

BASIC OPERATIONS (CONT.)

12. BANK BUTTONS (12):

These buttons are used to store your samples and cue points. Only a sample or a cue point can be stored into each of these four banks. When a sample is stored in of the banks you may use the sample starting point as a cue point. The *BANK BUTTONS* instantly recall and play any of your stored samples or cue points without interrupting music playback. When in sample mode, (see "Using the Built-In Sampler" on page 20) and during playback, pressing any of the *BANK BUTTONS* that stores a sample, will immediately begin to play that sample without interruption of music. If the unit is in sample mode and the drive is not in playback mode, pressing any of the *BANK BUTTONS* that stores a sample, will immediately begin to play that sample.

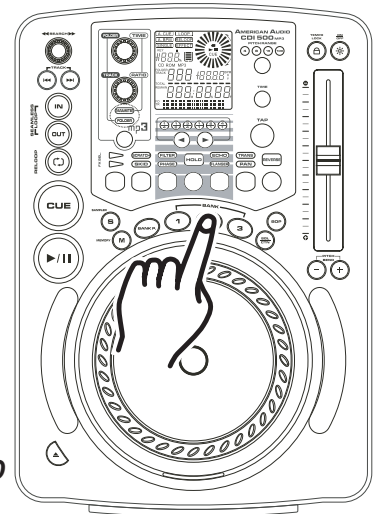


Figure 30

13. BANK PROGRAM BUTTON (12):

Once you store samples in the three (3) Bank Buttons, the CDI-500 Mp3 can be programmed to play the stored samples in a desired order. You can program the three (3) banks up to 12 times. The programmed samples can be played in your desired order without interrupting music playback. The programmed samples can be played when the player is in Pause mode and even when the disc has been removed. If the unit is in sample mode and the drive is not in playback mode, pressing any of the *BANK BUTTONS* that stores a sample, will immediately begin to play that sample.

To program samples:

1) Once you have one or more samples stored. Press the *BANK PROGRAM BUTTON (12)*. The *CHARACTER DISPLAY (48)* will now display BANK P 1.

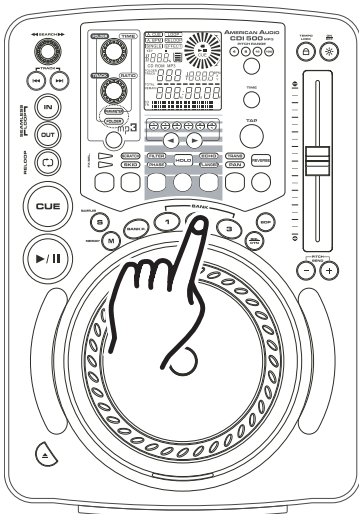


Figure 32

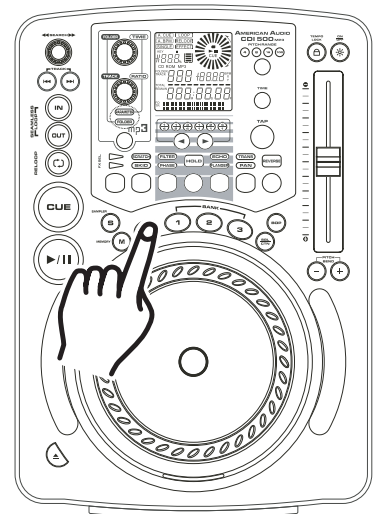


Figure 31

2) Program your Banks (Samples) in your desired order.

EXAMPLE: Bank 3; Bank 1; Bank 2; Bank 3; Bank 3; Bank 1. To end programming, press the *BANK PROGRAM BUTTON (12)*.

3) To play your programmed samples, press the *SAMPLE BUTTON (18)* then press the *BANK PROGRAM BUTTON (12)*.