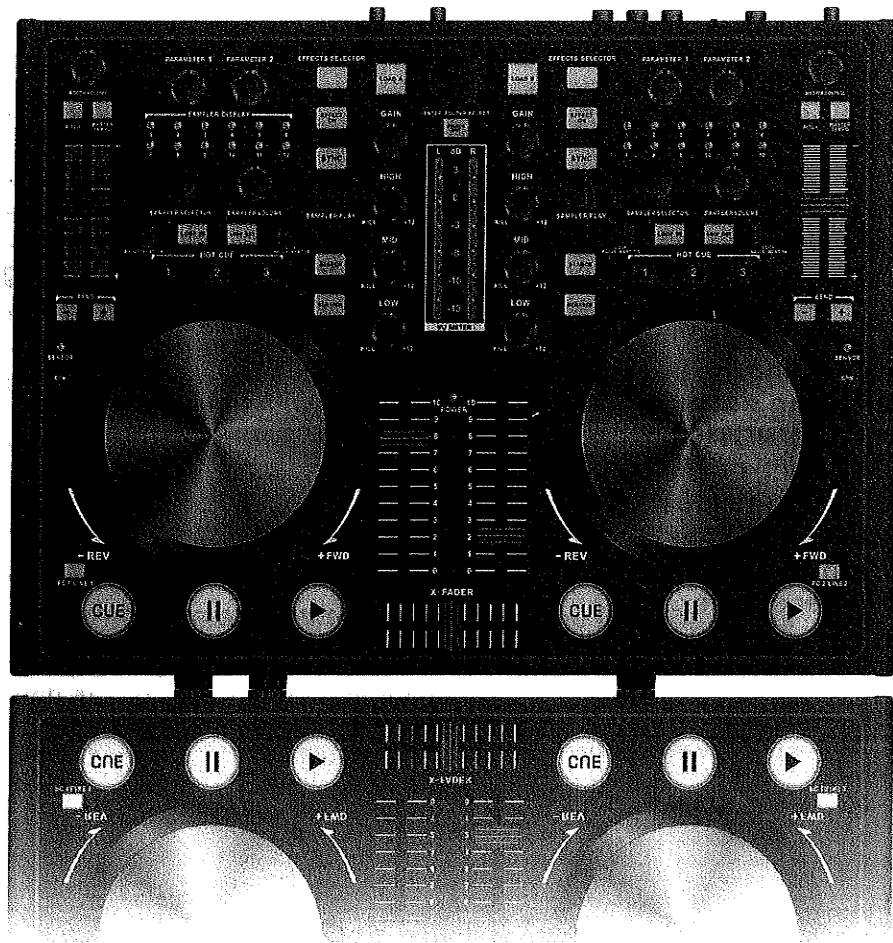




PDC-07

USB MIDI Controller with Sound Card

DJ



USER'S MANUAL

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WARNING SAFETY INSTRUCTIONS

1. Read this instruction manual carefully before operating unit for the first time.
2. Keep this instruction manual for reference.
3. Follow all instructions carefully.
4. Do not use this apparatus near water.
5. Clean only with a dry cloth.
6. Do not block any ventilation openings. Install in accordance with manufacturer's instructions.
7. Do not install near any heat sources such as radiators, registers, stoves, or other apparatus (including amplifiers) that produce heat.
8. Only use attachments and accessories specified by the manufacturer.
9. 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.
10. Unplug this apparatus during lightning storms or when unused for long periods of time.
11. Refer all servicing to qualified service personnel. Servicing is required when the apparatus 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.
12. If rack-mounting, provide adequate ventilation. Equipment may be located above or below this apparatus, but some equipment (like large power amplifiers) may cause an unacceptable amount of hum or may generate too much heat and degrade the performance of this apparatus.

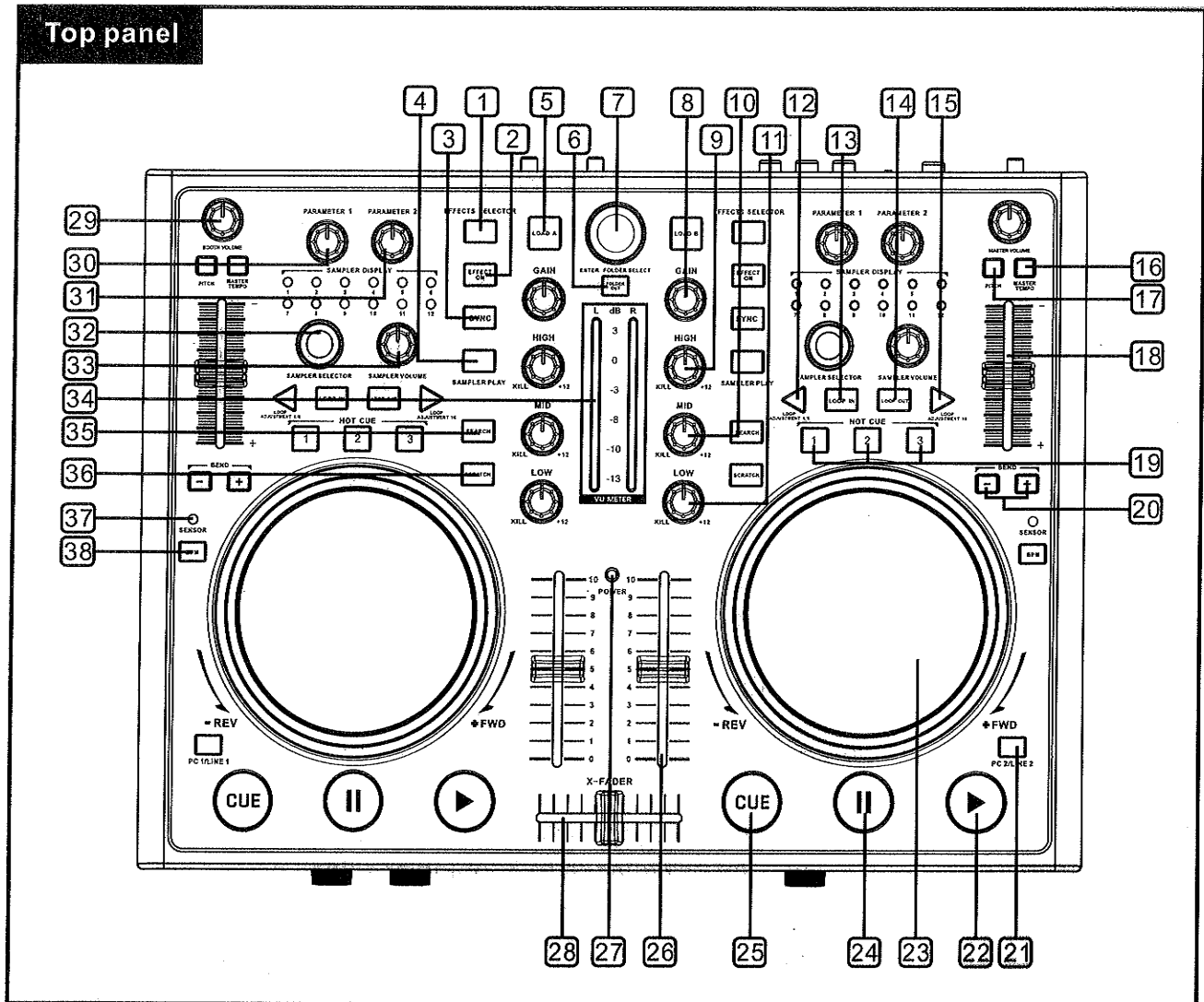
WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. Apparatus shall not be exposed to dripping or splashing and no object filled with liquids, such as vases, shall be placed on the apparatus.

1.0 Operating elements and connections of the controller

The functions of the control elements described below apply when using the PDC-07 with the supplied DJ software Virtual DJ LE which is designed to integrate seamlessly with the controller. We strongly advise to read the software's user manual which you will receive with the installation.

The PDC-07 uses the MIDI date control and can therefore also be used for other MIDI controlled audio software. If you would like to use the controller with another DJ program, refer to that software's user manual to learn how to map the control elements to various functions within the application.

Overview



Below is a description of the functions of the controls.

1. button effect selector

For selecting an effect.

2. Button effect on

Switches the selected effect on and off. With the effect activated, the LED will light up.

3. Button sync

To synchronize the beats per minute to the other deck.

4. Button sampler play

To restart the sample selected last.

5.Button load A

To load the title selected in the browser section into Deck A.

6.Button folder select

To activate the browser section and to jump back to the main directory.

7.Track encoder

Turn the control to browse the drives and folders of the computers.Press the control to select subdirectories.

8.Control gain

Adjusts the input amplification.

9.Treble tone equalizer

Adjust the treble tone of the music of the deck.

10.Middle tone equalizer

Adjust the middle tone of the music of the deck.

11.Bass tone equalizer

Adjust the bass tone of the music of the deck.

12.Loop shift button(shorten)

Half the loop length-the minimum length of a loop is one computer beat grid (CBG).

13.“Loop in” button

Mark the start point of a loop.

14.“Loop out” button

Mark the end point of a loop and start looping. Press it again to quit the loop.

15.Loop shift button(lengthen)

Double the loop length-the maximum length of a loop is 32 CBG.

16.Pitch button

The pitch button allows you to change the adjustable pitch range from $\pm 6\%$ to $\pm 100\%$.

17.Button master tempo

For constant pitch when the speed has been changed with the pitch slide control.

18.Pitch slide control

Sets the speed(if the button MASTER TEMPO lights up,the tonal pitch will not be changed).Slide the control up to decrease the pitch,slide it down to increase it.The pitch percentage is indicated in the display.

19.Buttons hot cue 1-3

To store and to call up to three cue points per title.

20.Buttons pitch “bend +”and “bend -”

The function pitch bend creates a temporary change of speed.As long as the buttons are pressed,the pressed,the title is played slower or faster.

21.PC/LINE toggle

Toggles between the LINE input or PC signal for playback and control.

22.Play Button

To start playback and for stutter effects.

23.Touch jog wheel

The touch jog wheel is used for scratching or searching.

24.Pause Button

To switch to pause and to jump to cue points.

25.CUE Button

For return to the beginning of the title or a cue point defined before(the unit is in pause mode). When keeping the button pressed in pause mode,the title is momentarily played. As soon as you release the button the unit instantly returns to the cue point.

26.Channel fader

Adjusts the channel level.

27.Power indicator

Lights up when the DJ controller is on.

28.Crossfader

For crossfading between Deck A and Deck B. In midposition both decks can be heard at the same volume.

29.Control booth volume

level control for the output booth.

30.Effect parameter 1 adjustment knob

Adjust the first parameter(if any)of the selected effect.

31.Effect parameter 2 adjustment knob

Adjust the second parameter(if any)of the selected effect.

32.Control sample selector

For selecting and playing samples.

33.Control sampler level

For adjusting sample level.

34.LED level meter L/R

6-digit LED meter of the stereo master signal within the range of -13 dB to +3 dB.

35. Search button

Press to turn on/off the searching function of the touch jog wheel. With the search function, you can go to a specific point in the music on the deck easily by turning the touch jog wheel.

36. Scratch button

Press to turn on/off the scratch function of the touch jog wheel. Noted that the touch jog wheel cannot be used for scratching and searching at the same time.

37. Touch jog wheel sensor LED

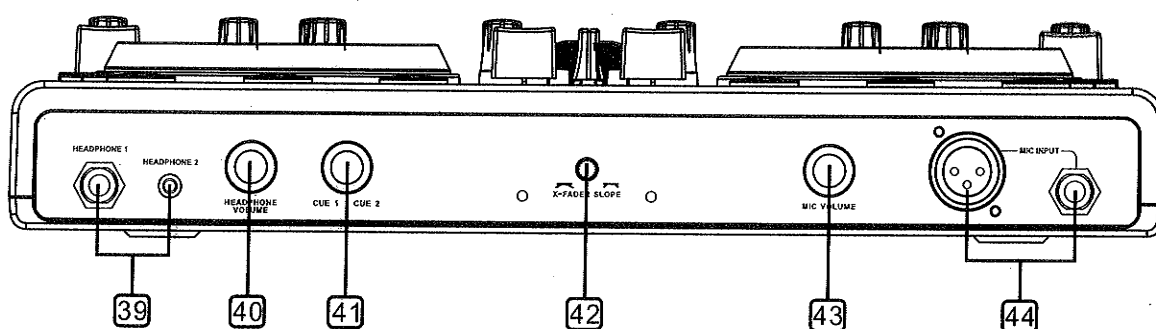
Lights when the touch jog wheel is touched.

38. BPM Button

Sets the number of beats per minute (BPM) of a title manually. For this press the button several times to the beat of the music.

Overview

Front panel



39. Headphones inputs

6.3 mm and 3.5 mm jacks headphone 1 and 2 for connecting stereo headphones (impedance $\geq 8\Omega$).

40. Control cue level

Level control for headphones connected to the jacks headphone 1 and 2.

41. Control CUE

For selecting and crossfading the monitoring signal for the headphones depending on the cue mode selector switch:

mode cue: The prefader level of Deck A and Deck B is monitored.

mode split: The prefader level and the master signal is monitored.

42. Control x-fader curve

Adjusts the characteristic of the crossfader:
left position: smooth crossfading (gradual transition) e.g. for lone mixes
right position: sharp crossfading (abrupt transition) e.g. for scratching and cutting.

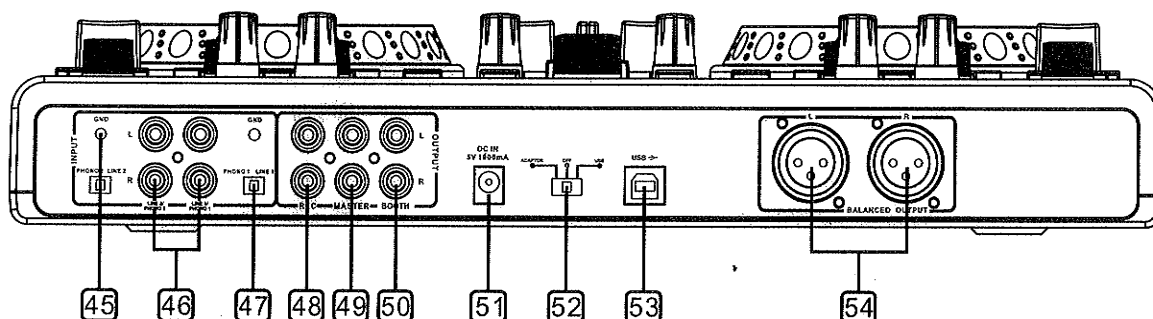
43. Control mic level

Level control for DJ microphones connected to the jacks MIDI MIC.

44. Microphone inputs midi mic

Input jacks for connecting DJ microphones via XLR or a 6.3 mm plugs.

Rear panel



45. Grounding screw

If you intend to use a turntable, you will need to ground the RCA cable(s) by screwing in the grounding fork(s) to the grounding screw located on the rear panel of the mixer.

46. Convertible line/phone RCA input

The unit has a convertible line/phone RCA input that accepts a standard dual L&R RCA connection.

47. Phono/Line switch

This small switch allow you to convert the RCA input connection between a phono (turntable) input or a Line Level (MP3, CD, cassette deck, etc...) input. The unit has a convertible Line/phono RCA.

48. Recording output REC

Stereo output (RCA) for connecting a recording unit. The recording level is independent of the output controls master control, master level and booth volume.

49. Master output, unbalanced

Unbalanced stereo output (RCA) for connecting an amplifier or other units with line level inputs. The output supplies an audio signal coming from the computer or the signal of an external source at the line input depending on the position of the selector switch PC/Line.

50. Output booth

Stereo output (RCA) for connecting a further amplifier, e.g. for the monitoring system or PA application in a secondary room. The output supplies an audio signal coming from the computer or the signal of an external source at the line input depending on the position of the selector switch PC/Line.

51. Power input

For connecting the included power unit alternatively to power supply via the usb connection.

52. Power selector switch

Position adaptor: power supply is via the included power unit position off: controller is power off position usb: power supply is via the usb connection

53. Power input

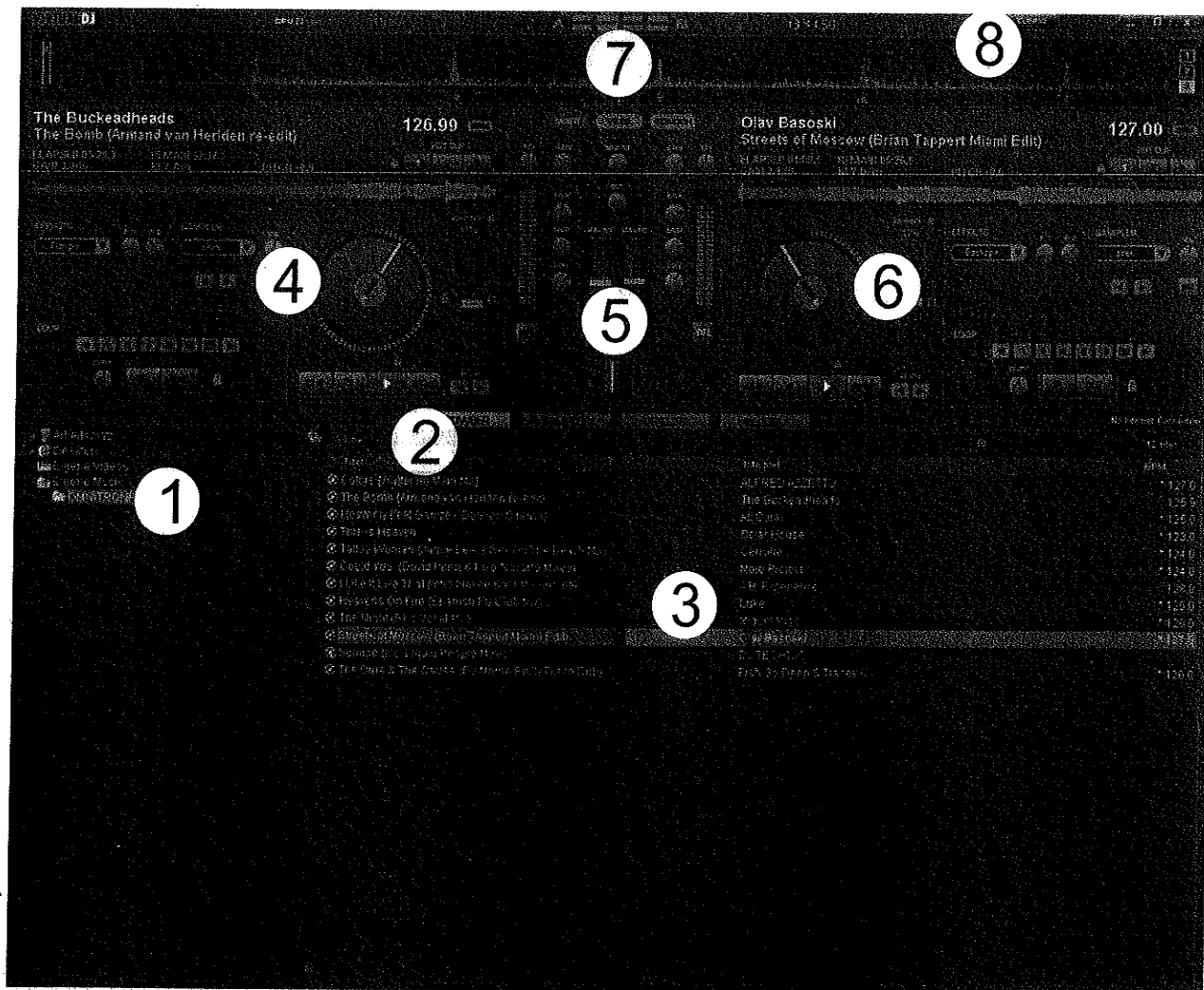
For connecting the included power unit alternatively to power supply via the usb connection.

54. Master output, balanced

Independently adjustable balanced stereo output (XLR) of the master signal for connecting an amplifier or other units with line level inputs. The output supplies an audio signal coming from the computer or the signal of an external source at the line input depending on the position of the selector switch PC/Line.

2.0 VIRTUAL DJ LE


Similar to the controller the software's user interface is split up into several sections: on the top of the screen you will see the rhythm window and the access button to the configuration menu. Underneath are the decks on the right and left side, which are separated by the mixer section in the middle. On the bottom half, the browser section is displayed.



1. Browser section

Lists all compatible drives and folders of the computer in a tree-structure.

2. Search field

For searching titles in the data base of the computer. Via the selector button  several search criteria can be selected.

3. File and search result window

Lists all files of the selected folder or displays the search results.

4. Control panel Deck A

5. Mixer section

Switchable to video or scratch mode.

6. Control panel Deck B

7. Rhythm window

8. Button CONFIG

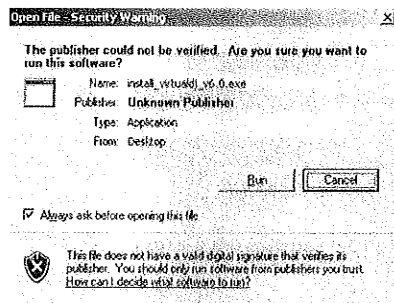
For calling the configuration menu,

2.1 Installing the software

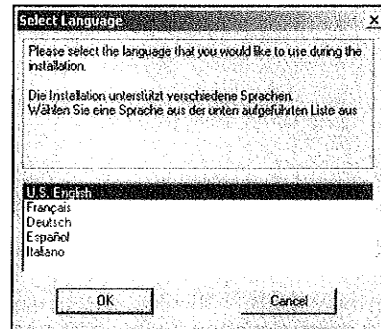
Insert the CD with the software into the CD-ROM drive of your computer. After reading in the CD the automatic installation routine should start. If not, browse the CD-ROM and click the file "install virtualdj-V6.exe". Then follow the instructions of the installation program.

2.2 Installation under Windows

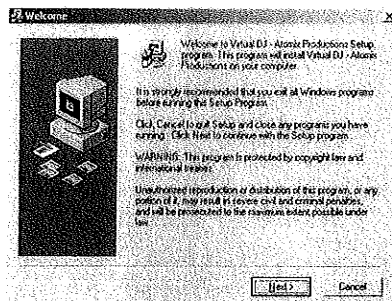
A. Allow the installation to run



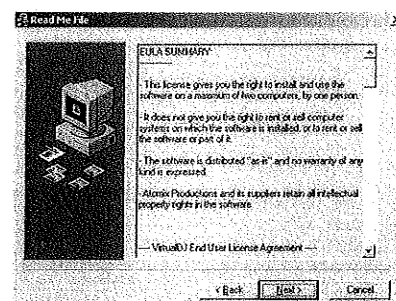
B. Select your language



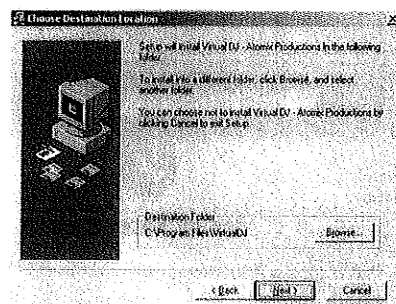
C. The welcome screen is displayed



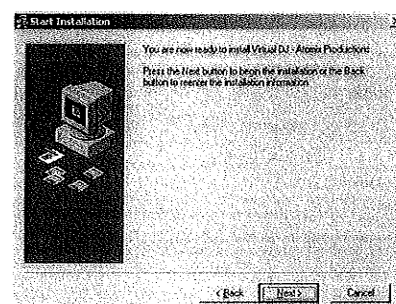
D. Read and accept the license agreement



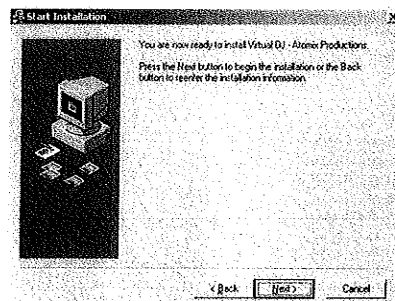
E. Enter the application path



F. Start copying files



G. Finish the installation

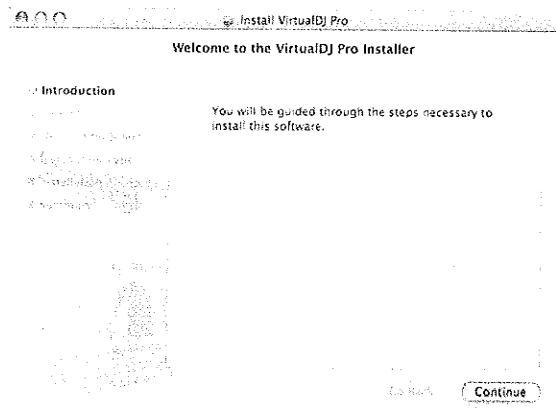


✓ Now the software is installed on your computer and you should find an icon on your desktop for opening Virtual DJ.

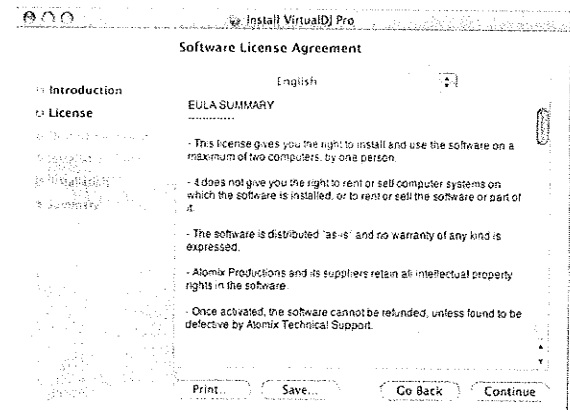


2.3 Installation under Mac

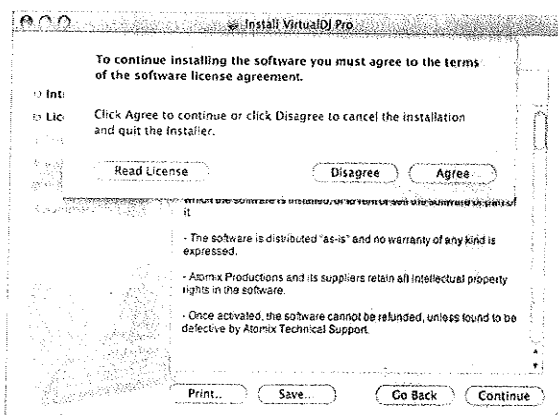
A. Click Continue to begin the installation



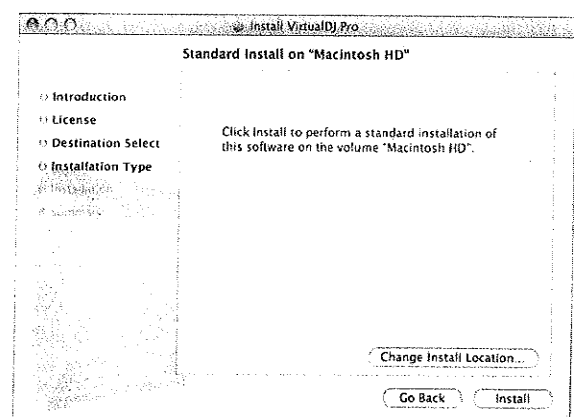
B. Click Continue after reading the License Agreement



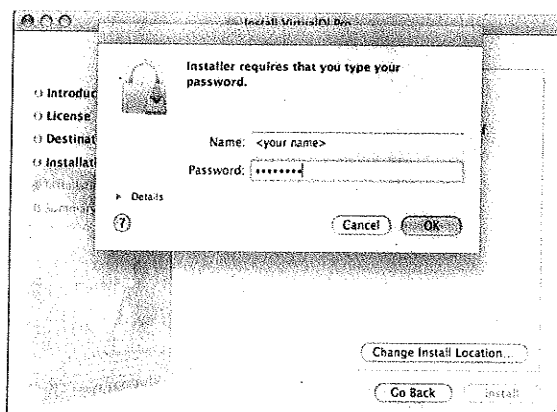
C. Click Agree to accept the License Agreement



D. Click Install to perform the installation

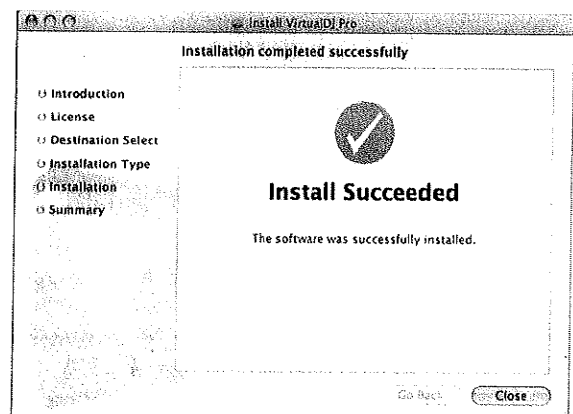


E. Enter your system's password for installations

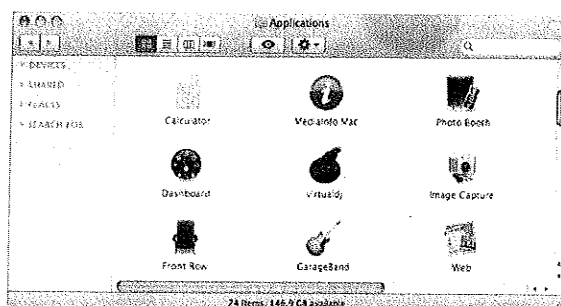


F. Files will now copy onto your system

G. Click Close to finish the installation

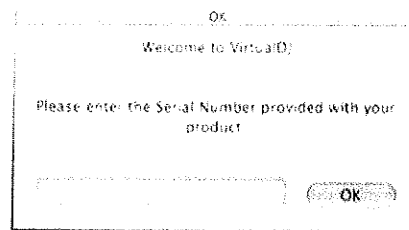
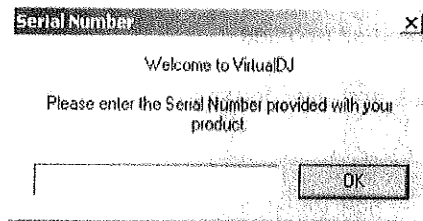


✓ Now the software is installed on your computer and you should find an icon in your Applications folder for opening Virtual DJ.

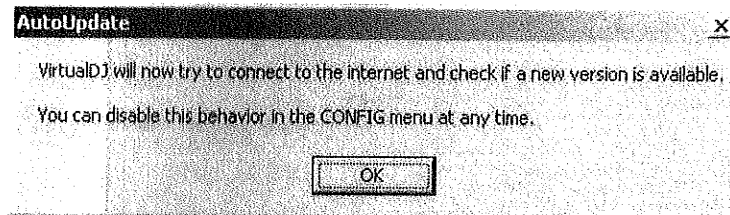


2.4 Activating the software

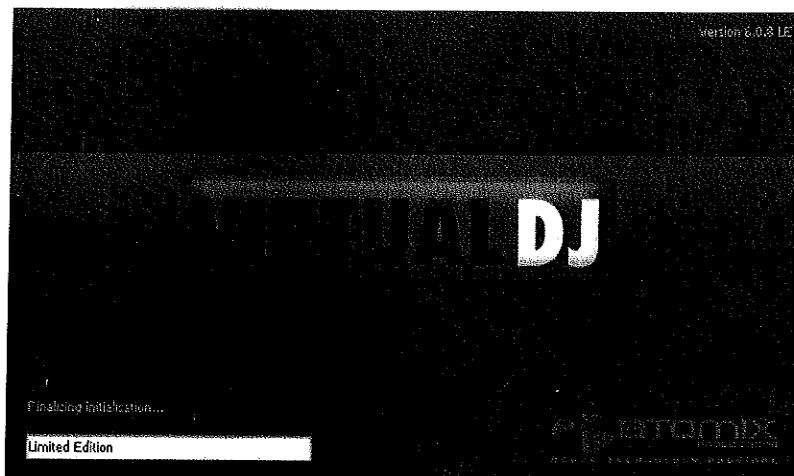
1. Call the software and enter the serial number supplied with the CD-ROM to activate the software.



2. The Auto Update indication comes on: Virtual DJ will now try to connect to the internet to check if a new version of the software is available.



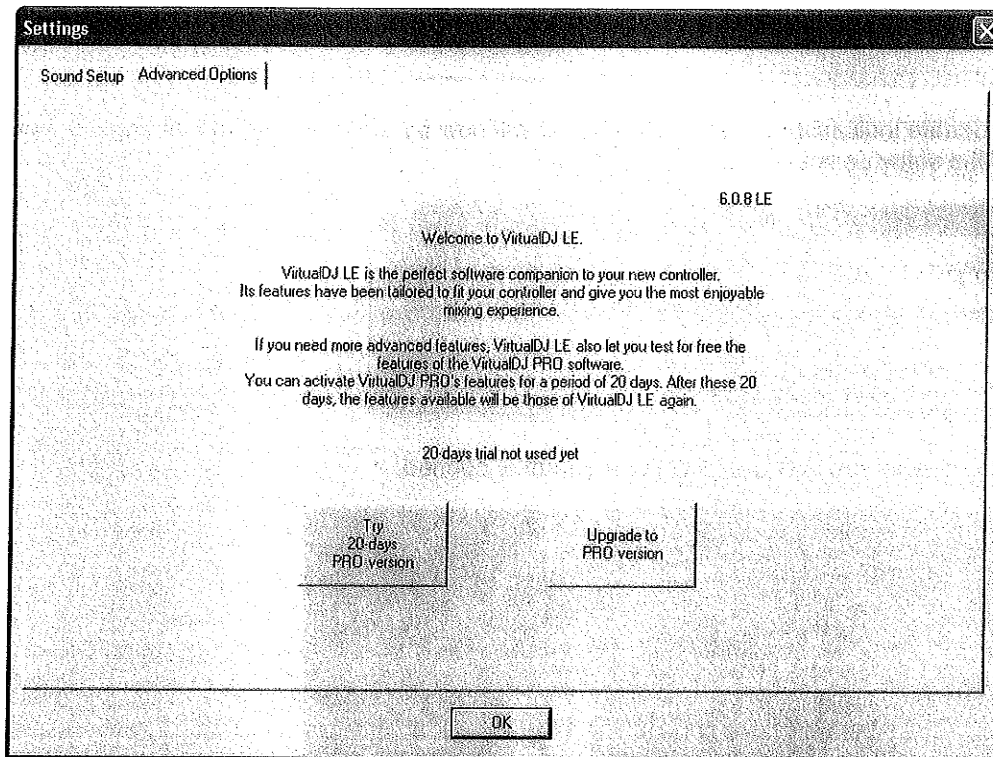
3. The initialization screen is shown and the program is opened.



2.5 Upgrade and Support

As drivers and software are constantly being developed, your installation screens and procedures may vary slightly from those described in the previous sections. We recommend to go regularly to omnitronic.com and virtualdj.com in order to download new firmware updates and further product updates.

Additionally, extensive support in the form of video tutorials, manuals and user forums is at your disposal under virtualdj.com.

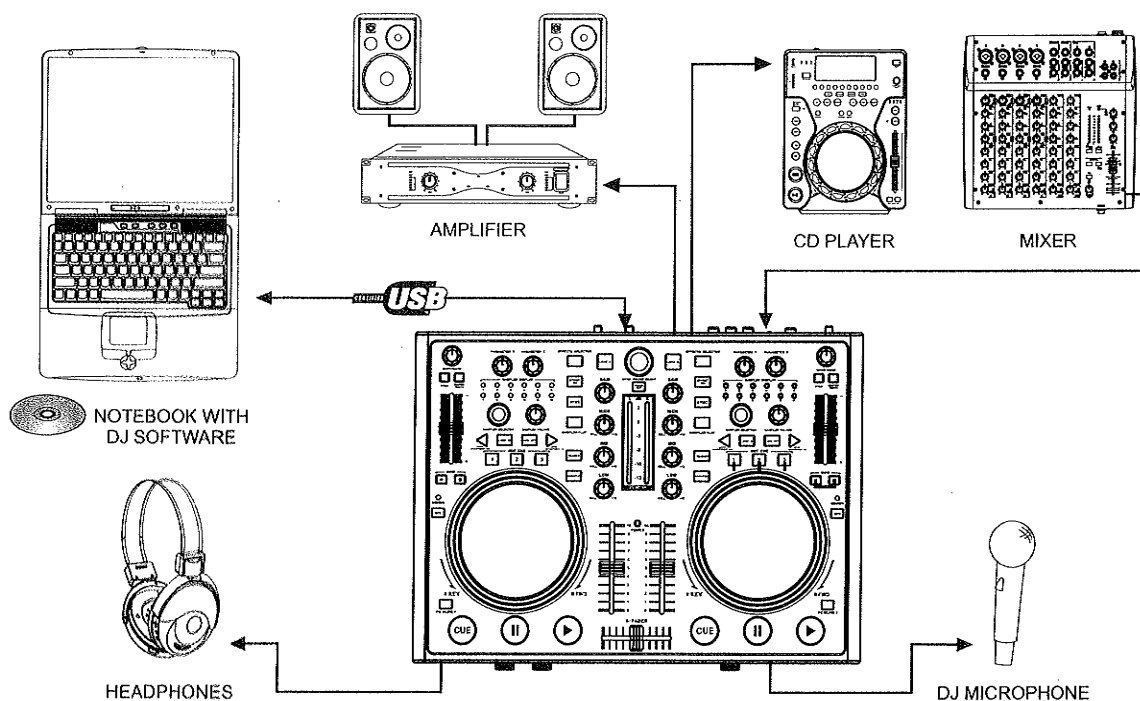


With the included limited edition of the DJ software Virtual DJ you have the benefit of purchasing the extensive pro version at a discount price. Current conditions regarding the price can be found under virtualdj.com. The pro version can be tested for 20 days. For this call the configuration menu/info with the button CONFIG.

2.6 Using the controller with other applications

Each rotary control, button, wheel or fader of the PDC-07 is assigned with its own unique MIDI note (Note no.) or Continuous Controller (CC) number (CC no.) and MIDI channel. Each time you turn a control, push a button, turn a wheel, or move a fader, the PDC-07 sends out MIDI data that is received and interpreted by your music software. To control your music software with the PDC-07 make sure the program is configured to receive MIDI data generated by the PDC-07. Configuration varies from software to software. Refer to your program's documentation to learn how to do this. Most audio applications now have a MIDI learn function which allows you to quickly assign the control elements of the PDC-07 to control specific parameters within the software. If your software does not have this functionality, it may still be possible to manually assign the program's features to be controlled by the specific MIDI CC data generated by the control elements of the PDC-07. Refer to your program's user documentation to find out how to do this. Please see chapter APPENDIX A [MIDI DEFAULTS] on page 49 for a complete listing of MIDI CC information generated by the PDC-07.

3.0 CONNECTING THE CONTROLLER



3.1 Connecting audio units

1. Set up the controller on a plane, flat surface.
2. You can connect a DJ microphone (balanced or unbalanced) optionally via an XLR plug or a 6.3 mm plug to the respective microphone input MIDI MIC on the front panel. Balanced cables provide +6 dB more output and guarantee a better protection against interference in case of long cable runs. The microphone signal is directly mixed to the signal sum.
3. For prefader listening to both decks or for monitoring the sum signal ahead of the output controls MASTER CONTROL and BOOTH VOLUME, it is possible to connect stereo headphones optionally via a 6.3 mm plug to input HEADPHONE 1 or a 3.5 mm plug to input HEADPHONE 2 on the front panel.
4. For connecting amplifiers, several stereo outputs with individual level controls are available:
 - Connect the main amplifiers to the unbalanced RCA output MASTER and/or to the balanced XLR output BAL OUT.
 - If a monitoring system is available, connect the amplifier of the monitoring system to the RCA output BOOTH.
5. For analog sound recordings, connect a recording unit to the recording output REC. The recording level is independent of the position of the output controls MASTER CONTROL, MASTER LEVEL and BOOTH VOLUME.
6. Instead of the audio signal coming from the computer, the master outputs and the booth output can also supply the signal of an external signal source with line level output (e.g. CD player). Use the stereo RCA jacks LINE INPUT for connecting the unit.
7. By operating the controller with a computer and units grounded via the mains cable (e.g. amplifier), noise interference may occur due to ground loops. To eliminate this interference, a ground isolator.

3.2 Connecting a computer

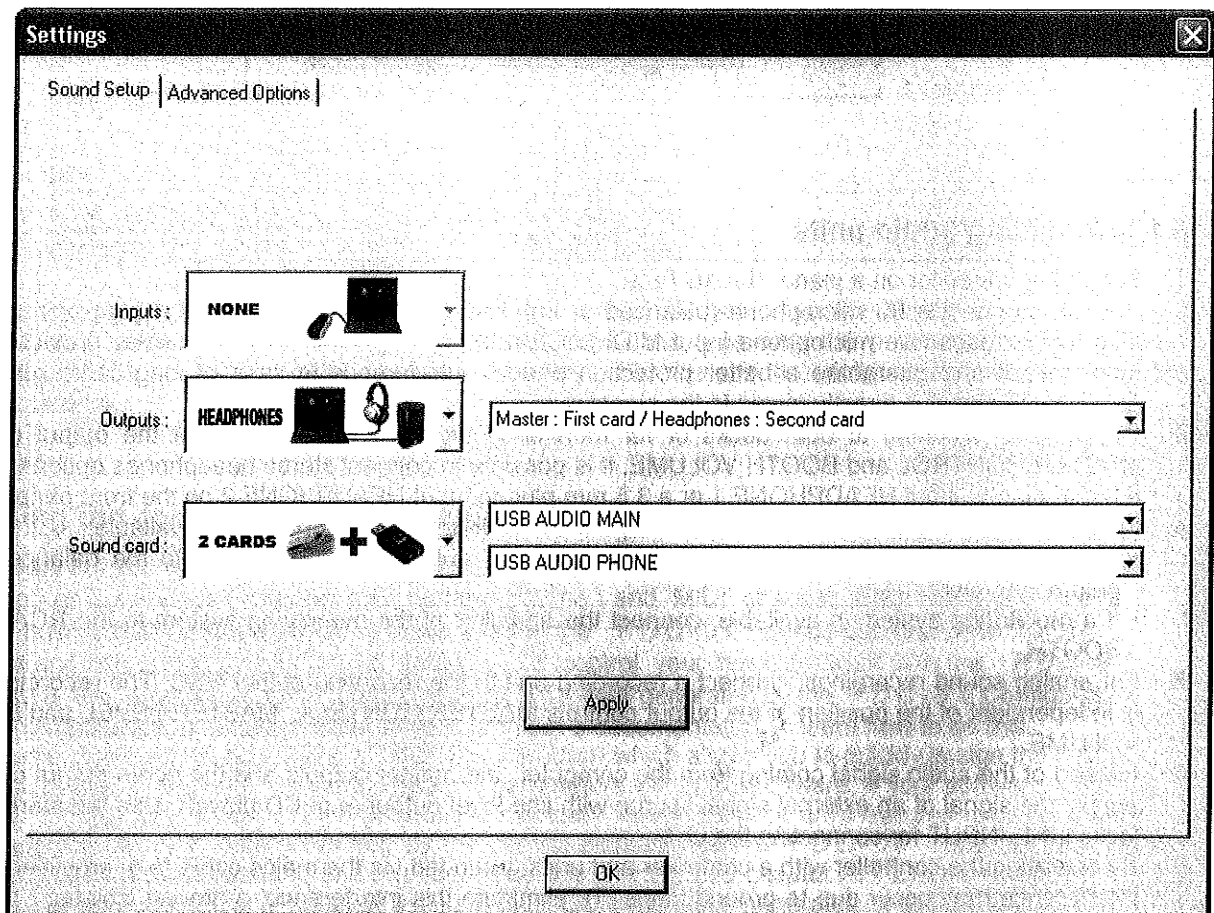
1. Set the power selector switch to the position USB for power supply via the USB connection of the computer.
2. Use the supplied USB cable to connect the controller to an available USB port on your computer. As soon as the controller is connected to a computer, it will be recognized as a generic USB audio device and the required drivers are installed. The power indicator lights up red to indicate that the controller is receiving power from the USB bus.

The controller can be used in conjunction with your computer's soundcard without causing conflicts. You may connect and disconnect the controller at any time.

3. The controller is supplied with power via the USB connection of the computer. However, if the connection should not supply sufficient power (e.g. when connected to a non-powered USB hub), use the supplied power unit: Connect the cable of the power unit to the power input DC IN 5V/1A and the power unit to a power outlet. Set the power selector switch to the position ADAPTOR.
Use the unit only with the supplied power unit. Always disconnect the mains connector when you wish to change connections, move the unit to a different place or if it is not used for a longer period.
4. After connecting, start the DJ software Virtual DJ LE. If the program has already been started prior to the connection, it must be terminated and restarted, otherwise the controller cannot be operated.

3.3 Configuration of the controller

1. Call the software's configuration menu with the button CONFIG and configure the program for operation with the PDC-07 in the tab Sound Setup.




2. In control panel Sound card, select the setting HEADPHONES. The two output channels master and headphones will be available for the controller. If required, you can switch the output channels in the adjacent control panel.
3. In control panel Sound card, select the setting 2 CARDS and in the adjacent panel the settings USB AUDIO MAIN (=master channel) and USB AUDIO PHONE (=headphones channel).
4. Leave control panel Input at NONE and confirm your settings with Apply.

4.0 OPERATION

After Virtual DJ has been installed and the controller has been connected and configured the system is ready for operation. The following sections describe how to control the software with the controller. The software features numerous other functions. You will receive a full-fledged user manual with the installation as a PDF file.

4.1 1 Loading titles from the computer's database

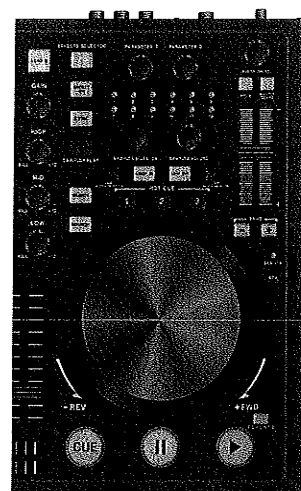


1. On the lower left side of the screen is the browser section of the software, which lists all compatible drives and folders of the computer in a tree structure. From here you can access your music and video files.
With Virtual DJ PRO it is possible to create further navigation tools such as virtual folders, play and waiting lists, and filters. With the function NetSearch you can even search for titles and videos on the internet.
2. Shortly press the button ENTER/FOLDER SELECT to activate the browser section. Then turn the track encoder to select a directory. Press the encoder to select subdirectories. With the button ENTER/FOLDER SELECT you can jump back to the main directory.
The search result window lists the titles with various information: title, artist and beats per minute. Virtual DJ PRO displays further data of ID3 tags and MP4 and MOV tags, e.g. with cover flow.
3. To search titles in the database of the computer enter the search term in the search field. Via the selector button  several search criteria can be selected. The results will be shown below in the search result window.
4. Select the desired title with the track encoder and press the button LOAD A to load the title into Deck A or press the button LOAD B to load it into Deck B.
After loading, the display of the deck shows the name of the artist and the title as well as the beats per minute, the elapsed and remain time, the gain level, the key and the pitch percentage.





4.2 Playing a title



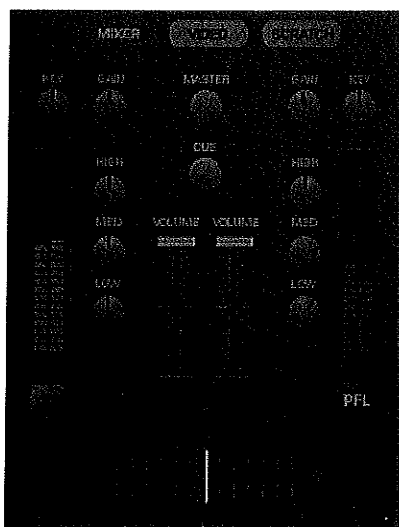
Virtual DJ



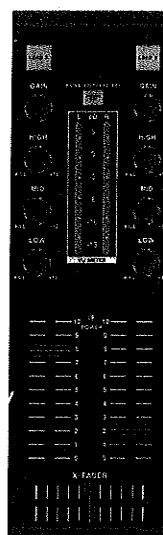
PDC-07

1. Press the button  (blue LED lights up) to start playback from starting point of the title (time index 00:00) or click the right mouse button over the button  to start the title from the first detected bass beat.
2. Pressing the button  several times in play mode, will restart the title from the current position, creating a stutter effect.
3. Press the button  to interrupt playback (green LED lights up). Pressing the button several times will cycle through the starting point of the title and all cue points (→ s. section 7.8).
4. The unit stops at the end of the title. However, the title remains in the deck until another title will be loaded.

4.3 Basic adjustment of the mixer



Virtual DJ



PDC-07

1. For basic adjustment set the master controls MASTER CONTROL and MASTER LEVEL, the crossfader and in both channels the controls GAIN and the equalizers to mid-position.
2. Advance the two channel faders approx. to 2/3 of the maximum for sufficient way for fading in and out.
3. Play a title with Deck A and control the deck with the respective gain control according to the level indication. An optimum level control is obtained if level values in the 0 dB range are shown at average volume. If the red LEDs of the output meter light up, there is an overload of the channel. Stop the playback on Deck A and adjust Deck B in the same way.
4. Adjust the desired sound with the tone controls of the channel. By adjusting the three tone controls, the high frequencies (control HIGH), the midrange frequencies (control MID), and the low frequencies

(control LOW) can be boosted or substantially attenuated. With the controls in mid-position, the frequency response is not affected. Sound adjustments affect the level. Readjust the channel level with the gain control, if necessary.

5. Adjust the low frequencies for the output signal at the balanced master output with the control BASS LEVEL.
6. Adjust the definite level of the output signal at the master outputs with the controls MASTER CONTROL and MASTER LEVEL.
7. Adjust the desired signal level for the output BOOTH with the control BOOTH VOLUME.
8. The recording signal at the recording output REC is taken off ahead of the output controls, i.e. it is not affected by the controls MASTER CONTROL, MASTER LEVEL and BOOTH VOLUME.

4.4 Crossfading between the decks

1. The crossfader allows crossfading between both decks:
 - crossfader moved to the left: fade-in of Deck A and fade-out of Deck B
 - crossfader moved to the right: fade-in of Deck B and fade-out of Deck A
 - for hearing the signals of the two decks at the same level, set the crossfader to mid-position
2. The characteristic of the crossfader can be adjusted with the control X-FADER CURVE:
 - left position: smooth crossfading (gradual transition) e.g. for long mixes
 - right position: sharp crossfading (abrupt transition) e.g. for scratching and cutting.

CAUTION! Do not use the control X-FADER CURVE while a signal is present as this may cause a sudden change in volume.

4.5 Announcements via the DJ microphone

Announcements via the DJ microphone are directly mixed to the master signal. Use the control MIC LEVEL to adjust the desired volume.

4.6 Prefader listening to the channels

The cue function allows monitoring each of the decks via headphones even if the corresponding channel is faded out. Thus, it is possible, e. g. play the beginning of a title, to set a cue point, or to adjust a continuous loop without the audience listening in. Alternatively it is possible to monitor the current music program ahead of the controls MASTER CONTROL and BOOTH VOLUME.

1. Use the cue mode selector switch to select the cue mode for the headphones:
 - position **CUE**: The prefader level of Deck A is on one side and the prefader level of Deck B is on the other side of the headphones.
 - position **SPLIT**: The prefader level (mono) is on one side and the master signal (mono) is on the other side of the headphones.
2. Use the control CUE to select and crossfade the monitoring signal for the headphones:
 - mode **CUE**: Turn the control to the left to monitor Deck A, turn the control to the right to monitor Deck B. In mid-position, both decks can be heard at the same volume.
 - mode **SPLIT**: Turn the control to the left to monitor the prefader level, turn the control to the right to monitor the master signal. In mid-position, both signals can be heard at the same volume.
3. Adjust the desired headphones volume with the control CUE LEVEL.

4.7 Fast forward and reverse


For fast forward and reverse first activate the search function for the jogdial by shortly pressing the button SEARCH (orange LED lights up). Then turn the jogdial in the corresponding direction.

In order to quickly jump to a certain spot in the title, click on the corresponding position in the signal diagram or in the position ring around the turntable platter.


4.8 Return to the starting point of the title or to a defined spot (cueing)

To quickly jump to a defined spot, three starting points (cue points) can be stored permanently for the buttons HOT CUE 1 to 3. The cue points will be kept even after closing the program and can be overwritten at any time. With the button CUE you can return to the beginning of the title or a cue point defined before, and momentarily play the title.

Button CUE

1. To jump to the starting point of a title, press the button CUE in pause or play mode. Now the unit is in pause mode at the starting point of the title (LED of the button CUE lights up red).
2. After jumping to the cue point, playback can be started with the button . Alternatively, you can keep the button CUE pressed and momentarily play the title. As soon as you release the button the unit instantly returns to the cue point and is in pause mode.
3. If cue points have been stored with the buttons HOT CUE 1 to 3, pressing the button CUE will not return you to the starting point of a title but to the cue point stored last.

Buttons HOT CUE 1 to 3

1. To set a cue point while playing a title, either press one of the buttons HOT CUE 1 to 3 when the desired spot is reached (fly cue) or set the unit to pause at the desired spot with the button  precisely select the desired spot with the jogdial, and then press one of the buttons HOT CUE 1 to 3.
2. It is now possible to jump to the corresponding cue points with the buttons HOT CUE 1 to 3. The title is played from the cue point.
3. Pressing the buttons HOT CUE 1 to 3 several times will restart the title from the cue point, creating a stutter effect.
4. To overwrite a cue point, first press the button CUE and then press the desired button HOT CUE 1 to 3.

4.9 Pitch adjustment

The playback speed can be adjusted variably up to $\pm 100\%$ with the pitch slide control.

1. The adjusting range for the speed is preset to $\pm 25\%$. Each push of the button PITCH switches between $\pm 100\%$, $\pm 6\%$, $\pm 12\%$ and back to $\pm 25\%$.
2. Then slide up the pitch control to decrease the pitch and slide it down to increase it. The display shows the percentage deviation from the standard speed. The number of beats changes accordingly.
3. The control locks into place in mid-position. In this position a title is played at standard speed.

4.10 Activating the master tempo function

With the change of speed, the tonal pitch is also changed proportionally. However, with the function Master Tempo activated, it will remain constant. For this press the button MASTER TEMPO (LED lights up). The key lock symbol is lights up orange in the display.

4.11 Matching the beat between Deck A and Deck B



The speed and the beats of two titles on Deck A and B can precisely be synchronized. Thus the rhythm will not be interrupted while crossfading from one deck to the other. As visual aid, the speed/rhythm of both decks is displayed in waveform in the rhythm window above the decks. The peaks represent beats. The squares below represent the position of measures in 4/4 time of the CBG (Computer Beat Grid). The large squares mark the beginning of the of a measure 4/4 time. The CBG is particularly useful, e.g., when mixing a title at the time of an intro where the beat is not yet present. Two titles are precisely synchronized when the peaks of both waveforms and the CGB squares occur at the same time.

1. To synchronize, the title to crossfade to should be monitored via headphones (→ s. section 7.6).
2. Start the playback and press the button SYNC of the deck to which crossfading is desired. Thus the speed and the beats of the title are precisely matched to the title on the other deck.
3. In order to synchronize the beginnings of the 4/4 measure the large squares of the CBG must overlap. For this use the jogdial with activated scratch mode: shortly before the large squares overlap, let go of the jogdial. Then press the button SYNC for a slight correction.
4. It is also possible to use the buttons PITCH BEND to change the speed for beat synchronization. As long as one of the buttons PITCH BEND + or – is kept pressed, the title is played faster or slower.

4.12 Playing a continuous loop synchronized with the beat

A section within a title can be repeated as a seamless continuous loop as many times as desired. These loops are synchronized with the beat of the title through the smart loop function of the software (key symbol lights orange).

1. In play mode, shortly actuate the button LOOP IN when the desired starting point of the loop is reached.
2. Shortly actuate the button LOOP OUT when the desired end point of the loop is reached. The section between the starting point and the end point of the loop is continuously repeated.
3. Press the arrow buttons LOOP ADJ to adjust the loop to exactly 1, 2, 4, 8, 18 or 32 beats. Via the software's rotary control SHIFT, the loop length can be adjusted by half length or double length increments.
4. To exit the loop and to continue the title, press the button LOOP OUT.
5. To program another loop, redefine the starting and the end point with the buttons LOOP IN and LOOP OUT.

5. EFFECT FUNCTIONS

5.1 Switching on effects

1. Select the desired effect by pressing the button EFFECT SELECTOR repeatedly. The display of the deck shows the selected effect.

Effect	
Backspin	Flanger
Beat Grid	Flippin Double
Brake	Key Changer
Echo	Vocals+
Filter	

2. Press the button EFFECT ON (LED lights up) to switch on the selected effect. In the display, the selector panel is highlighted red. To switch off the effect press the button once again (LED extinguishes).
3. Adjust the parameters of the effects as desired with the control PARAMETER 1 and 2.

5.2 Playing samples

There are six preset samples available which can be combined as desired. The software allows you to record your own samples and assign them to the other six storage places. For this click the button REC and adjust the desired length with the arrow buttons.

1. Turn the control SAMPLE SELECTOR to select the desired sample. The corresponding LED lights up red.

No.	Sample
1	Siren
2	Saxo
3	Put your hands up
4	Push
5	Pump it up
6	This this this
7-12	Freely assignable

2. Press the control to play the sample. In the display, the selector panel is highlighted green. The sample is played until you press the control once again. If required, further samples can be activated and played in the same way.
3. Adjust the level of the sampler unit with the control SAMPLER VOLUME. Via the software's arrow buttons, the sample length can be adjusted by half length or double length increments.
4. The button SAMPLER PLAY can be used for stutter effects. By shortly pressing the button several times, the sample selected last is restarted, creating stutter effects.


5.3 Scratch effects

Press the button SCRATCH (LED lights up) to switch on the scratch function for the jogdial. Turn the jogdial back and forth to create scratch effects. To switch off the function press the button SCRATCH once again (LED extinguishes).

5.4 Droning effects

The jogdial can also be used for droning effects. The scratch function, the fast search and the master tempo function must not be activated. Turn the jogdial back and forth to increase or reduce the playing speed, generating a droning effect.

5.5 Stutter effects

The cue points stored with the buttons HOT CUE 1 to 3 as well as the button  can be used for creating stutter effects. Shortly press one of the buttons to create a stutter effect.