

Digital Turntable Controller and Media Player DN-SC3900 Quick Setup Guide

About Quick Setup Guide

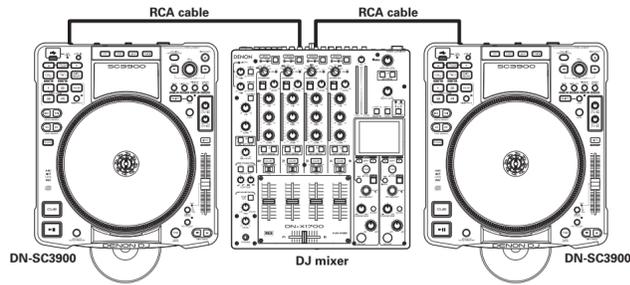
This Quick Setup Guide presents typical connection and usage examples as well as explaining steps to connect this unit to a computer and perform a setup to enable "engine" operations. For details about connections and operations, see the Owner's Manual and the "engine"'s instruction manual.

□ Symbols

- This symbol indicates a reference page on which related information is described.
- This mark indicates an item described in the unit's Owner's Manual that is included in the supplied Resource CD-ROM.
- This mark indicates an item described in the music management software "engine"'s instruction manual that is included in the supplied Resource CD-ROM.
- This symbol indicates a supplementary information and tips for operations.

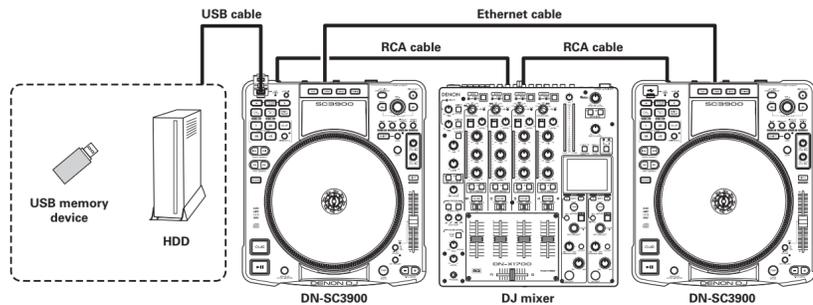
Using as a CD player

Connect 2 units to a mixer with RCA cables to use as a CD players.
For connection, see "Basic connections" (page 14).



Using USB devices (Using the Player Link function to share music files on a USB memory device or HDD)

Use as a media player to play back music files stored on a USB memory device or HDD.
For connection, see "Basic connections" (page 14).
• Connect 2 units with an Ethernet cable and use the Player Link function to enable music files stored on a memory device or HDD connected to one unit (1st DN-SC3900) to be played with the other unit (2nd DN-SC3900) as well.



Before using "engine"

① Installing "engine"

Insert the supplied DN-SC3900 Resource CD-ROM into your computer (Windows/Mac) to install "engine" (page 4).

- For Mac OS X 10.7 (Lion) or later, make sure to create a folder named "DENONDJ2" (in all caps) under the root of the startup disc before using "engine". Otherwise, music files can not be registered (page 4).
- For Windows, you need to install Apple QuickTime on your computer. Download and install the latest QuickTime from the Apple web site. Using the latest QuickTime version is recommended.

NOTE

- A Windows security warning window appears when you start "engine" for the first time after installing it on your Windows computer. Select "Unblock" (Windows XP or Vista) or "Allow access" (Windows 7). Otherwise, you can not use the "engine" PC-LINK function. If you set a wrong option, see "Notes regarding first launch after installation" (page 5).
- On a computer with security software installed, a warning window may appear depending on the setting. In that case, set up the software to allow "engine". If you set a wrong option, contact your security software support.

② Initializing "engine"

Initialize "engine" (page 13).
Make sure to perform initialization.

③ Preparing for DJ play

You can make the following settings and preparation as necessary before DJ play.

1. Registering music files to "engine"

- Music files stored on your computer can be registered in the "engine" library to enable the music search function that use tag information and to enable file classification by crate and play list. Up to 100,000 files can be managed per USB memory device or HDD (page 15).
- You can load music files and play lists from iTunes into the "engine" library. Furthermore, you can play back music files on iTunes with the unit even if you have not registered them in the "engine" library.

NOTE

"engine" does not have a function to import music files from CD.

2. Preparing playback support information

- "engine" automatically generates audio waveform information, beat point information, and BPM information (page 14).
- You can preset CUE points and LOOP points for music files registered in the library (page 20).

3. Preparing a USB memory device or HDD for playback

Prepare for a USB memory device or HDD to be connected and used with the unit (page 19).

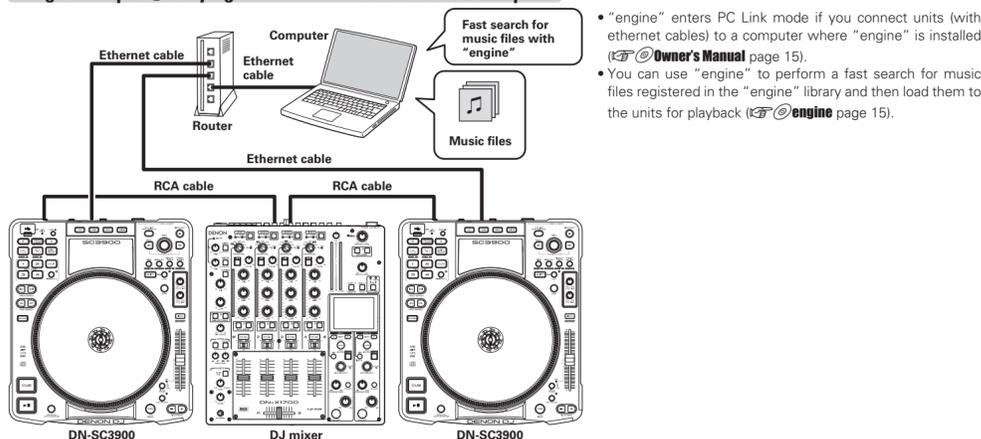
④ Connecting "engine" to the unit over a network

You can easily connect up to 4 units to a computer over a network with the following steps.
Make sure to complete these steps before making the network connection.

1. Set a Network ID to share music among units (Player Link) (page 30).
2. Connect "engine" to units over a network (PC Link) (page 30).

System configuration with "engine"

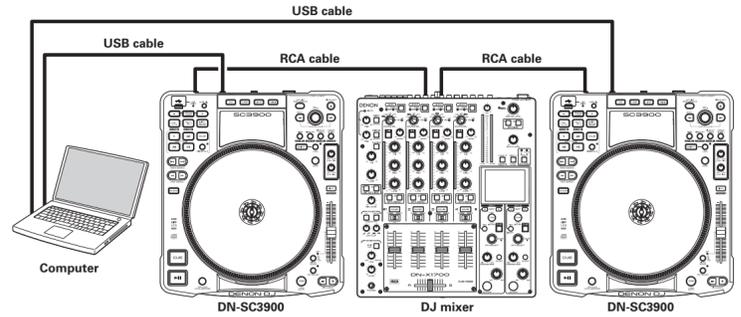
Usage example ① Playing back music files stored on a computer



- "engine" enters PC Link mode if you connect units (with ethernet cables) to a computer where "engine" is installed (page 15).
- You can use "engine" to perform a fast search for music files registered in the "engine" library and then load them to the units for playback (page 15).

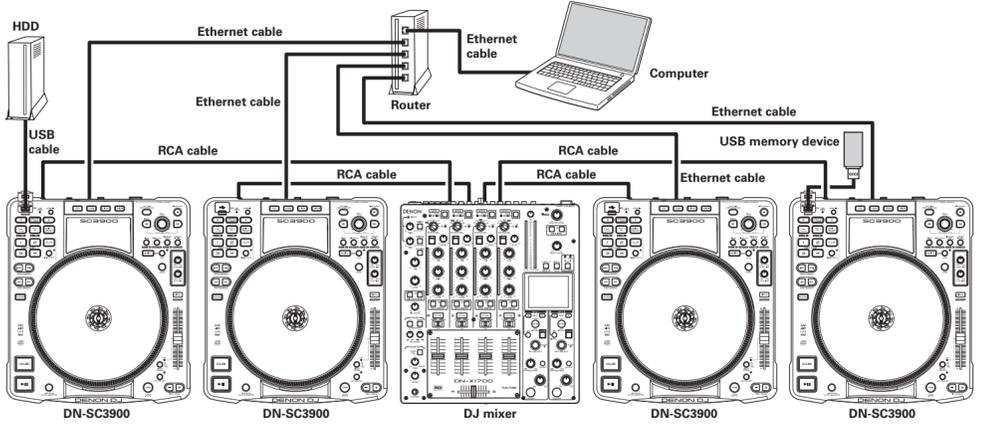
Controlling DJ MIDI software

Use as a controller to operate DJ MIDI software.
For connection, see "MIDI control connections" (page 16).
• Use the DN-SC3900 as a MIDI controller and sound card.



Using "engine"

You can use the advanced search function provided by "engine" (page 18).



NOTE

- Do not connect the router to the internet or WAN. Doing so may cause playback sound to cut out, or devices may not be able to connect correctly.
- This unit can be connected directly to a computer without using a router. In this case, set the computer's network address settings to a fixed IP address, and use the following settings:
IP address: 169.254.0.1 Subnet Mask: 255.255.0.0
- When connecting 4 units to a computer, use a router or LAN hub that has 5 or more LAN ports.
- When connecting using a router, this unit and the computer should be connected to LAN ports.

Main "engine" features

□ Multi-player/multi-storage playback

Using an ethernet cable to connect this unit to a computer where "engine" is installed, you can play back music files stored on the computer, USB memory devices, or HDD while switching among them with the "engine"'s advanced search functions.

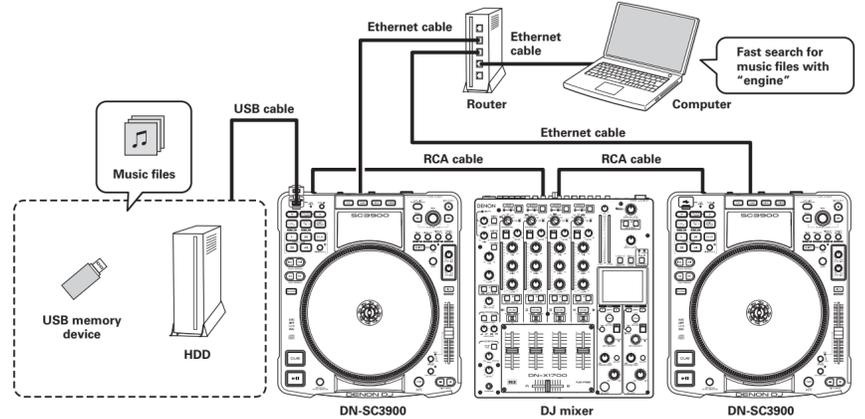
□ Management of up to 100,000 music files and fast search "engine"

You can manage up to 100,000 music files per USB memory device or HDD. Furthermore, fast and multifunctional file search is available with the newly developed search system.

□ Operation environment with less latency

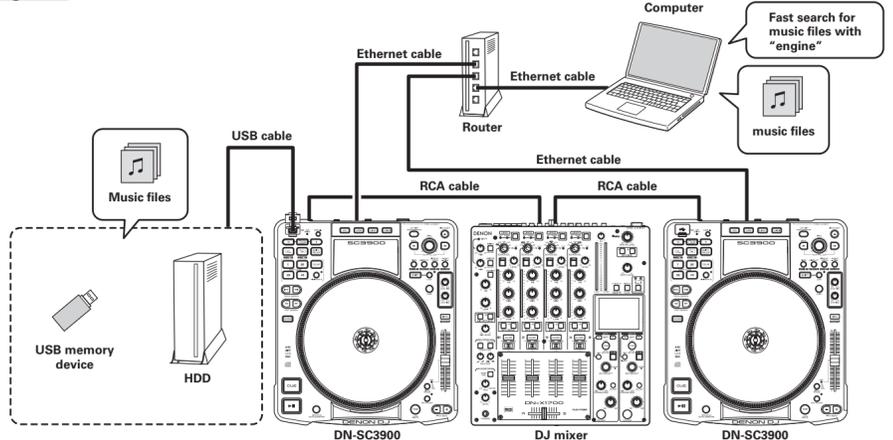
You can enjoy comfortable DJ play with less latency as the unit itself processes audio without using computer resources. Furthermore, you can connect a USB memory device or HDD to continue playback without interruption even if the computer freezes.

Usage example ② Playing back music files stored on a USB memory device or HDD



- You can use a USB memory device or HDD prepared with "engine" for LINK connection to share music files on a USB memory device or HDD among multiple units (page 23).
- You can use database and playback support information created with "engine" for file search (page 26).
- When a USB memory device or HDD prepared with "engine" is used, it is possible to play without a computer.
- You can play back music files stored on a USB memory device or HDD with the folder search function provided by the DN-SC3900 even without a database created by "engine".

Usage example ③ Playing back music files stored on a computer, USB memory device, or HDD while switching among them



- By simultaneously using the functions of usage examples ① and ②, you can use a USB memory device, or HDD as a backup for the computer. This enables you to play back music files stored on the USB memory device or HDD connected to the DN-SC3900 even if the computer freezes, so you can continue DJ play without stopping the music.
- DJ changes and requests are supported.