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|----------------------|--------------------------------|---------------------------|--------------------|--------------------------|------------------------------|
| <b>14</b><br>INPUTS  | <b>7</b><br>CHANNELS           | <b>3BAND</b><br>EQUALIZER | <b>BALANCE</b>     | <b>AUX</b><br>SEND BUS   | <b>CUE</b>                   |
| <b>EFFECT RETURN</b> | <b>MONITOR</b>                 | <b>PPM METER</b>          | <b>SUB LOW OUT</b> | <b>Y</b><br><b>SPLIT</b> | <b>T</b><br><b>TRANSFORM</b> |
| <b>BEAT COMPARE</b>  | <b>X</b><br><b>CROSS FADER</b> | <b>M</b><br><b>MASTER</b> |                    |                          |                              |

**DATEQ**  
**APOLLO**

# DATEQ APOLLO

## Apollo: A giant leap for mankind!



Apollo, the handsome young Greek god of prophecy, gifted musician and protector of young men, has come down to Earth on an important new mission. Transformed into a very complete mixer, his task is to make life easy for a new generation of DJs.

The Apollo has lots of interesting features like the Beatcompare circuit and the popular Transform buttons. Let's get into the groove!  
The Apollo also has an Effect Return input and external reverberation can easily be mixed directly onto the master.

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**14**  
INPUTS

**7**  
CHANNELS

The Apollo has 7 channels, each with 2 inputs. A total of 2 microphones, 3 turntables and 9 line signals (CD or MD players, sampler, groovebox, keyboard etc.) can be connected up to the mixer panel. In addition, each channel has a 3-way (A-Master-B) switch, allowing each channel to be linked to the A or B side of the crossfader.

**X**  
CROSS FADER

The Apollo's crossfader is VCA driven. This means that no audio signals pass through the fader, just control voltages. Thanks to this, the life of the fader is dramatically increased and problems such as noise and loss of sound are things of the past.

**T**  
TRANSFORM

The Apollo is also provided with the popular "transform" buttons. When one of these buttons is pushed in, the signal from the crossfader becomes visible. It disappears again when the button is released ... an extra tool for the creative DJ.

**BEAT COMPARE**

The built-in Beatcompare circuit, incorporating advanced microprocessor technology, is absolutely unique. It allows the beats from 2 signals to be displayed side by side on the crossfader. Arrows

show clearly whether the pitch of the source to be adjusted has to be raised or lowered to achieve equality. The Beats can now be superimposed. This function makes seamless crossover a piece of cake.

**CUE**

**SPLIT**

The Apollo has gain control and 3-band equalizer in each channel. The Cue function allows you to listen to the audio signal in each channel before you release it, while the Split function gives you the cue signal and the master signal simultaneously over the headphones.

**SUB LOW OUT**

The "Sub low" output allows you to amplify frequencies under 125 Hz separately. The Master output has both XLR-balanced and cinch connections, and the monitor output can be adjusted separately.

**EFFECT RETURN**

An extra feature provided on the Apollo is the Effect Return input, which allows external reverberation to be mixed directly on to the Master. The Effect Sends feature permits similar introduction of reverberation in the microphone inputs with the aid of jumpers on the pre- or post-fader.

### TECHNICAL SPECIFICATIONS<sup>1)</sup>



#### INPUTS

Mic, XLR-3F ..... electronically balanced  
Signal level ..... -54dBu @ 600 Ω nominal, adjustable Level Impedance ..... 3 kΩ  
Input noise ..... <-107 dB (IHF-A)  
Headroom ..... 20dB

#### PHONO INPUTS

RIAA pre-amplifier  
Signal level ..... 5 mV @ 1 kHz  
Impedance ..... 47 kΩ/ 25pF nominal  
Crosstalk ..... >65 dB @ 1kHz  
Input noise ..... <-80 dB(IHF-A)

#### LINE INPUTS

cinch, unbalanced  
Signal level ..... -14 dBu @ 600 Ω nominal  
Impedance ..... 22 kΩ nominal  
Crosstalk ..... >65 dB @ 1kHz  
Input noise ..... <-80 dB(IHF-A)

#### SPECIAL INPUTS: EFFECT RETURN

Signal level ..... 0 dBu  
Impedance ..... 10 kΩ

#### TONE CONTROL CHANNEL 1 and 2

High ..... 10 kHz +/- 15dB shelving  
Mid ..... 1400 Hz +/- 12 dB Bell  
Low ..... 80 Hz +/- 15dB shelving

#### TONE CONTROL CHANNEL 3...7

High ..... 12 kHz +/- 15dB shelving  
Mid ..... 1400 Hz +/- 12 dB Bell  
Low ..... 50 Hz +/- 15dB shelving

#### OUTPUTS

Master XLR ..... XLR-3M, balanced/+6 dBu, 600 Ω  
Master Cinch ..... cinch, unbalanced/0 dBu, 600 Ω  
Monitor ..... cinch, unbalanced/0 dBu, 600 Ω  
Record ..... cinch, unbalanced/0 dBu, 600 Ω  
Sub ..... 6.3mm jack, mono, unbalanced/0 dBu, 600 Ω, <125Hz  
Lightshow ..... 6.3 mm jack, mono/ 0dBu/ transformer output/ 10 kΩ  
Effect send ..... mono cinch, unbalanced/0 dBu, 600 Ω  
Headphones(CUE) ..... 6.3 mm stereo-jack/ 0.3 W @ 4...32Ω

#### FREQUENCY RESPONSE

Mic to Master ..... 80 Hz - 25 kHz, +/- 1 dB  
Line to Master ..... 20 Hz - 25 kHz, +/- 1 dB

#### GENERAL

Power supply ..... 220-240 VAC/50-60 Hz  
Power consumption ..... 20 W  
Lamp connection ..... BNC 12Vdc/ 3W

#### DIMENSIONS (W x H x D)

Front ..... 483 x 355 mm (19inch-8HE)  
Cutout ..... 448 x 338 mm (W x H)  
Depth ..... 107 mm

#### WEIGHT

Weight ..... 6,0 kg

1) ..... Reference level 0 dB = 0.775 V