

# KAM

## INSTRUCTION MANUAL

# Kam KSD3

Twin USB/SD digital DJ mixer with scratch

M A N U A L V E R S I O N 1 . 0

- Compact all-in-one USB/SD multi media player
- 8 input mixer: 2 x SD / 2 x USB / 2 x line / 2 x phono
- Fast SD card / USB stick access times\*
- Connect external hard drive up to 100Gb
- DSP effects including break and reverse
- Dual scratch jog wheels
- Quick iD3 tag reading and track title display
- Manual TAP BPM buttons
- +/- 16% pitch control
- 6 point LED level meters
- Replaceable crossfader
- Fast-react seamless loop facility
- Highly accurate cue point
- Bass, mid, treble & gain controls on each channel
- Bass, treble & gain on microphone channel

\*SD Card / USB source not included

For the latest instruction manual updates and information on the entire Kam range visit:

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

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# Kam KSD3 Twin USB/SD digital DJ mixer with scratch

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**Always remove the mains power cable before carrying out any servicing or maintenance. Do not remove any covers. There are no serviceable parts inside. Please refer all servicing to qualified service personnel.**

The lighting flash symbol on the rear of the unit is intended to alert the user to the presence of an un insulated dangerous voltage within the product enclosure that may be of sufficient magnitude to constitute a risk of electric shock. The exclamation point is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

## **WARNING:**

To reduce the risk of fire or electrical shock, do not expose this appliance to rain or moisture.

This unit is for indoor use only. Electrical equipment should NEVER be kept or stored in damp environments.

This product is not compatible with HCSD cards or MP3 display sticks.

## **KAM KSD3 UNIT FEATURES**

### **1. POWER SWITCH**

Press the power switch to turn the unit on. To switch the power off press the switch again.

### **2. MAINS POWER INPUT**

Plug the supplied mains cable here to connect AC mains power to the unit (220/240V).

### **3. GROUND TERMINAL CONNECTOR**

Connect the GND terminal to the turntable ground.

### **4. BALANCED MASTER OUTPUT**

Audio from each channel is output through these balanced outputs, only used balanced cables.

### **5. INPUT**

Plug in a line level or phono level device such as turntable or additional CD player here. Ensure that the correct line level is selected using the line level switch.

### **6. LINE/PHONO INPUT LEVEL SWITCH**

Use this switch to allow either line level or phono level equipment to be plugged into your channel inputs. If a turntable is used, the switch must be switched to Phono. When using CD players and other line level units, the switch must be in the the Line position. Failure to do this may cause damage to your unit.

### **7. STEREO MAIN OUTPUT AND RECORD OUTPUTS**

The unbalanced AMP RCA connectors are controlled by the master fader, these should be connected to your amplifier. The REC RCA connectors are to connect a recording device such as tape player etc.

### **8. HEADPHONE JACK**

Use this to connect headphones for audio monitoring.

### **9. CUE LEVEL CONTROL**

This adjusts CUE (headphone) level output.

### **10. CUE CROSSFADER**

This is used for monitoring between the two input channels. For the headphones output, hard left selects channel one, hard right selects channel two.

### 11. MICROPHONE BASS CONTROL

Adjusts microphone bass equalisation.

### 12. MICROPHONE TREBLE CONTROL

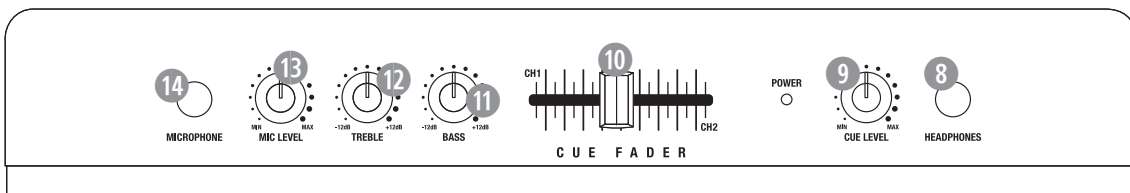
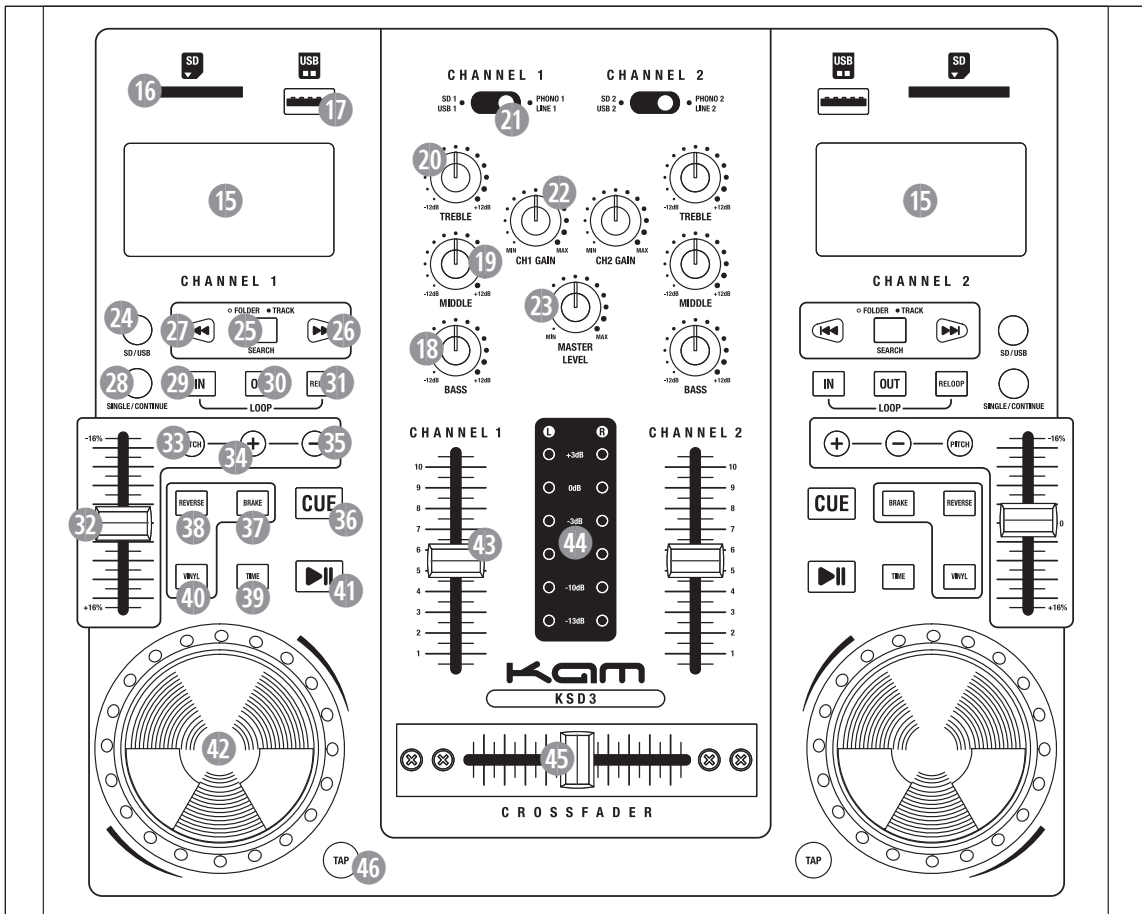
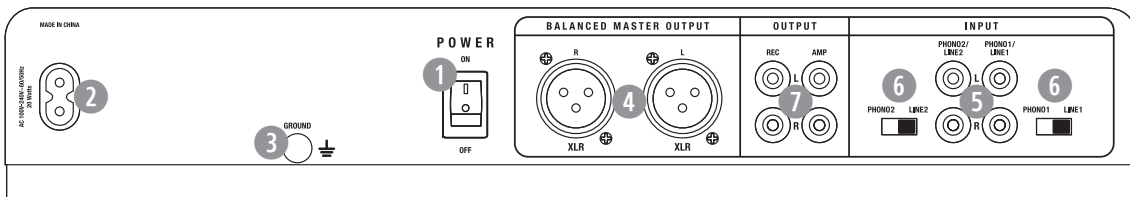
Adjusts microphone treble equalisation.

### 13. MICROPHONE LEVEL

Adjusts microphone volume level.

### 14. MICROPHONE INPUT JACK

Plug in a microphone equipped with a 1/4 inch microphone jack plug or adaptor.



**15. DISPLAY**

**A. SD CARD/USB INDICATOR**

**B. TRACK NUMBER**

This displays the position, number of track of the USB or SD CARD, which is playing.

**C. OPERATING MODE**

These indicate the operating mode of the USB or SD CARD player.

▶ The USB or SD CARD player is playing the USB or SD CARD.

|| The playback is paused.

**D. TIME MODE INDICATORS**

ELAPSED: Played time of the selected track.

TOTAL REMAINING: Total remaining play time of the USB or SD CARD.

REMAINING: Remaining play time of the selected track.

**E. MINUTE, SECOND AND FRAME DISPLAYS**

These displays shows the current time, the value changes depends on the time mode selected.

**F. TIME BAR INDICATOR**

This is a graphical representation of the minute, second and frame displays (C).

**G. CUE INDICATOR**

This indicates a new cue is set.

**H. FOLDER DISPLAY**

**I. PROGRAM INDICATOR**

This indicates the player is in program mode

**J. PLAY MODE INDICATORS**

SINGLE: The USB or SD CARD player is in single mode.

CONTINUE: The USB or SD CARD player is in continue mode.

**K. LOOP INDICATOR**

This indicates the USB or SD CARD player is currently playing in a preset loop.

**L . REPEAT INDICATOR**

REPEAT 1: The USB or SD CARD player is playing the selected track repeatedly.

REPEAT ALL: The USB or SD CARD player is playing the entire USB or SD CARD repeatedly.

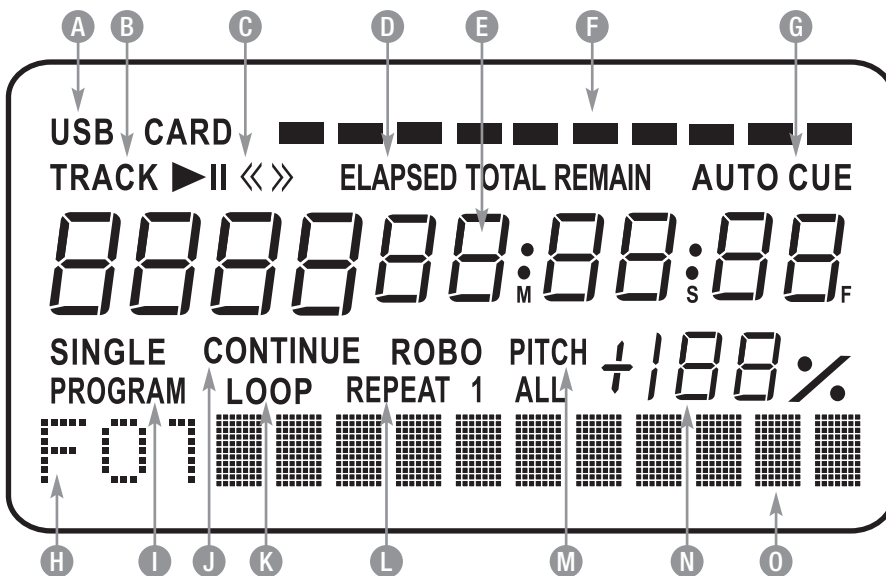
**M. PITCH INDICATOR**

When "PITCH" is displayed, the pitch slider is functioning

**N. PITCH DISPLAY**

This indicates the playback speed (pitch), from -16% to +16%.

**O. ID3 DISPLAY**



Close up detail of Kam KSD3 display

## **16. SD PORT**

Insert a SD card.

## **17. USB PORT**

Insert a USB memory stick or external hard disk drive (up to 100Gb).

## **18. BASS EQ**

This adjusts the bass frequency level of the output signal (left hand set of controls for channel 1 / right hand side controls for channel 2).

## **19. MIDDLE EQ**

This adjusts the mid frequency level of the output signal (left hand set of controls for channel 1 / right hand side controls for channel 2).

## **20. TREBLE EQ**

This adjusts the high frequency level of the output signal (left hand set of controls for channel 1 / right hand side controls for channel 2).

## **21. INPUT TOGGLE SWITCH**

Selects which source will be live to the channel based on what you have connected to the rear panel input section. In left position SD/USB are active. In right position LINE/PHONO are active.

## **22. GAIN CONTROL**

The left gain control adjusts the gain level of channel 1, the right gain control adjusts the gain level of channel 2.

## **23. MASTER LEVEL**

Adjusts the main master level output.

## **24. SD/USB BUTTON**

Press once: to read from the SD card.

Press again: to read from the USB source.

## **25. FOLDER/TRACK**

Press the Folder/Track button.

When the button is illuminated the unit is in FOLDER mode.

By using the << or >> buttons, you can choose the folder you wish to access on your memory device.

Press the Folder/Track button again and when the light goes out the unit is in TRACK mode.

Press the << or >> buttons to skip through and select tracks.

## **26. >>**

In FOLDER mode >> searches forward through the saved folders on your memory device.

In TRACK mode, >> searches forward through the saved tracks on your memory device.

Hold down the button to double the speed of the search.

## **27. <<**

In FOLDER mode << searches backwards through the saved folders on your memory device.

In TRACK mode, << searches backwards through the saved tracks on your memory device.

Hold down the button to double the speed of the search.

## **28. SINGLE / CONTINUE BUTTON**

Press to switch between Single and Continuous play modes. The mode is indicated on the display (15).

## **29. IN BUTTON (LOOP SYSTEM)**

This button sets the beginning of the loop. The Loop indicator on the display flashes.

### **30. OUT BUTTON (LOOP SYSTEM)**

When you press this button, you set the end point of the seamless loop and you start the loop. To finish the loop, press this button again.

### **31. RELOOP BUTTON (LOOP SYSTEM)**

This button is used to restart the last saved loop.

### **32. PITCH CONTROL**

Use this fader to increase or decrease the speed of the track.

### **33. PITCH BUTTON**

Push this button to activate the pitch adjustment of slider.

### **34. PITCH BEND + BUTTON**

The pitch will increase when the + button is pressed and return to the original pitch when it is released.

### **35. PITCH BEND - BUTTON**

The pitch will decrease while the - button is pressed and return to the original pitch when it is released.

### **36. CUE BUTTON**

In pause mode use the search button to search the position you want.

Now press the Play button.

Pressing the Cue button will go back to where you started.

### **37. BRAKE BUTTON**

When this button is pressed, the Brake DSP effect is active. Use the jog wheel to activate.

### **38. REVERSE BUTTON**

When this button is pressed, the Reverse DSP effect is active. Use the jog wheel to activate.

### **39. TIME BUTTON**

Use this knob to choose the time mode: elapsed time, remaining time or total remaining time.

### **40. VINYL BUTTON**

When this button is pressed, the Scratch DSP effect is active. Use the jog wheel to activate.

### **41. PLAY / PAUSE BUTTON**

Each time you press the PLAY / PAUSE button, the operation changes from Play to Pause and vice versa.

### **42. JOG & SHUTTLE WHEELS**

#### **Shuttle:**

Use the dial to select the scanning direction and speed. The source is scanned in the forward direction when the shuttle dial is turned clockwise from the neutral position and in the reverse direction when the shuttle dial is turned counterclockwise. The scanning speeds up when the shuttle wheel is turned faster.

#### **Jog:**

In pause mode, if you turn the jog wheel, the point at which the sound is being produced moves by a number of frames corresponding to the number of clicks. Clockwise moves the point forward; counterclockwise moves the point backward. In play mode, the jog increases or decreases the speed of the song. (clockwise = increase, counterclockwise = decrease).

### **43. INPUT FADER**

Controls individual source levels.

### **44. LED METER**

Indicates the master output level.

#### 45. REPLACEABLE CROSSFADER

Controls the output signal between the two input channels. Hard left selects channel 1. Hard right selects channel 2. With the crossfader centered, both assigned channels are live. Use the crossfader for fast and seamless cuts from one selected channel to the other.

#### 46. TAP

Press the TAP button repeatedly to the beat of the music playing, this will manually determine the speed/tempo. The display will show the current value in BPM (beats per minute).

## TECHNICAL SPECIFICATIONS

MP3 decoding	<b>Support 16/22.05/24/32/44.1/48kHz sampling frequencies</b>
Bit rate	<b>32kbps to 320kbps</b>
Display modes	<b>Track Elapsed / Track Remain</b>
Pitch	<b>Variable +/-16%</b>
Pitch bend	<b>+/-16% maximum</b>
Bass (channels 1-2)	<b>+/-12dB</b>
Middle (Channel 1-2)	<b>+/-12dB</b>
Treble (Channel 1-2)	<b>+/-12dB</b>
Gain (Channel 1-2)	<b>0 to -20dB</b>
Headphone impedance	<b>32 Ohm</b>
Frequency response	<b>20Hz-20kHz +/-2dB</b>
Distortion	<b>Less than 0.02%</b>
S/N ratio	<b>Better than 80dB</b>
Channel separation	<b>50dB(1kHz)</b>
Output level	<b>2.0 +/-0.2V R.M.S.</b>
Power supply	<b>AC 100~240V 60/50Hz</b>
Dimensions	<b>343 x 274 x 60mm</b>

Due to continuous product development, specifications and appearance are subject to change.

If this product is ever no longer functional please it take to a recycling plant for environmentally friendly disposal.

# POWER OF PERFORMANCE

For the latest instruction manual updates and information on the entire Kam range visit:

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

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