User Manual

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DITTO JAM X2 LOOPER

Intuitive Looper Pedal with Responsive BeatSense Technology,
Rec-Play/Rec-Dub Modes and Unlimited Overdubs

tc electronic

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EN Important Safety Instructions

CAUTION
RISK OF ELECTRIC SHOCK!
DO NOT OPEN!
ATTENTION
RISQUE D'ÉLECTROCUTION !
NE PAS OUVRIR !

Terminals marked with this symbol carry electrical current of sufficient magnitude to constitute risk of electric shock. Use only high-quality professional speaker cables with ¼" TS or twist-locking plugs pre-installed. All other installation or modification should be performed only by qualified personnel.

This symbol, wherever it appears, alerts you to the presence of uninsulated dangerous voltage inside the enclosure - voltage that may be sufficient to constitute a risk of shock.

This symbol, wherever it appears, alerts you to important operating and maintenance instructions in the accompanying literature. Please read the manual.

Caution
To reduce the risk of electric shock, do not remove the top cover (or the rear section). No user serviceable parts inside. Refer servicing to qualified personnel.

Caution
To reduce the risk of fire or electric shock, do not expose this appliance to rain and moisture. The apparatus shall not be exposed to dripping or splashing liquids and no objects filled with liquids, such as vases, shall be placed on the apparatus.

Caution
These service instructions are for use by qualified service personnel only. To reduce the risk of electric shock do not perform any servicing other than that contained in the operation instructions. Repairs have to be performed by qualified service personnel.

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. Use only 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.

15. The apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.

16. Where the MAINS plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.

17. Correct disposal of this product: This symbol indicates that this product must not be disposed of with household waste, according to the WEEE Directive (2012/19/EU) and your national law. This product should be taken to a collection center licensed for the recycling of waste electrical and electronic equipment (EEE). The mishandling of this type of waste could have a possible negative impact on the environment and human health due to potentially hazardous substances that are generally associated with EEE. At the same time, your cooperation in the correct disposal of this product will contribute to the efficient use of natural resources. For more information about where you can take your waste equipment for recycling, please contact your local city office, or your household waste collection service.

18. Do not install in a confined space, such as a book case or similar unit.

19. Do not place naked flame sources, such as lighted candles, on the apparatus.

20. Please keep the environmental aspects of battery disposal in mind. Batteries must be disposed-of at a battery collection point.

21. Use this apparatus in tropical and/or moderate climates.

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LIMITED WARRANTY

For the applicable warranty terms and conditions and additional information regarding Music Tribe's Limited Warranty, please see complete details online at musictribe.com/warranty.

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1. About this Manual

Thank you for spending your hard-earned money on this TC Electronic product! We have done our best to ensure that it will serve you for many years to come, and we hope that you will enjoy using it.

This manual is available as a PDF download from the TC Electronic website.

Please read this manual in full, or you may miss important information.

Please do not operate your TC device before you have made all connections to external equipment as described in the "2.2 Setting Up" section. In the subsequent sections of the manual, we assume that all connections are made correctly and that you are familiar with the previous sections.

We reserve the right to change the contents of this manual at any time.

To download the most current version of this manual, view the product warranty, and access the growing FAQ database for this product, visit the web page tcelectronic.com/support/

2. Introduction

Thank you for purchasing Ditto X2 Jam, the world's first listening looper stompbox. Its BeatSense feature constantly adjusts your loop's playback tempo to play in time with your drummer or percussionist instead of the other way around. This makes it possible for bands to finally use a looper in live performance without the need for finely-tuned monitoring systems and the possibility of losing sync with the loop.

You can think of Ditto X2 Jam as an extra player who can fill out a band's sound, play chords under guitar solos, allow the building of audio layers in time with the band, and many more uses yet to be determined as this technology has never been seen or used before.

Of course it can also be set to "Classic" mode as a fully capable traditional non-BeatSensing looper, or to "Practice" mode that allows you to speed up or slow down loop playback and practice those challenging runs at different speeds.

2.1 Unpacking

Your TC Electronic effect pedal box should contain the following items:

- Your TC Electronic effect pedal
- Rubber feet for "non-Velcro" use
- External microphone
- Quick Start Guide sheet
- TC Electronic sticker

Inspect all items for signs of transit damage. In the unlikely event of transit damage, inform the carrier and supplier. If damage has occurred, keep all packaging, as it can be used as evidence of excessive handling force.

2.2 Setting Up

Connect a 9 V power supply with the following symbol to the DC input socket of your TC Electronic effect pedal.

This product does not come with a power supply. We recommend using TC Electronic's PowerPlug 9 (**sold separately**).

- If no power supply is available, you can run this product using one or two 9 V batteries.
- For more information on changing batteries, see "6.2 Changing the Batteries".
- Plug the power supply into a power outlet.
- Connect your instrument to the Input jack on the rear side of the pedal using a ¼" jack cable.
- Connect the Output jack on the rear side of the pedal to your amplifier using a ¼" jack cable. See chapter 4 "Hookup Scenarios" for more information on connections.

Then get the Ditto X2 Jam ready to listen to the tempo. . .

- Connect the external microphone to the Ext Mic input on the rear side of the pedal. Clamp the mic onto the snare drum, cajón, djembe, etc. to allow the BeatSense to "listen" to the rhythm clearly. If necessary, use a ⅛" TRS headphone extension cable to allow the mic to reach the drummer. These can be purchased cheaply and easily online or at any electronics or music store.
- If you plan to use the onboard BeatSense mics, the Ditto X2 Jam will have the best chance of detecting the rhythm accurately if it is placed closer to the drums than any other instrument.
- Avoid aiming amplifiers directly at the onboard or external BeatSense mics.
- When used without an external rhythm source, BeatSense will cause erratic loop timing. See "Selecting Modes" to change to Classic or Practice mode.

2.3 Check for Updates

Visit the product page at tcelectronic.com and check for new firmware. We may periodically release updates with additional features and bug fixes, so make sure you have the latest-and-greatest. Firmware update procedure is described in chapter 6.1.

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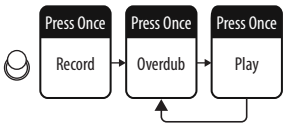
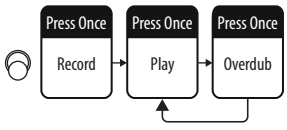
3. Controls and Connectors

1. **Input** – Connect your guitar via ¼" TS cable.
2. **Output** – Send the loops and direct signal to your amp via ¼" TS cable.
3. **Ext Mic input** – Connect the included external microphone to this input, then attach the mic directly to a drum for optimal tempo detection. If necessary, you can increase the reach of the mic with a ⅛" TRS headphone extension cable.
4. **Power input** – Connect a 9 V / >150 mA center-negative power supply (not included).
5. **USB port** – Use a USB cable to connect to a computer for firmware updates.
6. **Loop Level** – Adjust the volume of the loops with this knob.
7. **Overdub mode switch** – Use this switch to determine the overdub behavior. With the switch down, you record your loop, and upon completing the loop, the Ditto X2 Jam goes directly into playback. However, some players prefer to record a loop of silence or ambient soundscape, or even a rhythmic layer for their first loop, and then immediately overdub another layer of harmonic content on top before beginning normal playback. In this case, set the switch to the up position.





8. **Onboard BeatSense mics** – These mics will monitor the tempo of the performance and keep your loops in time with the band. Make sure that the Ditto X2 Jam is placed close to the drums so it can pick up the rhythmic accents clearly. Note that the onboard mics are muted if the external mic is connected.
9. **Record LED** – The status of the looping process and other functions are indicated on this LED. See chapter 5 for details.
10. **LOOP footswitch** – Control several loop-related functions with this switch, including record/overdub/play and undo/redo. See chapter 5 for details.
11. **BeatSense LED** – Indicates the detected tempo as well as other looping functions.
12. **STOP footswitch** – Press the switch once to stop loop playback, and hold the switch to clear the loop. This switch also allows manual tempo input during Practice mode.

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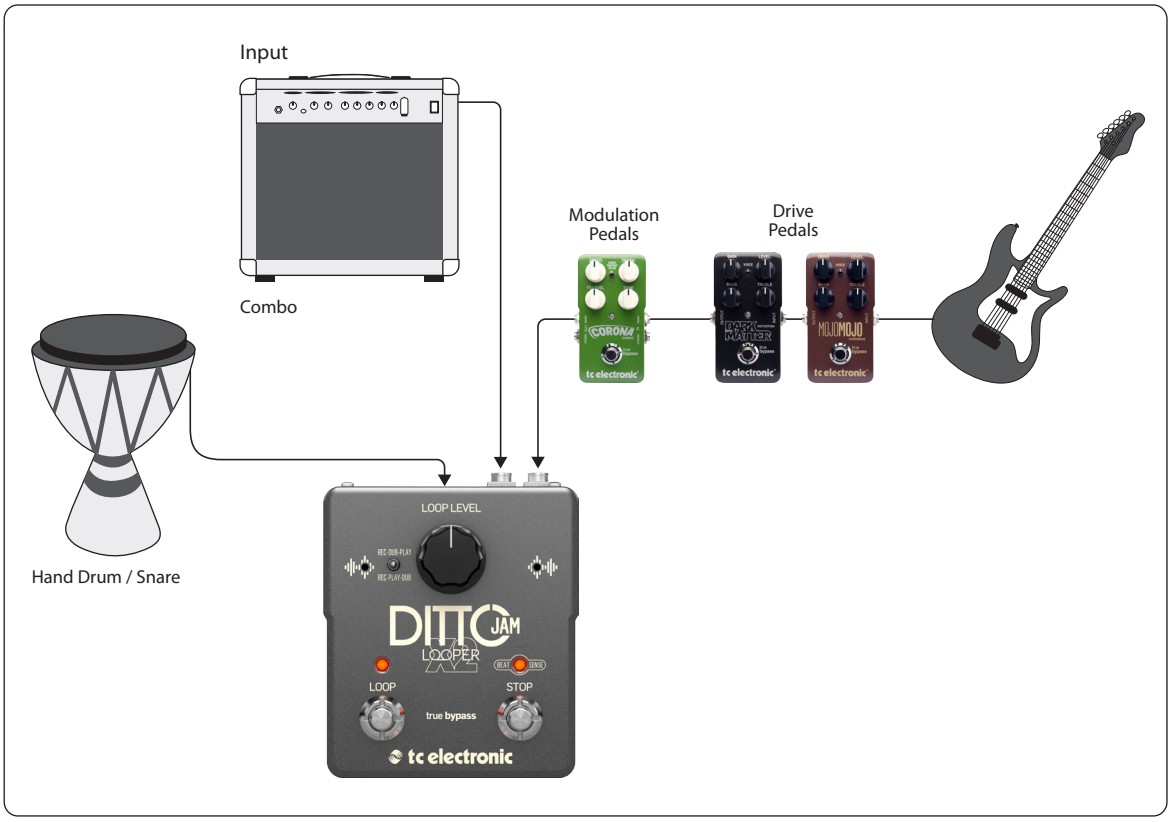
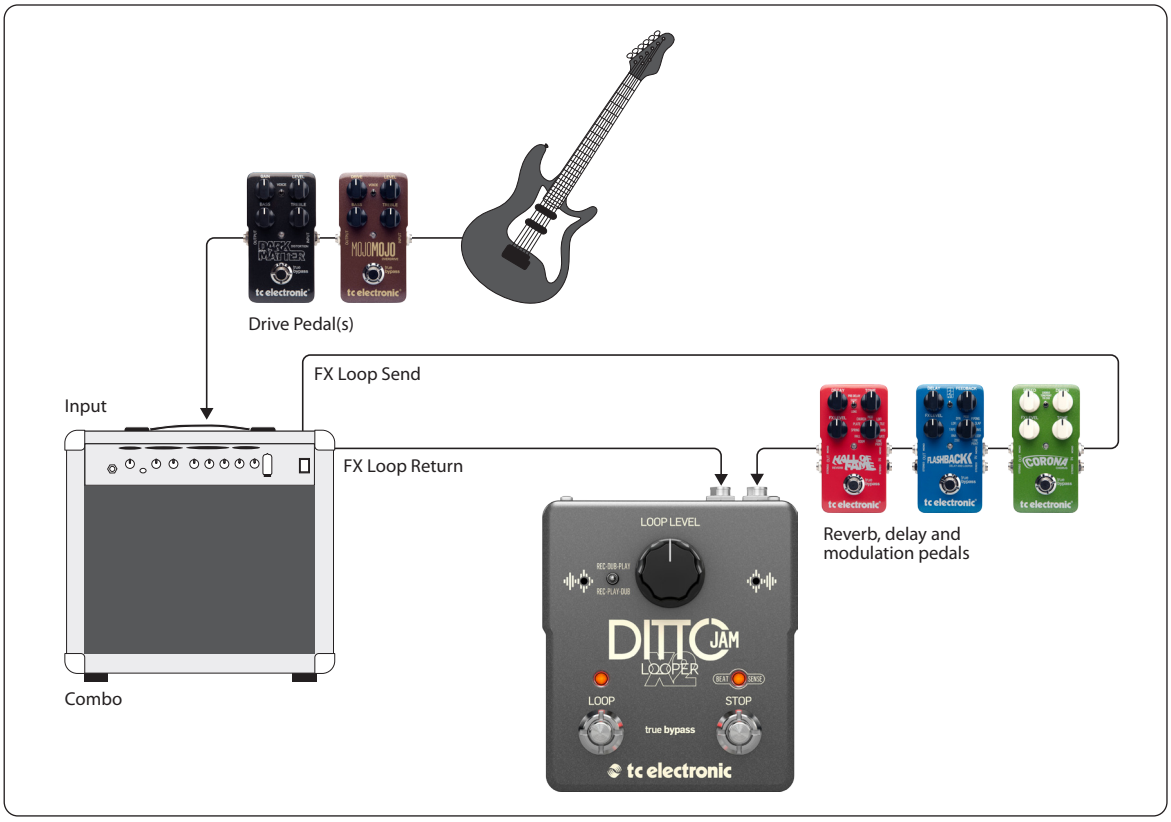
4. Hookup Scenarios

Example 1: Ditto X2 Jam with other effects



Note: amplifier gain should be set to its cleanest setting to avoid additional distortion as a result of the extra level that loopers produce when overdubbing or playing live over loops.

Example 2: Ditto X2 Jam in an amp's FX loop



This setup generally produces the best result when using a looper because of the clean FX return path.

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5. Operation

The Ditto X2 Jam was primarily designed around its unique ability to monitor the tempo of the band's performance and adjust the loop length to match. This is called BeatSense mode.

However, knowing that you will probably want to use this looper when playing by yourself, we've also included Practice and Classic modes.

5.1 Mode Descriptions

BeatSense Mode: Tempo is acquired from a rhythm part played on a percussion instrument so that loops can be recorded and played back in time with varying human tempo guidance. Record and loop footswitch taps are quantized to the nearest beats for the best loop points and loop playback is time compressed and expanded where necessary to stay in time.

NOTE - BeatSense mode will cause unwanted tempo changes if used without a steady rhythmic source. When looping without external rhythm, Classic or Practice mode will work better. See 5.2 Selecting Modes below.

Practice Mode: Practice Loop tempo is sensed only from the guitar input while preparing and recording the loop. This tempo is used to quantize the record and playback actions to assist in making better loops as well as to allow playback tempo to be increased and decreased allowing practice at different tempos.

Classic Mode: This mode works the way the hugely successful line of multi-footswitch Ditto pedals have worked. Loops are recorded and played back with no assistance from or variation of tempo.

5.2 Selecting Modes

From the factory, Ditto X2 Jam is set to BeatSense mode. The Stop button is used to cycle between the 3 modes.

To cycle through the Loop modes, quickly double tap and hold the STOP footswitch for ~2 seconds. While your foot is on the STOP footswitch, the LOOP footswitch LED will flash briefly to confirm a successful mode change:

- 1 green LOOP flash = Classic loop mode
- 2 green LOOP flashes = BeatSense mode
- Red LOOP flashing continuously = Practice mode

You can confirm the current mode at any time by observing the STOP LED behavior:

- STOP LED off = Classic mode
- STOP LED solid green or flashing at tempo = BeatSense mode
- STOP LED solid red or flashing at guitar input tempo = Practice mode

The current loop mode will be retained on next power-up.

5.3 Modes Operation

The following tables will detail all of the relevant looping actions and associated LED behavior for each mode.

BeatSense mode (EXTERNAL mic)		LED activity
Place it	Either clip the supplied external mic on the snare drum supports, in the soundhole of a cajón, clipped to the tension strings of a djembe, or place it close to a percussion instrument.	Loop LED flashes red during power up only, then BeatSense LED lights solid green until it hears a beat.
Gimme a beat!	Ask your percussionist/drummer to play a steady groove.	BeatSense LED will flash green in time when it's ready.
Record	Tap the Loop button on a downbeat and record something cool on your guitar.	Loop and BeatSense LEDs flash in time: Loop = red, BeatSense = green.
Play your loop	Tap Loop button on the downbeat where you want the loop to start playing. Press Stop button if you want to save the loop for later playback.	Loop LED solid green, then blinks at loop point. BeatSense flashes green at tempo.
Overdub	Tap Loop during playback to enter Overdub recording. Add as many layers as you want. Tap Loop to end Overdubbing.	Loop LED flashes red in time. BeatSense shows green tempo.
Undo/Redo	Hold Loop footswitch to undo the most recent overdub. Hold again to redo.	Loop LED flashes green until Undo/ Redo is complete*
Stop	Tap Stop to halt loop playback.	Both LEDs flash green.
Clear	Hold Stop to clear the current loop so you can record another. A good place to clear is right before the beginning of the next song.	Loop LED turns off.

BeatSense mode (ONBOARD mics)		LED activity
Place it	Place the product either beside your foot if you want to keep time that way ("tappin"), or place Ditto Jam nearer to a percussion source than your guitar amp ("groovin").	Loop LED flashes red during power up only, then BeatSense LED lights solid green until it hears a beat.
Gimme a beat!	Tap a steady beat with your foot beside the left side of Ditto Jam to establish tempo or ask your percussionist to play a groove.	BeatSense LED will flash green in time when it's ready.
Record	Tap Loop button on a downbeat and record something cool on your guitar. As you record, keep tapping your foot beside Ditto Jam or have your percussionist continue groovin'.	Loop and BeatSense LEDs flash in time: Loop = red, BeatSense = green.
Play your loop	Tap Loop button on the downbeat where you want to start looping. Keep tappin' or groovin'.	Loop LED solid green, then blinks at loop point. BeatSense flashes green at tempo.
Jam	Play something complimentary on your guitar to go with the loop.	—
Overdub	Tap Loop during playback to enter Overdub recording. Add as many layers as you want. Tap Loop to end Overdubbing. Keep tappin' or groovin'.	Loop LED flashes red in time. BeatSense shows green tempo.
Undo/Redo	Hold Loop footswitch to undo the most recent overdub. Hold again to redo.	Loop LED flashes green until Undo/ Redo is complete*
Stop	Tap Stop to halt loop playback.	Both LEDs flash green.
Clear	Hold Stop to clear out the current loop so you can record another. A good place to clear is right before the beginning of the next song.	Loop LED turns off.

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Classic mode		LED activity
Ready	No loop. Waiting for record.	No LEDs
Record	Tap Loop button and record something cool on your guitar.	Loop LED solid red during recording.
Play your loop	Tap Loop button on the downbeat where you want to start looping. Tap Stop to play the loop later.	Loop LED solid green during playback.
Jam	Play something complimentary on your guitar to go with the loop.	—
Overdub	Tap Loop during playback to enter Overdub recording. Add as many layers as you want. Tap Loop to end Overdubbing.	During Overdub, Loop LED solid red with a blink at loop point.
Undo/Redo	Hold Loop footswitch to undo the most recent overdub. Hold again to redo.	Loop LED flashes green until Undo/Redo is complete*
Stop	Tap Stop to halt loop playback.	Loop LED flashing green.
Clear	Hold Stop to clear out the current loop so you can record another.	No LEDs.

Practice mode		LED activity
Ready	Waiting for guitar rhythm.	BeatSense LED solid or flashing red.
Gimme a beat!	Play the chords or riff on your guitar before recording to set tempo. If you want to start recording immediately, you can tap 4 beats, and on the 5th, hit the Loop switch to start recording at the new tempo while it senses the ongoing beat of your loop recording.	BeatSense LED will flash red in time when it's acquired your rhythm.
Record	Tap Loop button and record something cool on your guitar at the tempo you set.	Both LEDs flash red in time.
Play your loop	Tap Loop button on the downbeat where you want to start looping. Once the loop is playing, BeatSensing stops and tempo will remain at where you played it.	Loop LED solid green, then blinks at loop point. BeatSense flashes red at tempo.
Adjust tempo	Playback speed can be adjusted during Stop or Play. Tap Stop to halt loop playback, then tap in a new slower or faster tempo so you can practice those super-fast runs or hear them played at superhuman speeds.	Both LEDs at tempo: Loop = green, BeatSense = red.
Overdub	Tap Loop during playback to enter Overdub recording. Add as many layers as you want. Tap Loop to end Overdubbing.	Loop LED flashes red in time. BeatSense shows red tempo.
Undo/Redo	Hold Loop footswitch to undo the most recent overdub. Hold again to redo.	Loop LED flashes green until Undo/Redo is complete*
Clear	Hold Stop to clear out the current loop so you can record another.	BeatSense LED solid or flashing red.

* Only when Undo/Redo DIP switch set to Immediate. If the position of the DIP switch is changed to Loop Point, the Loop LED will continue to flash until the loop point, at which time it will play or mute the overdub.

5.4 BeatSense Notes

To get the most from Jam, check out the following points.

Percussion tips

Ditto Jam senses beats during the loop recording process as well as during playback. During these times, it needs to hear a steady groove from the percussionist. Basic drum fills are okay, but mega-syncopated rapid meter changes are not. Think of Ditto Jam as a real band member; if the drummer, without warning, starts playing 30 BPM faster, chances are somebody in the band is going to get confused and might drop out for a while. Ditto Jam is no different. The product was designed to follow subtle, natural tempo movements - not ace a Frank Zappa audition!

Ditto Jam needs a lot of the percussion hits to land on the on-beats. If Jam sees lots of syncopation such as a string of 8th or 16th note anticipations ("pushed" notes) in a row, they'll be interpreted as downbeats and this will affect playback timing. As your percussionist gets used to you using the product in certain song sections, simpler playing during those bits will yield better looping.

Beyond 4/4

If you like to stray away from the 4/4 time signature, Ditto Jam can do that! As long as your time signature is based on quarter notes (3/4, 5/4, 7/4, etc.), you can record and play loops.

Tempo hinting

If the BeatSense LED glows solid or "hunts" during an otherwise solid percussion groove, it may be a large mismatch between tempo history of the previous song and the current one. If you see this before recording a loop you can:

1. Hold Stop again to perform a Clear/Reset even if you cleared recently.
2. Tap Stop at the tempo to "hint" at the tempo so Ditto Jam can focus more directly on it.

If your loop played successfully earlier but now the BeatSense LED is wandering or solid, **during playback** you can also tap the Loop footswitch to hint at the downbeats. Of course, the normal function of the Loop footswitch causes an overdub to be triggered when pressed during playback, but if Jam receives more than 2 taps, the overdub will be overridden and only tempo information will be entered.

In other words, tap the Stop footswitch to hint the tempo **before recording** a loop, or tap the Loop footswitch more than 2 times to hint the tempo **during playback**.

Double time hint

Ensure that the BeatSense LED is showing the downbeats in your music, not offbeats. If you see (1) AND (2) AND… instead of ONE (and) TWO (and)… then you can tap STOP a couple of times at twice the tempo (ONE AND TWO AND) which will orient the beats properly before you record and then play back your loop.

If the song tempo is very slow, double time hinting will effectively extend Ditto Jam's BeatSense range.

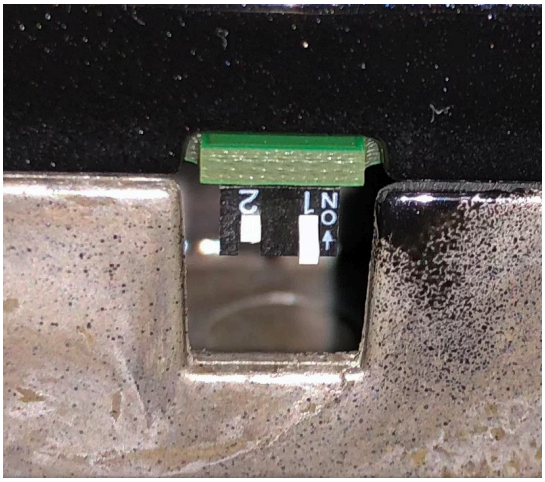
If Ditto Jam has automatically sensed a tempo that is doubletime (exactly twice as fast) by itself, it's fine to record and play loops with no hinting.

Do the Tighten Up…

Ditto Jam can help your playing sound more on-beat. If, during recording, some guitar notes landed a little wide of the mark, Ditto Jam will try to move recorded audio near beats closer to where it's sensing that the beats are falling. Each time around it'll sound a little tighter.

5.5 Dip Switch Settings

If you remove the battery compartment plate and look to the right of the compartment, you will see 2 tiny DIP switches on the side. These allow a couple customizations to the pedal's operation. The default setting for both switches is the "down" position, which is set away from the compartment plate.



Switch 1 - Undo/Redo

In the "down" position (default), the undo/redo command is accessed by pressing and holding the Loop footswitch for 2 seconds, at which point the command immediately takes effect.

In the "up" position, the undo/redo command will still be entered by holding the Loop footswitch for 2 seconds, but the Loop LED will flash green until the end of the loop, and only then will the command take effect.

Switch 2 - Bypass Mode

True Bypass mode is a hard-wire bypass that gives absolutely no coloration of tone when the pedal is bypassed. This is the default mode for your effect pedal (switch down).

Using True Bypass on all pedals is a perfect choice in setups with a few pedals and relatively short cables before and after the pedals.

If…

- you use a long cable between your guitar and the first pedal or
- if you use many pedals on your board or
- if you use a long cable from your board to the amp,

…then the best solution will most likely be to set the first and the last pedal in the signal chain to Buffered Bypass mode. Can you hear the difference between a pedal in True Bypass or Buffered Bypass mode? Maybe, maybe not – many factors apply: active/ passive pick-ups, single coil/humbucker, cable quality, amp impedance and more. We cannot give a single ultimate answer, so experiment with switch 2 in the "up" position to hear what sounds best to you.

6. Maintenance

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6.1 Firmware Update

TC may provide updates for the built-in software of your pedal, the firmware. Updating your TC pedal's firmware requires…

- a computer running Microsoft Windows or OS X with a standard USB interface.
- the specified DC power supply for your pedal.

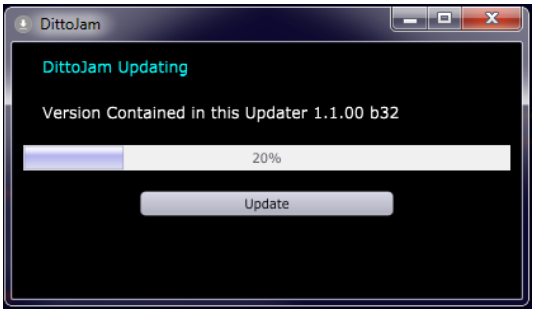
Preparing the firmware update

1. Download the newest firmware from the "Support" page for your TC pedal. There are updaters
   - for Microsoft Windows (these are ZIP archives containing the firmware installer) and
   - for OS X (these are disk image files containing the firmware installer).
2. Unplug all cables (including the power supply) from your TC pedal.
3. Connect the pedal to your computer using a USB cable.
4. Insert the DC power supply plug. The leftmost LED on your pedal should turn green.

Your TC pedal will now be recognized as an updatable device.

Applying the firmware update

5. Open the firmware update file. The pedal's current firmware will be listed, as well as the version contained in the updater.



6. Click "Update" and let the program run. The BeatSense LED will flash red during the update. At some point, the update window may indicate that the pedal has disconnected, which is normal.
7. When finished, the unit will return to the loop mode display shown prior to the update procedure.

6.2 Changing the Batteries

The Ditto X2 Jam can operate on one or two 9 V batteries. However, the unit can operate significantly longer with a pair of batteries installed. If you need to change the batteries, proceed as follows:

- Unscrew the cross-head screw on the back of the pedal and detach the backplate.
- Unmount the old batteries and attach the new batteries to the battery clips. Make sure the polarity is correct!
- Remount the backplate.

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Notes regarding batteries

- Batteries must never be heated, taken apart or thrown into fire or water.
- Only rechargeable batteries can be recharged.
- Remove the batteries when the pedal is not being used for a longer period of time to save battery life.
- Dispose batteries according to local laws and regulations.

7. Links

Support resources

- TC Electronic Support: tcelectronic.com/support/
- TC Electronic – product software: tcelectronic.com/support/software/
- TC Electronic – all product manuals: tcelectronic.com/support/manuals/
- TC Electronic user forum: forum.tcelectronic.com/

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- Google Plus: plus.google.com/+tcelectronic/
- Twitter: twitter.com/tcelectronic
- YouTube: youtube.com/user/tcelectronic

8. Specifications

Maximum loop length	2 minutes
Maximum no. of overdubs	Unlimited
Bypass mode	True Bypass (buffered bypass selectable via DIP switch)
Latency	None (analog dry-through)
Dimensions (W x D x H)	113 x 135 x 54 mm (4.4 x 5.3 x 2.1")
Weight	0.57 kg (1.3 lbs)
Input connector	Standard TS ¼" jack
Output connector	Standard TS ¼" jack
Ext Mic input	⅛" TRS, only use included microphone
Power input	Standard 9 V DC / >150 mA, centre negative (not supplied)
USB	Mini-B USB for firmware updates
Memory	Selected loop mode is recalled over power cycles, loops are not.

Due to continuous development, these specifications are subject to change without notice.

FEDERAL COMMUNICATIONS COMMISSION COMPLIANCE INFORMATION

TC ELECTRONIC

DITTO JAM X2 LOOPER

Responsible Party Name:	**Music Tribe Brands UK Ltd.**
Address:	**Klark Industrial Park,** **Walter Nash Road,** **Kidderminster, Worcestershire,** **DY11 7HJ United Kingdom**
Phone Number:	**+44 1562 732290**

DITTO JAM X2 LOOPER

complies with the FCC rules as mentioned in the following paragraph:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

Important information:

Changes or modifications to the equipment not expressly approved by Music Tribe can void the user's authority to use the equipment.