shown in the parameter display. Select the desired track with the track skip keys.



3. Go to next program number by pressing the ENTER key or using the Jog wheel.



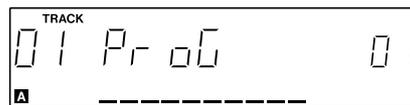
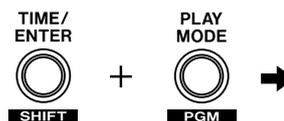
4. Repeat 2-3.

5. Exit the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



### Edit program

1. Enter the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



2. Program number is shown in the parameter display. Select the desired program number with the Jog wheel.



3. Select desired track with track skip keys.



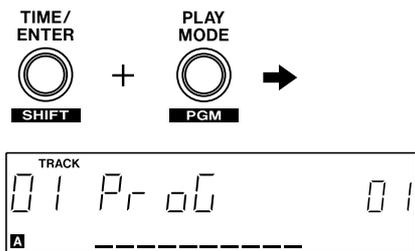
4. Repeat 2-3.

5. Exit the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.

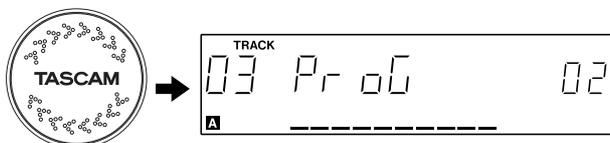


**Insert program**

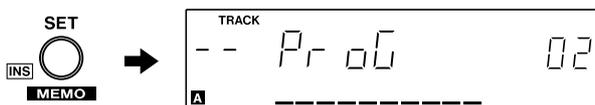
1. Enter the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



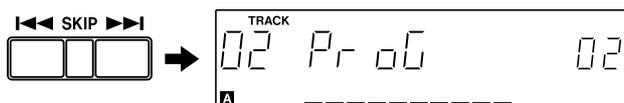
2. Program number is shown in the parameter display. Select desired program number where you want to insert the program with the Jog wheel.



3. Press SET/INS key.

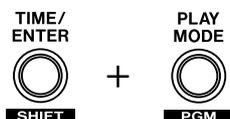


4. Select desired track with track skip keys.



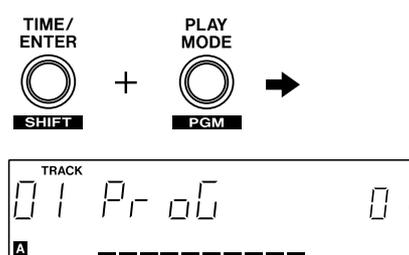
5. Repeat 2-4.

6. Exit the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



**Delete program**

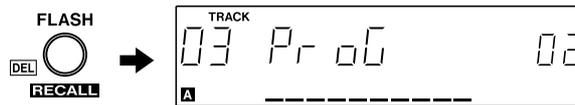
1. Enter the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



2. Program number is shown in the parameter display. Select desired program number that you want to delete the program with the Jog wheel.



3. Press FLASH/DEL key.



4. Repeat 2-3.

5. Exit the program edit mode by pressing and holding the SHIFT key then pressing the PLAY MODE/PGM key.



### 4-13. MP3 file playback

The CD-X1700 can play the MP3 file which is recorded as following specific format.

Disc format:	ISO9660 Level 1
Number of directories:	up to 254
Number of files:	up to 255
File format:	MPEG 1 audio layer 3
Bit rate:	32kbps to 190kbps, Constant Bit Rate
Sampling frequency:	44.1KHz, Stereo
File extension:	mp3, Mp3, mP3, MP3

#### NOTE

- *If the disc is recorded with multi session way, the CD-X1700 can read the files in first session area only.*
- *Variable bit rate (VBR) format is not supported.*

MP3 playback function does not support following functions.

CUE and CUE 1-3  
Flash start  
A-B Loop  
Search  
Reverse play  
Track memory  
Total remain time display  
Remain time display  
Time address bar display

#### NOTE

- *Backward direction of the scratching can be performed up to 7 seconds.*

### Playing the MP3 file

1. Insert the CD-ROM which including the MP3 files.
2. Pressing the SKIP key selects the MP3 file.
3. Press the PLAY/PAUSE key.

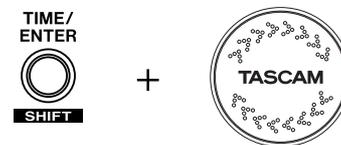
Pressing and holding the SHIFT key then pressing the SKIP key skips the directory.

#### NOTE

- *Since the CD-X1700 does not support the text display, the text information which are included in the ID tag are not displayed. File number is shown in the TRACK number area and directory number is shown in the parameter display. When parameter display shows the directory number, DIR indicator will light.*

### 4-14. Preset menu

Pressing and holding the SHIFT key then using the Jog wheel selects the preset menu.



Select the preset menu then press the ENTER key, the LCD shows the preset menu and its parameter.



Set the parameter with the Jog wheel.



Pressing the ENTER key confirms the new parameter.



Pressing any other key exits the preset operation.

Preset Number	Item	Parameter (*: default)	Function
01 LOOP	LOOP mode	A-b*, S, ALL	Sets the loop mode. A-b : A-B loop mode. S : Single track loop mode. In this mode, (S) indicator in the LCD lights. ALL : All loop mode. In this mode, (ALL) indicator in the LCD lights.
02 t_P LAY	TIMER start	OFF*, ON	Turns the "power on play" on or off
03 dIrEct	DIRECT	OFF*, ON	When direct mode is set to on, disc can be ejected when disc is played, and when insert the disc, playback is started automatically.
04 rEAd	TOC READ mode	nor*, AUt	Selects the TOC read mode. nor : Uses the previous servo value. AUt : Adjust the servo value every time.
05 rECALL	Memory Auto Recall	nor*, AUt	Selects the track memory recall mode nor : Recall the track memory data when recall operation is done. AUt : Recall the tempo setting, tempo range, key setting, key original setting, and BPM value from track memory data when track is selected.
06 FADEr	Fader start mode	Ed*, SAñ, COñ	Ed : Disc playback is started and stopped with the fader. SAñ : Controls the playback of the sampler. COñ : Controls a combination of disc and sampler playback.
07 F_PrE	Factory Preset	-SUrE-	Initialize the preset menu.
08 ALLEr	Memory All Clear	-SUrE-	Clear the all memorized data.

#### 4-15. Backup Memory

Each time you turn off the power, the status of following features are stored into backup memory.

- Time mode
- Play mode
- Flash start on/off
- Brake on/off
- Brake Time
- Key Original on/off
- Auto Cue on/off
- Auto Ready on/off
- Relay Play on/off
- Tempo Range
- Memory Bank
- Preset Settings
- CUE mode
- Program
- Effect on/off
- REVERSE on/off

Disc type:	8cm / 12cm CD	Dimensions (W x H x D mm)
Number of channels:	2-channel	Main unit: 482 x 94 x 272
Resolution:	16-bit	Remote control unit: 482 x 132 x 83
Sampling frequency:	44.1kHz	Weight
Analog output:	RCA pin jack	Main unit: 5.7kg
Output impedance:	<1kohm	Remote control unit: 2.5kg
Maximum output level:	+6dBV	
Digital output:	Coaxial	The following values are applicable when key and tempo values are set to 0.
Format:	IEC60958 Type II	
Voltage requirements		
USA/Canada:	120V AC, 60Hz	Frequency response: 20 – 20kHz, +0.5/-1.0dB
UK/Europe:	230V AC, 50Hz	Dynamic range: >95dB
Australia:	240V AV, 50Hz	S/N ratio: >95dB
Power consumption:	30W	Total harmonic distortion: <0.01%
Peak inrush current:	0.9A	
Applicable electromagnetic environment:	E4	

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## Error Messages

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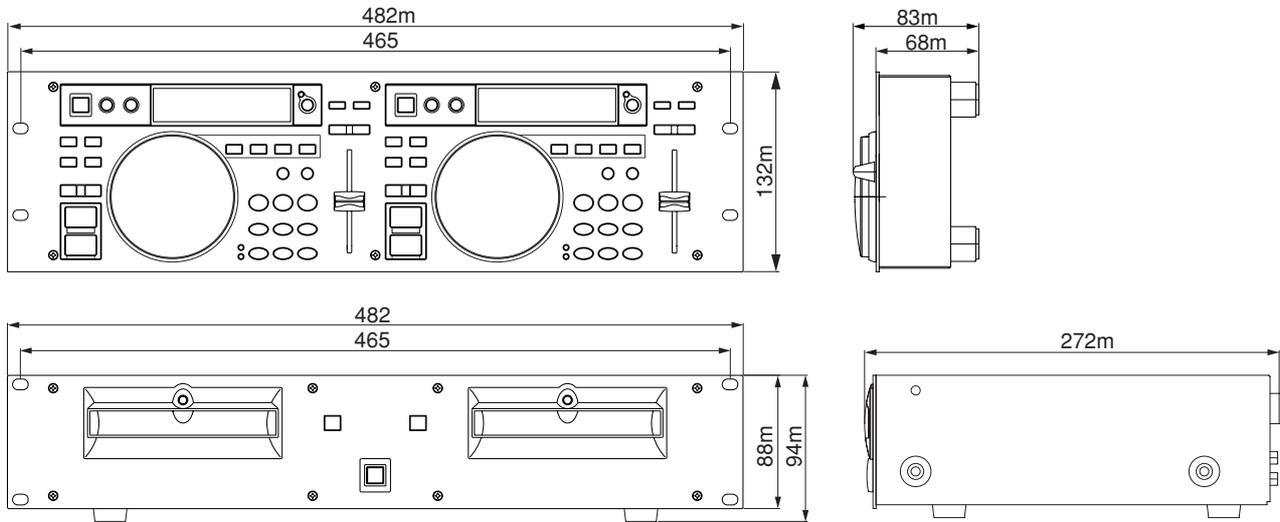
- Err 01 TOC Read error - the disc's Table of Contents cannot be read within 20 seconds - try with another disc or remove and clean the existing disc before replacing it
- Err 02 GFS error – GFS signal cannot be detected within five seconds - try with another disc or remove and clean the existing disc before replacing it
- Err 03 Focus error - after repeating the attempt eight times to focus, an error still occurs - try with another disc or remove and clean the existing disc before replacing it
- Err 04 Sub-Q error - the sub-Q code cannot be detected (twice within five seconds) - try with another disc
- Err 05 Loading error - the open or close operation cannot be completed, even after retries, or there is an internal error - make sure that there are no obstructions preventing the tray's operation
- Err 06 Sled error - an internal drive error - try turning the power off, waiting a few seconds, and turning it on again
- Err 07 Error in communication between decks - try turning the unit off, waiting a few seconds, and turning it on again
- Err 10 S-DRAM error - an internal S-DRAM error - try turning the power off, waiting a few seconds, and turning it on again

If any of the numbered error messages occur, try using another disc.

If the errors continue with a number of discs, turn the unit off, wait for a few seconds, and turn it on again.

If the errors still continue or other error occurs, contact your TASCAM distributor for repair.

# Dimensions



# **TASCAM**

**TEAC Professional Division**

# **CD-X1700**

## **TEAC CORPORATION**

Phone: +81-422-52-5082

3-7-3, Nakacho, Musashino-shi, Tokyo 180-8550, Japan

[www.tascam.com](http://www.tascam.com)

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## **TEAC AMERICA, INC.**

Phone: +1-323-726-0303

7733 Telegraph Road, Montebello, California 90640

[www.tascam.com](http://www.tascam.com)

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## **TEAC CANADA LTD.**

Phone: +1905-890-8008 Facsimile: +1905-890-9888

5939 Wallace Street, Mississauga, Ontario L4Z 1Z8, Canada

[www.tascam.com](http://www.tascam.com)

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## **TEAC MEXICO, S.A. De C.V**

Phone: +52-555-581-5500

Campesinos No. 184, Colonia Granjes Esmeralda, Delegacion Iztapalapa CP 09810, Mexico DF

[www.tascam.com](http://www.tascam.com)

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## **TEAC UK LIMITED**

Phone: +44-1923-438880

5 Marlin House, Croxley Business Park, Watford, Hertfordshire. WD1 8TE, U.K.

[www.tascam.co.uk](http://www.tascam.co.uk)

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## **TEAC DEUTSCHLAND GmbH**

Phone: +49-611-71580

Bahnstrasse 12, 65205 Wiesbaden-Erbenheim, Germany

[www.tascam.de](http://www.tascam.de)

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## **TEAC FRANCE S. A.**

Phone: +33-1-42-37-01-02

17 Rue Alexis-de-Tocqueville, CE 005 92182 Antony Cedex, France

[www.tascam.fr](http://www.tascam.fr)

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## **TEAC AUSTRALIA PTY.,LTD. A.B.N. 80 005 408 462**

Phone: +61-3-9672-2400 Facsimile: +61-3-9672-2249

280 William Street, Port Melbourne, Victoria 3000, Australia

[www.tascam.com.au](http://www.tascam.com.au)

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## **TEAC ITALIANA S.p.A.**

Phone: +39-02-66010500

Via C. Cantu 11, 20092 Cinisello Balsamo, Milano, Italy

[www.teac.it](http://www.teac.it)