# D P M®

# SX II

## Errata/
## Addendum

**PEAVEY®**

## *DPM SX II ERRATA*

If monitoring is enabled when a sample is auditioned, the SX II will resume input monitoring at the completion of the sample playback. (This corrects 'Audition Button' on page 6.)

Pressing the *Audition* button while sampling will terminate sampling and start audition of the newly recorded sample. (This corrects 'Monitor Button and LED' on page 6.)

## DPM SX II ADDENDUM

### 5.3a    The SX II as a DJ Sampler

The SX II either alone or teamed with the PC 1600 can be used as a high quality DJ sampler to create many of the popular sample effects. Pressing and holding the *Arm* button then pressing the *Start/Stop* button reinitializes several parameters specifically for this application.

Operating the SX II for sampling is simple. When you press the *Arm* button, the SX II starts recording. Pressing the *Audition* button stops recording and starts playing the sample. Each time the *Audition* button is pressed, the sample restarts playing so that you can create a stutter effect. To take a new sample, press the *Arm* button.

The following explanation of how the SX II works should help you get the most from the product. The SX II starts recording when the *Arm* button is released and continues recording until stopped. Recording can be stopped either by pressing the *Start/Stop* button or the *Audition* button. Using the *Start/Stop* button lets you stop sampling **without** immediately playing the sample. So if you want to sample a short phrase in the music, quickly press the *Arm* button to establish the starting point (it doesn't matter if it is already armed) and then press the *Audition* button or *Start/Stop* button to end the sample.

This procedure works as long as the segment you are trying to sample is shorter than the recording time (amount of memory) you have available at the selected sample rate. If for example, you are using the original 256K of sample memory that came with the SX II and you set the sample rate to 32 kHz (initialized **Alt** setting), you will have 2 seconds of stereo (4 seconds mono) of sampling time. If the SX II has been armed for more than 2 seconds when you stop sampling then the sample will consist of the last 2 seconds sampled. This allows you to leave the SX II in the record mode (Armed) and then press the *Start/Stop* button or the *Audition* button to capture the last 2 seconds of audio.

If you start playing a sample and wish to stop before the sample has played to the end you can either press the *Start/Stop* button which will just stop playback or the *Arm* button which stops playback and starts taking a new sample.

By combining the SX II with the PC 1600, you not only gain more control over the sample length and sample rate, but you can pitch shift the samples you have recorded.

Pressing and holding the *Arm* button and then pressing the *Start/Stop* button sets the following parameters:

1. PreTrigger buffer length to maximum available memory.
2. Level triggering off.
3. MIDI triggering off.

To return control to normal operation, reinitialize the settings by pressing and holding the *Arm* button then pressing the *Monitor* button. The settings are described in section 4.1.

## 5.3b  Connecting the SX II for use as a DJ sampler

Depending on your application, the SX II can be connected to your system in two different ways with slightly different results. The SX II can be connected between a source, such as a CD player and the mixer input. When connected in this fashion, turn the monitor on to pass the input signal through the SX II. When you audition the sample, the SX II output switches from the input signal to the sample being played. When the sample stops playing, the SX II automatically switches to the source.

The SX II can also be connected so that its input is connected to a mixer effects send or mixer output and its output is connected to an effects return or separate mixer input. In this case leave the Monitor off so that only the sample playback returns to the mixer. When you playback a sample on the SX II, the sample would be mixed with the other signals going through the mixer.

SX II in series with source:

1. Connect the SX II as shown in the following figure so that the source goes through the SX II before connecting to the mixer.



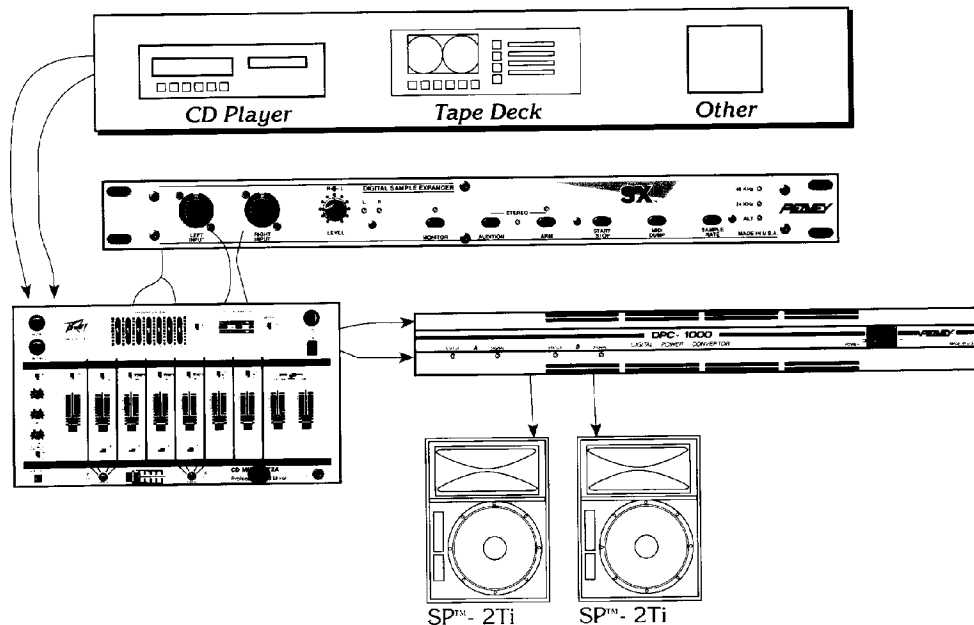CD Player    Tape Deck    Other

SP™- 2Ti    SP™- 2Ti
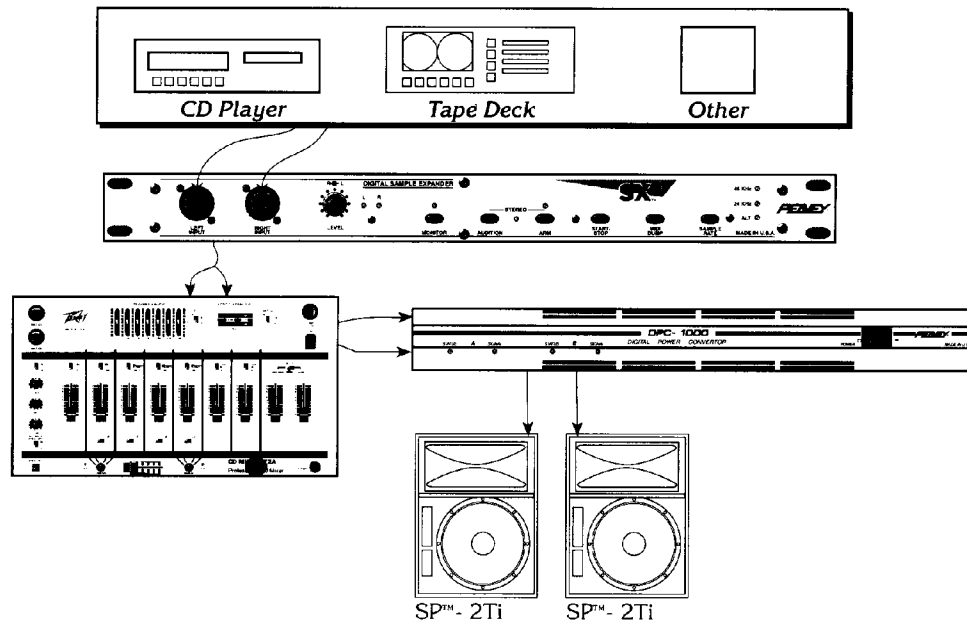
2. Hold the *Arm* button and press the *Start/Stop* button to set the SX II for DJ sampling.
3. Press the *Monitor* button so that the monitor LED lights.
4. With the source playing, adjust the input level on the SX II so that the level LEDs light *green*. Continue to turn up the input level until the **L** and **R** indicators begin to flash *red* on the peaks of the program input. Then, turn the input level down until the LEDs no longer flash *red*. When the LEDs are flashing *red*, the sample is actually being "clipped." This means the the resulting sample will probably have distortion in it.
5. Turn up the mixer input for this source.

6. Press the *Arm* button to start sampling.
7. Press the *Audition* button to play the sample.
8. The SX II automatically switches back to the source when playback ends.

SX II connected to a mixer output and mixer input:

1. Connect the SX II as shown in the following figure so that the signal you wish to sample is connected to the SX II input and the SX II output is connected to a mixer input.



2. Hold the *Arm* button and press the *Start/Stop* button to set the SX II for DJ sampling.
3. *Be sure that the monitor feature is off!*
4. With the source playing, adjust the input level on the SX II so that the level LEDs light *green*. Continue to turn up the input level until the **L** and **R** indicators begin to flash *red* on the peaks of the program input. Then, turn the input level down until the LEDs no longer flash *red*. When the LEDs are flashing *red*, the sample is actually being "clipped." This means the the resulting sample will probably have distortion in it.
5. Press the *Arm* button to start playing.
6. Press the *Audition* button to play the sample and adjust the mixer input level as desired.

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