



# TPM SERIES Mk II

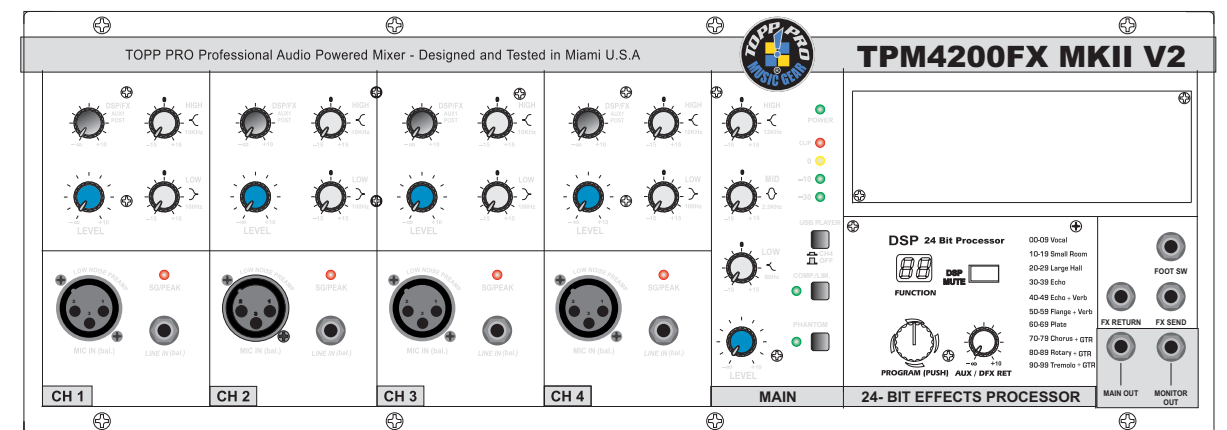
## User's Manual

### POWERED MIXER TPM4200FX MKII V2



**TOPP PRO MUSIC GEAR**  
[www.topppro.com](http://www.topppro.com)

# TPM SERIES Mk II





# 12

NOTES

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# 1

## Introduction

Thank you for purchasing the TOPP PRO TPM 4200FX MKII V2 powered mixer. The TPM4200FX MKII V2 is specially designed 4 channel powered mixer with two independent amplifiers that produce a total of 200Watts (peak power), 24-bit effects processor with 100 presets, built-in compressor/limiter, 3-band EQ and RCA I/O with dedicated volume control.

Please carefully read this manual to take full advantages of all features of TPM 4200FX MKII V2. Thanks again for choosing TOPP PRO.

# 2

## Features

- \*2\* 100W(peak power)amplifier
- \*Signal/peak indication on channel 1-4
- \*4line inputs through 1/4" jack
- \*4 balanced MIC inputs through XLR jacks
- \*2-band EQ on mono input channels
- \*3-band equalizer on master output
- \*FX send for built-in or external effects
- \*24-bit DSP effects with 100 presets
- \*Monitor and effect sends on each channel
- \*Independent level controls on each channel & RCA input
- \*4-segment LED display for monitoring the output signals
- \*RCA in/out with volume control
- \*Main and monitor line out jacks
- \*Mains power can be switchable between 115V and 230V

# 3

## Usefull Data

Please write your serial number here for future reference.

Serial Number:
Date of Purchase:
Purchased at:

# 11

## GUARANTEE

**Topp Pro** guarantees the normal operation of the product against any defect of manufacture and/or vice of material, by the term of (12) months, counted as of the date of purchase on the part of the user, committing itself to repair or to change, to its election, without position some, any piece or component that will fail in normal conditions of use within the mentioned period.

This guarantee is valid if the original buyer will have to present/display this certificate properly sealed and signed by the selling house, accompanied by the corresponding invoice of purchase where it consisted the model and serial number of the acquired equipment.

The guarantee does not cover:

- Damages caused by the illegal use of the product, repair and/or nonauthorized modification conducted by people by **Topp Pro**.
- Damages caused by the connection of the equipment to other equipment different from the specified ones in the manual of use, or by bad connection to these last ones.
- Damages caused by electrical storms, blows and/or incorrect transport.
- Damages caused by excesses or falls of tension in the network or by connection to networks with a tension different from the required one by the unit.
- Damages caused by the presence of sand, acid of batteries, water, or any strange element inside the equipment.
- Deteriorations produced by the course of the time, use and/or normal wear of the unit.
- Alteration or absence of the serial number of factory of the equipment.

The repairs could only be carried out the authorized technical service by **Topp Pro**, that will inform about the term and other details into the repairs to take place according to this guarantee.

**Topp Pro**, will repair this unit in counted a term nongreater to 30 days as of the date of entrance of the unit to the Technical Service. In those cases in that due to the particularity of the spare part, outside necessary their import, the repair time and the viability of the same one will be subject to the effective norms for the import of parts, in which case one will inquire to the user about the term and possibility into repair.

With the object of its correct operation, and of the validity of this one guarantee, this product will have to be installed and to be used according to the instructions that are detailed in the manual associate or the package of the product.

This unit will be able to appear for its repair, next to the invoice of purchase (or any other proof where the date of purchase consists), to its authorized distributor Topp Pro or an authorized technical center on watch by **Topp Pro**.

**Exclusion of damages:**

**THE RESPONSABILITY OF TOPP PRO BY ANY DEFECTIVE PRODUCT IS LIMITED THE REPAIR OR THE REPLACEMENT OF HE HIMSELF, TO TOPP OPTION PRO. IF WE CHOSE TO REPLACE THE PRODUCT, THE REPLACEMENT CAN BE A RECONDITIONATED UNIT. TOPP PRO WILL NOT BE RESPONSIBLE BY THE DAMAGES BASED ON THE LOST, INCONVENIENCE, LOSS OF USE, BENEFITS, LOST SAVINGS, BY THE DAMAGE TO OTHER EQUIPMENT OR OTHER ARTICLES IN THE USE SITE, OR BY ANY OTHER DAMAGE IF HE IS FORTUITOUS, CONSEQUENT OR OF ANOTHER TYPE, ALTHOUGH TOPP PRO HAS BEEN NOTICED OF THE POSSIBILITY OF SUCH DAMAGES.**

Some states do not allow to the exclusion or the limitation to the fortuitous or consequent damages, so the aforesaid limitation can not be applied to you. This guarantee gives specific legal rights him, you you can also have other right that varies of state to state.

# 10 TECHNICAL SPECIFICATIONS

# 3

Input Channels	Microphone Input	Electronically balanced, discrete input
	Frequency response	12Hz to 55kHz, ±3dB
	Gain	45dB
	SNR (signal to noise ratio)	>98dB
Line Input	Line Input	Electronically balanced
	Frequency Response	12 Hz to 55 kHz, ± 3dB
	Gain	20dB
	Impedance	
Impedance	Microphone input	1.5K Ohm
	All other input	10K Ohm or greater
	Tape out	1K Ohm
	All other outputs	120 Ohm
THD	0.5% at 10dB Below Rated Output Power	
Channel Equalization	Hi shelving	±15dB @ 10KHz
	Low shelving	±15dB @ 100Hz
	Hi shelving	±15dB @ 12KHz
Master Equalization	Mid Bell	±15dB @ 2.5KHz
	Low shelving	±15dB @ 80Hz
	DSP section	
DSP section	A/D and D/A converters	24 Bit
	DSP resolution	24 Bit
	Type of effects	Vocal, Small Room, Large Hall, Echo, Echo + Verb, Flange + Verb, Plate, Chorus + GTR, Rotary + GTR, Tremolo + GTR
	Presets	100
Main Mix Section	Controls	100-position PRESET selector, CLIP LED MUTE SWITCH with LED indicator
	Noise (Bus noise)	Fader 0 dB, channels muted:-85dBr (ref.: +4dBu) Fader 0 dB, all input channels assigned and set to UNITY gain:-81dBr (ref.: +4dBu)
	Monitor Max out	+22 dBu unbalanced, 1/4" jacks
	FX Sends Max out	+22dBu
Power Supply AMP Section	230 Volt /115 Volt ~ 50/60 Hz	
	Output power	2x100W RMS at 1kHz THD=1%, Load=40hm
	Frequency Response	20 Hz to 20 kHz, ±3 dB
Physical	Dimensions	466 x 280 x 191
	Net Weight	7.8kg

## Control Elements

### FRONT PANEL

#### 1- PEAK/SIGNAL LED

This LED will illuminate green when there is a signal present in the LINE/MIC input. When signal nears clipping, the LED will turn red.

#### 2- MONO INPUT CHANNELS

CH1-CH4. You can connect balanced, low impedance microphones or a low level signal to the XLR socket. Use the 1/4" TRS (LINE IN) jack, you can connect either a microphone or a line level instrument such as synthesizers, drum machines, effect processors or any other line level signal.

Note: you shall never connect an unbalanced microphone to the XLR socket if you do not want to damage both the mixer and the microphone.

#### 3- DSP/FX AUX POST CONTROL

This control is configured as POST-FADER, so the audio signal will be affected by channel level control. Via the FX SEND socket, the AUX 1 signal can be an external effective device.

#### 4- LEVEL CONTROL

This control is used to adjust the overall level of respective channel. The adjustable range goes from  $-\infty$  to +10dB.

#### 5- 2-Band CHANNEL EQ

##### HIGH

This is the treble control. The gain range goes from -15dB to +15dB with a centre frequency of 10 kHz.

##### LOW

This is the bass control. The gain range goes from -15dB to +15dB with a centre frequency of 100 Hz.

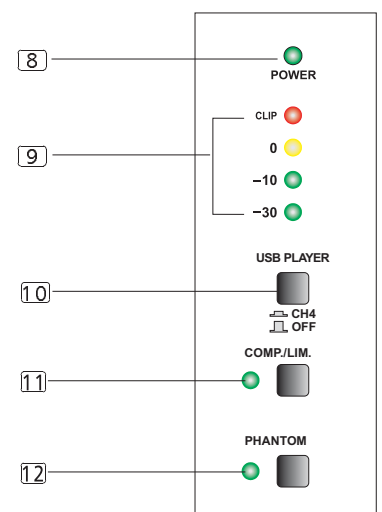
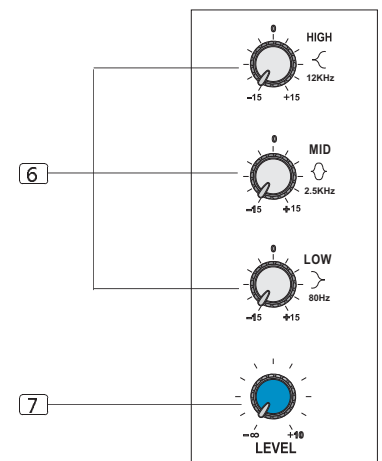
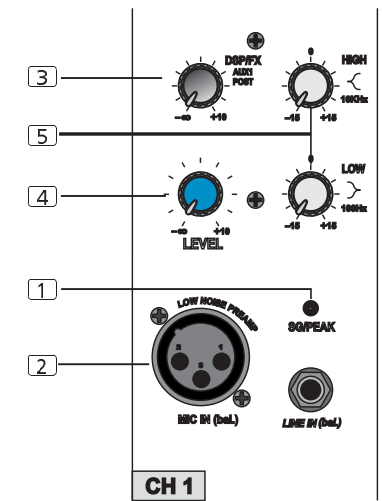
#### 6- 3-Band MASTER EQ (Main Out)

##### HIGH

This is the treble control. You can use it to get rid of high frequency noises or to boost the sound of cymbals or high harmonics of human voice. The gain range goes from -15dB to +15dB with centre frequency of 12 KHz.

##### MID

This is the mid range control. It can affect most fundamental frequency of all musical instruments and human voice. An attentive use of this control will give you a very wide panorama of sound effects. The gain range goes from -15dB to +15dB and centre frequency is 2.5k Hz.



# 4 Control Elements

## LOW

This is the bass control. It is used to boost male voice, kickdrum or bass guitar. Your system will sound much bigger than what it is. The gain range goes from -15dB to +15dB and the centre frequency is 80 Hz

## 7- MAIN LEVEL CONTROL

This control is used to adjust the level of main output.

## 8- POWER LED

This LED lights up when the unit is powered on.

## 9- OUTPUT LEVEL LED

This 4-segment LED meter is used to indicate the output level.

## 10- USB PLAYER CONTROL SWITCH

Incase that the USB module is installed, when this switch is engaged, the USB player will be routed and controlled via the CH 4; when this switch is disengaged, the USB player will disconnect to CH 4.

## 11- COMP/LIM SWITCH

Set the COMP/LIM SWITCH to ON position in order to prevent your signals to exceed a level threshold that would cause distortion. This switch is user defeatable and can be in the ON or OFF position depending upon your preference. The LED will illuminate green when this switch is engaged.

## 12- PHANTOM SWITCH & LED

This switch will apply +12 volt Phantom Power only to the XLR sockets. When these XLR sockets are connected with devices that not require Phantom Power, please make sure the Phantom Power is turned off, failure to close may damage device.

## DSP SECTION WITH 24-BIT DIGITAL EFFECTS

The mixers are featured a special 100 presets digital effects. For further details, please refer to the following content.

## 13- DISPLAY

Display the selected preset.

## 14- PROGRAM(PUSH)

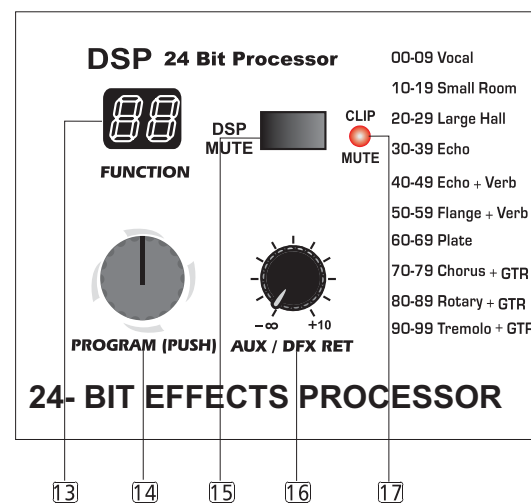
Adjust this knob to select the right effect you wish to use. There are totally 100 options. When you are satisfied with the chosen preset, please push this knob to store selected preset.

## 15- DSP MUTE SWITCH

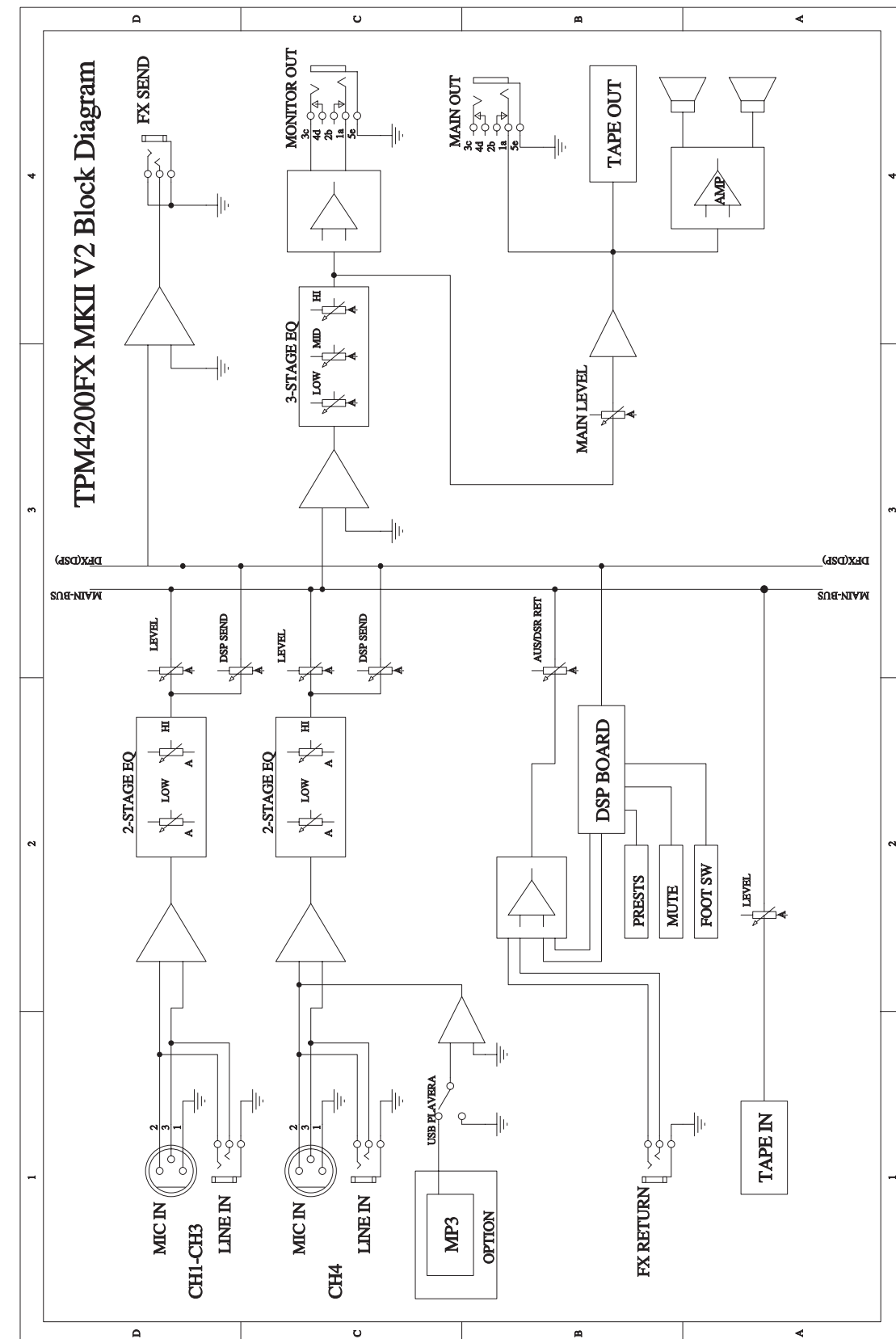
This switch is used to activate the effect facility.

## 16- AUX/DFX RET

This control is used to adjust the volume of FX RETURN and MAIN OUTPUT effect.



# Block Diagram



# 8 Preset List

No	Preset	Description	Parameter
00~09	Vocal	Simulates a small space with slight decay time	Rev. decay time: 0.8~0.9s Pre-delay: 0-45ms
10~19	Small Room	Simulates a bright studio room.	Rev. decay time: 0.8~0.9s Pre-delay: 0-45ms
20~29	Large Hall	Simulates a large acoustic space.	Decay time: 3.6~5.4s
30~39	Echo	Echo/Delay effect	Delay time: 145~205 ms
40~49	Echo + Verb	Echo & Reverb Combination.	Delay time: 208~650ms Decay time: 1.7~2.1s
50~59	Flange + Verb	Flanger effect & Reverb combination	Decay time: 1.5 2.9ms Rate: 0.8Hz~2.52 Hz
60~69	Plate	Simulates classic bright vocal plate.	Decay time: 0.9s~3.6s
70~79	Chorus	Guitar Effect: Chorus	Rate: 0.92 Hz~1.72Hz
80~89	Rotary	Guitar Effect: Rotary	Modulation depth: 20% ~ 80%
90~99	Tremolo	Guitar Effect: Tremolo	Rate: 0.6Hz~5Hz

# Control Elements

# 4

## 17- CLIP/MUTE LED

This LED lights up when the input signal is too strong. In case of the digital effect module being muted, this LED also lights up.

## 18- FOOTSWITCH

You can connect an external footswitch to turn the onboard effect module on or off, via the 1/4" phone jack.

## 19- FX SEND

This jack is used to send out the signal from AUX bus.

## 20- FX RETURN

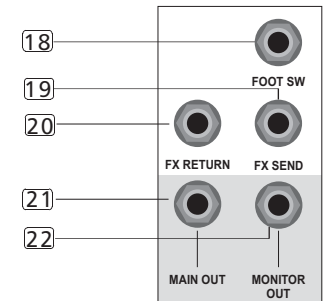
This jack is used to return the sound of an effect unit to the main mix. You can also use it as an extra auxiliary input.

## 21- MAIN OUTPUT

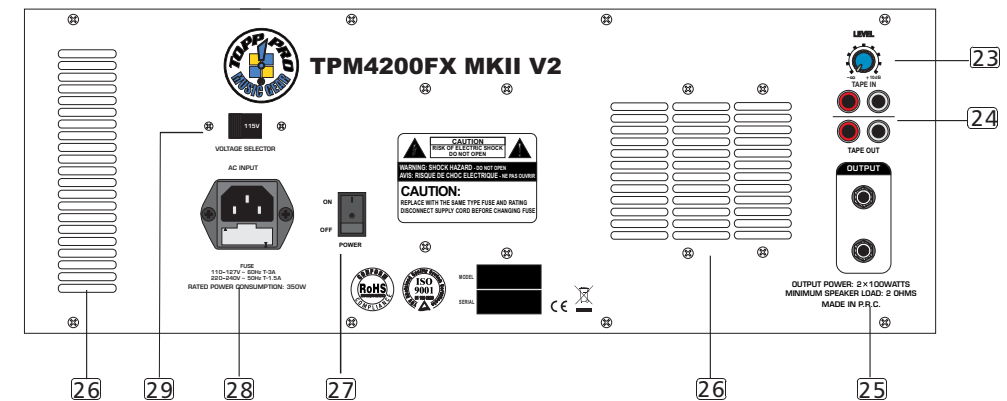
This jack is used to output the main mix signal to an external unit.

## 22- MONITOR OUTPUT

This jack is used to connect the input of an external monitor amplifier or active monitor speaker.



## REAR PANEL



## 23- LEVEL CONTROL

This control is used to adjust the level of TAPE IN. The adjustable range goes from  $-\infty$  to +10dB.

## 24- TAPE IN/TAPE OUT JACKS

The unit features dual RCA jacks(left and right). If you wish to listen to your monitor from a tape recorder, DAT or cassette, please use these TAPE IN jacks. Via the TAPE OUT jacks, you can route the main output signal into a tape recorder or DAT for recording.

## 25- OUTPUT

These connectors are used to output the signal to the speaker. The minimum speaker load is 2 ohms.

# 4 Control Elements

## 26- VENTS

These vents are used for ventilation and heat dissipation.

## 27- POWER SWITCH

This switch is used to turn on/off the power of the unit.

## 28- AC INPUT

Standard IEC receptacle, connect your mixer to mains with the supplied power cord.

## 29- VOLTAGE SELECTOR

There are two kinds of voltages for your operation. From this switch you can select the voltage at 115V or 230V.

### USB Player Section (Optional)

This section can be selected and installed according to user's requirement. Please see installation procedure . (USB Module Installation)

#### Option One - Song Module

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode MP3. It has 7 rank subordinate folders at most.

1- USB port: For connecting with USB memory equipment.

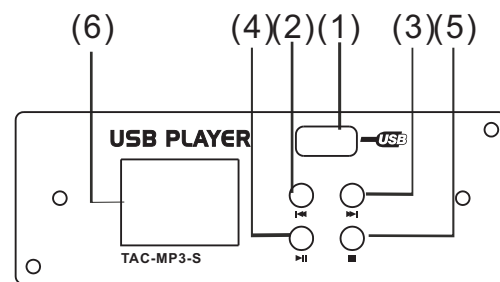
2- **PRE**: In pause state, press this key, it will go to the previous song and still keep in pause state; In play state, press this key, it will go to the previous song and start playing; Furthermore, press this key and hold for a few seconds to decrease the volume.

3- **NEXT**: In pause state, press this key it will go to the next song and still keep in pause state; In play state, press this key it will go to the next song and start playing; Furthermore press this key and hold for a few seconds to increase the volume.

4- **PLAY/PAUSE**: In play state, press this key to pause the player; In pause state, press it to start playing.

5- **STOP**: In play state, press this key to stop playing and all the songs in USB memory will appear on the display ; In stop state, press **STOP** **PRE** **NEXT** keys again to go to first song and the player will keep in pause state, then press **PLAY/PAUSE** key to play the song.

6- **DISPLAY**: All the USB player information are monitored through this sexy and magic display.



#### Operation Instruction for Song Module

1- When no USB key inserted, the display shows as Fig. 1.

2- Inserted the USB key, the USB player starts to search the songs in USB key, and the display shows "Searching". At the end of the search, the display will show as Fig. 2. Using **PRE**/**NEXT** keys, you can select one of following three menu options ("Playing", "Program" and "Folder List"). Press Playing, the unit will enter into the corresponding operation mode.



Fig 1



Fig 2

3- "Playing" mode - single song play

a). In Fig 2, selecting the Playing mode to recall following interface.

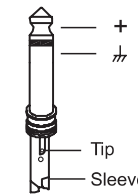
This display shows the name of all the folders containing MP 3 files. Using the **PRE**/**NEXT** keys, you can scan the folders, then press **PLAY/PAUSE** key, you will open corresponding folders. Press

**STOP** to return to Fig 2 interface.

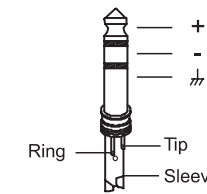
# 7 Wire Connections

Either the 1/4" TRS phone jack or XLR connector can be wired in balanced and unbalanced modes, which will be determined by the actual application status, please wire your system as the following wiring examples:

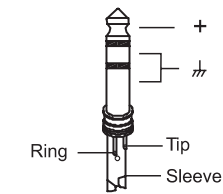
### For 1/4" Phone jack



TS Type Unbalanced

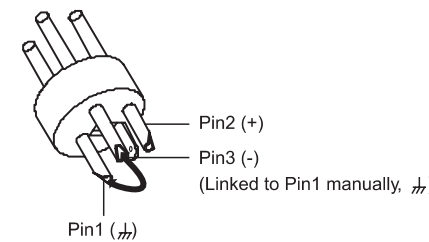


TRS Type Balanced

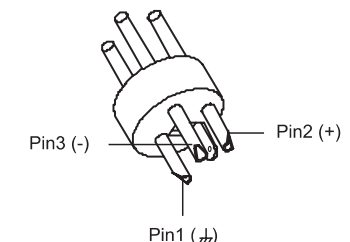


TRS Type Unbalanced

### For XLR connector



XLR Type Unbalanced

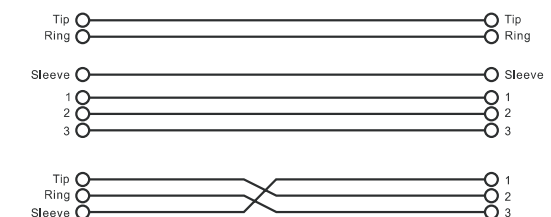
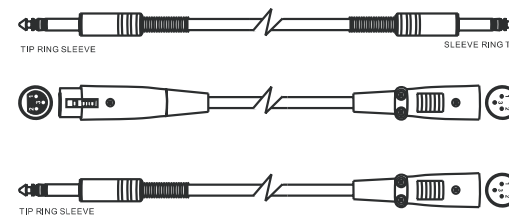


XLR Type Balanced

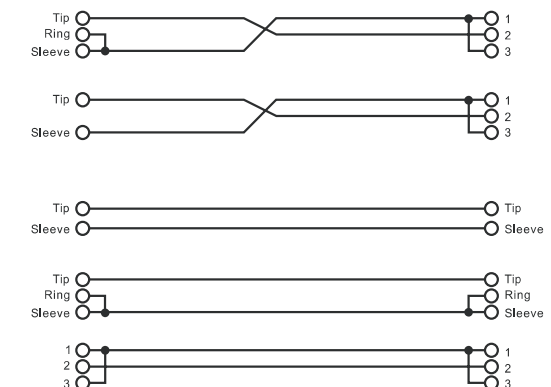
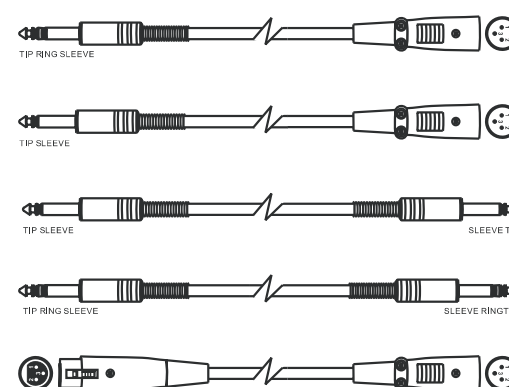
### In-line Connection

For these applications the unit provides 1/4" TRS and XLR connectors to easily interface with most professional audio devices. Follow the configuration examples below for your particular connection.

#### Balanced



#### Unbalanced





# 5 Installation Tips

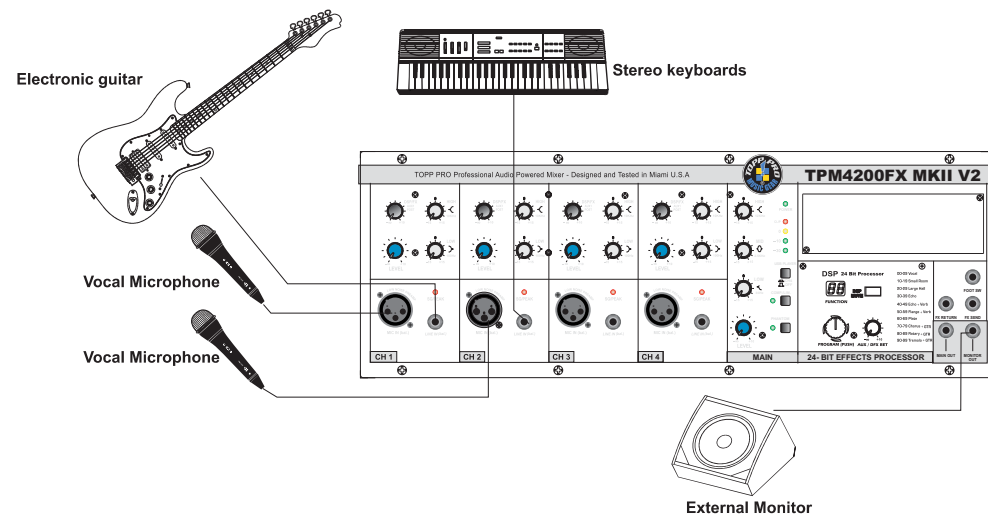
- 1- Speakers should be placed in a position that allows for unobstructed sound projection. In many instances it is beneficial for speakers to be elevated on tripod stands to achieve maximum dispersion and reach.
- 2- Use professional advice or service when hanging and installing speakers. Please take precautions to secure them to prevent them from falling and hurting someone. Care should be taken as to not damage the cabinet or its components. Please comply with all pertinent Regulations.
- 3- Use quality cables. Using quality cables will ensure the best possible sound.
- 4- For best results match the speakers to a good amplifier that matches the wattage and impedance of your speakers. Proper amplification power results in good quality audio and longer component life. Check out the power requirement for your cabinet.
- 5- Avoid pointing a microphone directly at an amplified speaker doing so, could cause feedback possibly damaging speaker components and your hearing.

Enjoy the sound!

# 6 Connecting Diagram

Make all initial connections with all the equipment powered off, and make sure that the main volume controls are turned down completely.

- 1) With a high quality signal line connect a CD player or other players to the powered mixer.
- 2) Using the speaker cable connect the INPUT of the two passive speakers to the OUTPUT of the powered mixer.
- 3) Complete other connections as illustrated. And then turn the power on.
- 4) Turn up the volume controls of the the powered mixer to about 70%.
- 5) Use the mixer PFL function of the powered mixer to get the proper input level, and adjust the Main Mix Level control to manipulate the output level.



# Control Elements

b). After opening the folder, the display will show as Fig 3. This display shows MP 3 file list, and scrolling list using ◀◀ PRE/▶▶ NEXT keys you can choose the desired song. Press the ▶|| PLAY/PAUSE key, the selected song playback will start. In order to stop playback, you just need to press the ■ stop key. Then, if you press the ▶|| PLAY/PAUSE key, the song playback will start from the pause point, if you press again the ■ stop key, the system will return to Fig 3 interface.

## 4- "Program" mode

a) In Fig 2, select "Program" to enter into the following interface: "Play list Set": Set the playing list. "Playing List": Play list. Press ◀◀ PRE/ ▶▶ NEXT key to select, press ■ STOP key to return the Fig 2 interface.

b) After entering into the "Play List Set", the display will show as Fig 3. Selecting the desired folder, the display will show the following interface. The display will show all the MP 3 files, the selected song will be inserted into the playing list and a mark will appear. Press again you're going to delete the song from the playing list, and the mark will disappear. Press the ■ STOP key, you will return to Fig 2 interface. The playing list can accept up to 20 songs, and it will display the list according to song insert order.

c) The display will show the following interface. Press the ◀◀ PRE/ ▶▶ NEXT key, you can select the starting song, then press the ▶|| PLAY/PAUSE key, the selected song playback will start. Press ▶|| PLAY/PAUSE key again, or press ■ STOP key, the playback will stop. Press ▶|| PLAY/PAUSE key again, or press ■ STOP key, the playback will start again from the same point. Twice press ■ STOP, the USB player will return to Fig 3 interface.

## 5-Folder List:

See the Fig 3, the display shows MP 3 files folders names. Use ◀◀ PRE/ ▶▶ NEXT key to scan, press ▶|| PLAY/PAUSE key, you'll enter into corresponding folder. In order to return to Fig 5, you just need to press ■ STOP key.

## Option Two - Track Module

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode Mp3. It has 7 rank subordinate folders at most.

### 1- USB PORT

For connecting with USB memory.

### 2- ◀◀ PRE

In pause state, press this key, it will go to previous track and keep in pause state. In play state, press this key, it will go to the previous track & start playing.

### 3- ▶▶ NEXT

In pause state, press this key, it will go to next track and keep in pause state. In play state, press this key, it will go to the next track and start playing.

### 4- ⏮ RPT

Press this key, the player will change between the following four modes:

REP ALL means to repeat all tracks in the memory, mark on the screen is

# 4

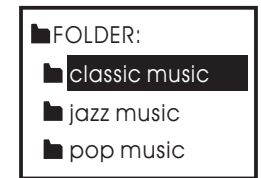


Fig 3

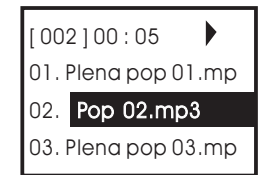


Fig 4

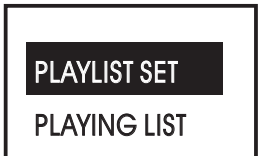


Fig 5

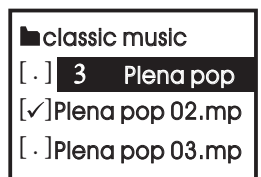


Fig 6

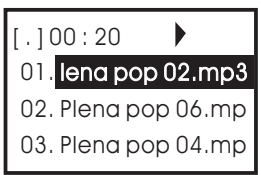
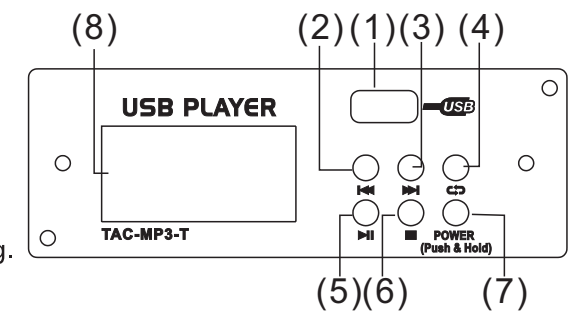


Fig 7



# 4 Control Elements

REP1 means to repeat one track, the mark on the screen is ↺

Play in order means to play the tracks according to the order, the mark on the screen is blank.

Random play means to play the tracks at random, the mark on the screen is A.

## 5- ▶|| PLAY/PAUSE

In play state, press ▶|| PLAY/PAUSE key to pause the player. In pause state, press ▶|| PLAY / PAUSE key to start playing.

## 6- ■ STOP

In play state, press this key to stop playing and all the songs in USB memory will appear on the display; In stop state, press ■ STOP/◀◀ PRE/▶▶ NEXT keys again to go to first song and the player will keep in pause state, then press ▶|| PLAY/PAUSE key to play the song.

## 7- POWER(Push & Hold)

When the unit is off, press this key and hold for about 2 or 3 seconds to turn on the power supply of player. Repeat the above operation, you can turn off the power supply of the player.

## 8- DISPLAY:

All MP3 player information are monitored via this sexy & magic display.

### NOTE: basic interface instruction

When the player isn't connected to a USB memory equipment, the interface is as follows:



When the player is searching for USB tracks, the interface is as follows:



When the player is in pause state, the interface is as follows:



When the player is in use, the interface is as follows:



### Option Three - Recording Module

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode MP3. It has 7 rank subordinate folders at most.

#### 1- USB PORT

For connecting with USB memory.

#### 2- ◀◀ PRE

In pause state, press this key, it will go to previous track and keep in pause state. In play state, press this key, it will go to the previous track & start playing.

#### 3- ▶▶ NEXT

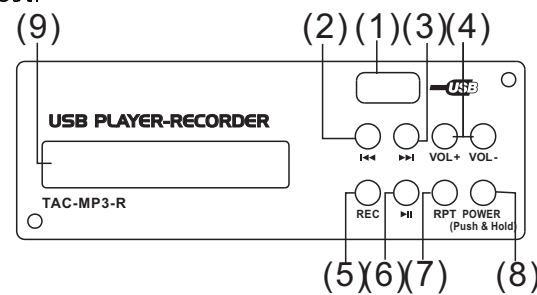
In pause state, press this key, it will go to next track and keep in pause state. In play state, press this key, it will go to the next track and start playing.

#### 4- VOL-/VOL+

Press VOL-/VOL+ key to increase or decrease volume during Power on state. The default factory setting is 10.

#### 5- REC

In power on state, press this key, it will go to the recording preparation state. Press REC again to start recording. Any other operations are not available in recording state until press POWER to stop recording; if the word Err appears during recording, press POWER to stop.



# 4 Control Elements

## 6-▶|| PLAY/PAUSE

In play state, press ▶|| PLAY/PAUSE key to pause the player. In pause state, press ▶|| PLAY/PAUSE key to start playing.

## 7-↺ RPT

Press this key, the player will change between the following four modes:

REP ALL means to repeat all tracks in the memory, mark on the screen is ↻

REP1 means to repeat one track, the mark on the screen is ↺

Play in order means to play the tracks according to the order, the mark on the screen is blank.

Random play means to play the tracks at random, the mark on the screen is A.

## 8-POWER(Push & Hold)

When the unit is off, press this key and hold for about 2 or 3 seconds to turn on the power supply of the player. Repeat the above operation, you can turn off the power supply of the player.

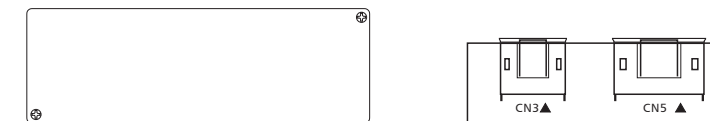
## 9- DISPLAY

All the USB player information are monitored through this sexy & magic display.

### USB Module Installation

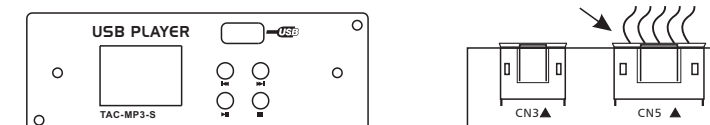
#### -No selective mode

At normal state, there is no selective mode on the front panel, only a piece of panel without function.

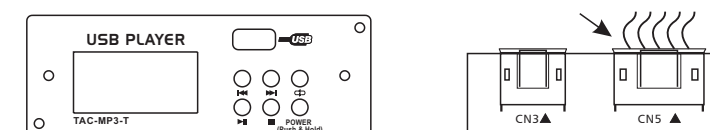


#### -USB PLAYER selective mode

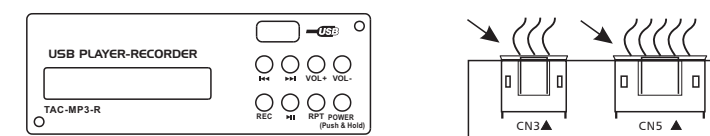
Please connect the 5PIN row-wire on the USB module to the CN5 header. For Recording module, you also need to connect the 3PIN row-wire to CN3 header to start recording function. Then fix the USB module on front panel with two screws.



A) Song Module



B) Track Module



C) Recording Module