



The D&R "ClubMix" is the result of intensive market research among professional users in the discotheque and club circuits.

From concept to reality, the emphasis was on "user friendly" features and superior electronic design with "extended bandwidth".

The "ClubMix" is a totally modular mixing console with features and functions never before combined in any mixing desk.

A unique feature in this heavy-duty welded steel frame is the availability of thirty inputs when using ten stereo channels.

The "ClubMix" has space for 10 input modules giving a choice of mono mic/line modules or triple input stereo modules.

The master section has functions and features to please any user demands.

#### LOW NOISE MIC/LINE CHANNELS WITH VOICE OVER CONTROL..

The balanced mic/line channels have internal jumper settings for 48 volt phantom powering.

When used with cart machines, several internal jumper settings can be selected to start the cartridge machine either by fader, the Cue switch, and/or the ON switch.

An XLR is fitted for the mic input and standard jack sockets for the line, insert and start functions.

The "ClubMix" has a pre and post Auxiliary send as a standard feature.

The Equalizer is a three band "high definition" type with carefully selected crossover frequencies to guarantee a very musical effect when equalizing.

The Voice Over switch dims (lowers the volume) the music outputs which makes the announcements easier to understand.

The ON switch has two functions, it switches the channel on and at the same time an external device can be controlled.

The CUE switch automatically switches the signal heard in the headphones from the master output to the channel where depressed. A 100mm smooth feeling fader completes the mono mic/line module.

If servicing is required, the module can be easily removed from the console, even while the console is in operation.

#### TRIPLE INPUT STEREO MODULES WITH R.I.A.A. EQUALIZED AMPS AS AN OPTION.

The stereo channel can accept CD players, turntable players (with optional R.I.A.A. amps) tape decks, video players, as well as balanced Mic inputs. Three sources can be connected to the module at the same time, whereby selection can be made from two line inputs (one can be R.I.A.A. equalized) and a Mic input.

The R.I.A.A. equalized amps are an optional plug-in printed circuit boards which can be plugged onto the main input board.

The active gain control has a range of 40 dB with a minimum noise contribution of which D&R is famous for. The three band equalizer has a boost and cut of 16dB at carefully selected frequencies. Both auxiliary sends are stereo summed. Aux. 1 is pre fader and aux. 2 is post fader wired.

#### INDIVIDUAL CROSSFADER ROUTING ON EACH STEREO MODULE.

Another "ClubMix" unique feature is its ability to route any of the stereo modules to the crossfader by selecting the A or B assign switch.

The ON switch activates the channel and is capable of starting external devices.

The fader as well as the Cue switch can also be used to start external devices if jumpered accordingly.

# ClubMix

## EIGHT SEPARATE MASTER OUTPUTS.

The "ClubMix" master has several individually adjustable output sections to allow for simple solutions in every installation.

In addition to the "normal" ground compensated balanced Zone 1 output, the "ClubMix" has a Zone 2 output, Zone 3 output, as well as a subbass output (for subwoofer amps), a transformer balanced light output, two auxiliary outputs and a stereo headphone output.

The "ClubMix" master has separate mixing busses for the mic signals and the stereo signals to allow control over the music using the voice over circuitry. This also gives the user total control over the outputs and make any balancing between the two outputs possible.

The Zone1 output sums all signals coming directly from the input channels or from the crossfader. The stereo signal can be mono summed and is available on XLR type connectors on the back of the console.

Above the Zone1 output are controls for the voice-over circuitry which control the depth and the release of the control signal.

The Zone 2 output can be used to provide other area's of the building with music and speech. The Zone 2 "FLW PHONES" switch transforms this output to a monitor output if needed.

Above the Zone 2 output is the stereo Auxiliary return which accepts external sources such as reverb or other effects returns needed to be mixed into the main outputs.

The adjustable Light output has a separating transformer and can be fed from the music only or the total output signal which includes the mic channels.

## FEATURE FILLED HEADPHONE OUTPUT HAS SPLIT CUE FUNCTION AND A BALANCE CONTROL BETWEEN PROGRAM AND CUE.

The phones section has an input switch selecting between Zone 1 or Zone 2 or the input channels which is activated by the autocue function.

The SPLIT switch directs the program signal (everything coming from the channels) to the left and the summed stereo cue signal to the right. This circuitry makes syncing of two input signal an easy task. The Program signal can be mixed into the Cue signal (if necessary), so the main output signal will not disappear completely when using the Autocue function.

The Zone 3 signal is used for those area's in the building where either music only or spoken word is needed or any combination of the above. The MIC/Music control adjusts any balance

between the two. The Auxiliary outputs are located above the Zone 3 outputs.

Two 13 segments peak-reading LED bargraph meters accurately follow signals chosen by the headphone input selectors.

## SMOOTH FEEL CONSTANT POWER CROSSFADER AND PUNCH SWITCHES PROVIDE ADVANCED D.J. FUNCTIONS.

The Crossfader is fed by the assign switches in the stereo channels and makes crossings possible between any of the assigned input channels.

The Punch switches control FET switches which silently mute one or two of the Crossfader outputs. This feature creates intermittent rhythmic effects needed in today's live D.J. performances.

The "ClubMix" is a "state of the art" heavy duty workhorse loaded with advanced know-how derived from the D&R research and development department which is your guarantee of a feature-packed technically advanced product.

**Your "ClubMix" brings every sound under control!**

## SPECIFICATIONS

<b>INPUTS</b>	Mic inputs: balanced, RF suppressed, 2 kOhm. input noise: E.I.N. -127 dB (A-weighted). Sensitivity: max -65dBu, min: -12 dBu. Insert: 470hm/10kOhm at 0 dBu (mic only)	Mono line inputs: balanced, 15kOhm, sensitivity: + 0 / -40 dBu. Phono inputs: Unbalanced 47kOhm 1-10mV. Stereo line inputs: unbal., 10kOhm, +/-20dB
<b>OUTPUTS</b>	Zone1, Subbass: +4dBu, gnd. comp. balanced. Zone2/3: +4dBu unbalanced. Headphones: 8-600 Ohm, 1 Watt.	Light output: balanced at +4dBu. Tape out: -10dBv unbalanced. Inserts: 0dBu, at 470hm / 10kOhm.
<b>EQUALIZER</b>	+/- 16dB at 12 kHz shelving (high). +/- 16dB at 80 Hz shelving (low).	+/- 16dB at 1K5 Bell curve (mid).
<b>OVERALL</b>	Frequency response: 10Hz to 100.000Hz (-3dB). Headroom: +22dB anywhere in the console. Noise: master faders down -92dB (A-weighted).	THD+IM: Mic in / Zone1,2,3 out; 0.009% max at 1kHz. Noise master faders up: -78dB (A-weighted).
<b>WEIGHT/DIMENSIONS</b>	12kg (26.4 Lbs). Width: 483mm, Depth: 400mm, Height: 160mm.	Mounting hole: 440mm x 365mm.
<b>OPTIONS</b>	Fader remote switches.	R.I.A.A. plug in PCB on stereo channels.

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**D&R**  
mixing consoles