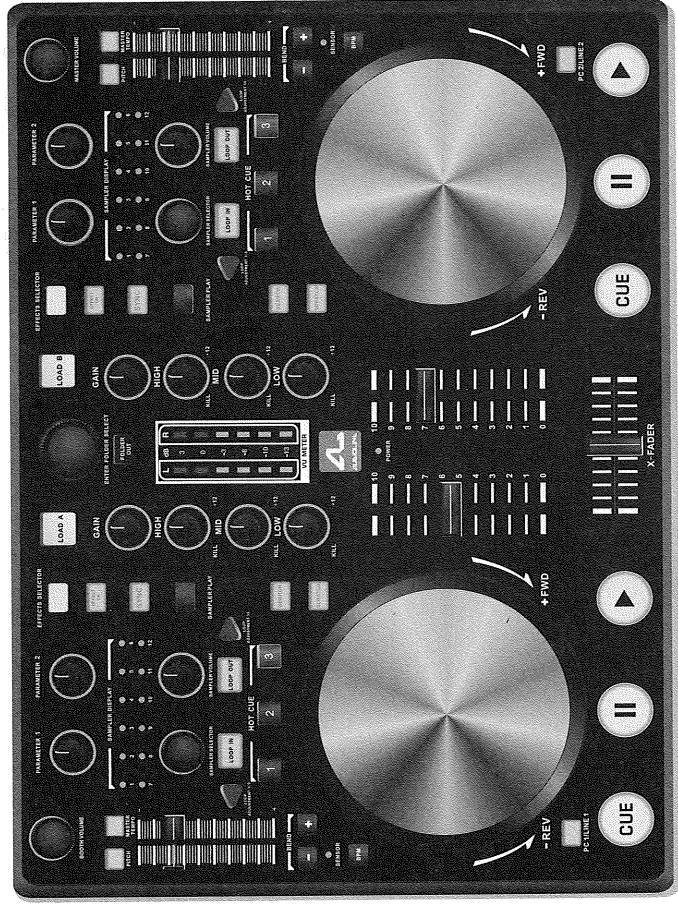


# AUDIOLINE

## USB DJ Controller with Sound Card



## USER'S MANUAL

# 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.

## Right Deck

Button	MIDI Command Pushed (hexadecimal)	MIDI Command Released (hexadecimal)	MIDI Note
PLAY	09 90 36 7F	09 90 36 00	F#3
CUE	09 90 37 7F	09 90 37 00	G3
PAUSE	09 90 38 7F	09 90 38 00	G#3
LOOP IN	09 90 0E 7F	09 90 0E 00	D0
LOAD B	09 90 61 7F	09 90 61 00	C#7
LOOP+	09 90 65 7F	09 90 65 00	F7
LOOP OUT	09 90 0C 7F	09 90 0C 00	C0
EFFECT ON	09 90 39 7F	09 90 39 00	A3
EFFECT SELECTOR	09 90 66 7F	09 90 66 00	F#0
SYNC	09 90 3A 7F	09 90 3A 00	Bb3
MASTER TEMPO	09 90 45 7F	09 90 45 00	A4
PITCH	09 90 41 7F	09 90 41 00	F4
BPM	09 90 01 7F	09 90 01 00	C#-1
PITCH BEND -	09 90 48 7F	09 90 48 00	C5
PITCH BEND +	09 90 49 7F	09 90 49 00	C#5
HOT CUE 1	09 90 01 7F	09 90 01 00	C#-1
HOT CUE 2	09 90 6A 7F	09 90 6A 00	Bb7
HOT CUE 3	09 90 40 7F	09 90 40 00	E4
SEARCH	09 90 4B 7F	09 90 4B 00	Eb5
SCRATCH	09 90 4D 7F	09 90 4D 00	F5
SAMPLER PLAY	09 90 47 7F	09 90 47 00	B4
SAMPLE SELECTOR	09 90 55 7F	09 90 55 00	C#6
JOG WHEEL	09 90 31 7F	09 90 31 00	C#3
<b>Control</b>	<b>MIDI Command (Forward)</b>	<b>MIDI Command (Reverse)</b>	<b>MIDI CC/Note</b>
PITCH FADER	0B B0 0F 7F	0B B0 0F 00	15
CHANNEL FADER	0B B0 0D 7F	0B B0 0D 00	13
PARAMETER 1	0B B0 1C 7F (Maximal)	0B B0 1C 00 (Minimal)	28
PARAMETER 2	0B B0 1E 7F (Maximal)	0B B0 1E 00 (Minimal)	30
SAMPLE SELECTOR	09 90 56 7F	09 90 57 7F	D 6/Eb 6
SAMPLER LEVEL	0B B0 47 7F	0B B0 47 00	71
JOG WHEEL (Jog Mode)	0B B0 13 41	0B B0 13 3F	19
JOG WHEEL (Touch)	0B B0 11 41	0B B0 10 3F	17

## 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.

### 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.

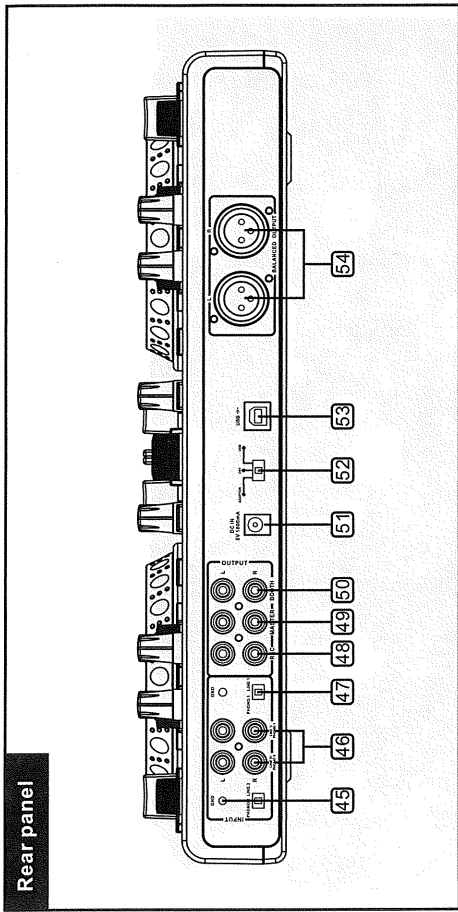
### 33. Control sampler level

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.

Rear panel



**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 jog dial, 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.

**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.

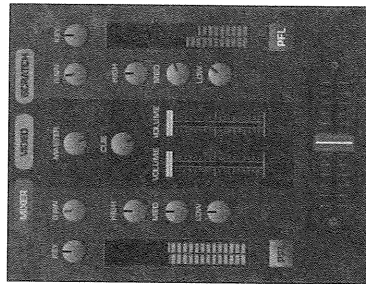
## 4.2 Playing a title



Virtual DJ

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

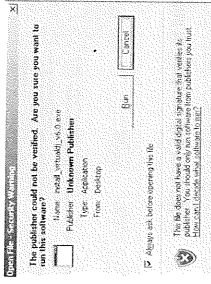
1. For basic adjustment set the master controls MASTER CONTROL and MASTER LEVEL, the crossfader and in both channels the controls GAIN and the equalizers to mid-position.
2. Advance the two channel faders approx. to 2/3 of the maximum for sufficient way for fading in and out.
3. Play a title with Deck 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

## 2.1 Installing the software

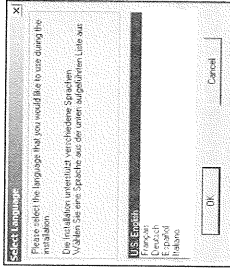
Insert the CD with the software into the CD-ROM drive of your computer. After reading in the CD the automatic installation routine should start. If not, browse the CD-ROM and click the file "install\_virtualdj\_v6.exe". Then follow the instructions of the installation program.

## 2.2 Installation under Windows

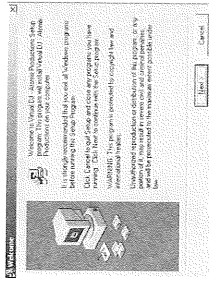
A. Allow the installation to run



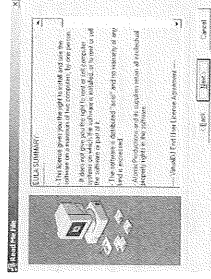
B. Select your language



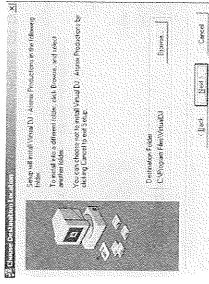
C. The welcome screen is displayed



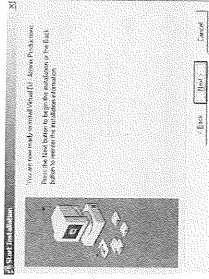
D. Read and accept the license agreement



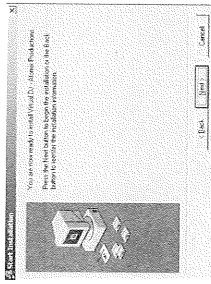
E. Enter the application path



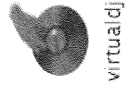
F. Start copying files



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.

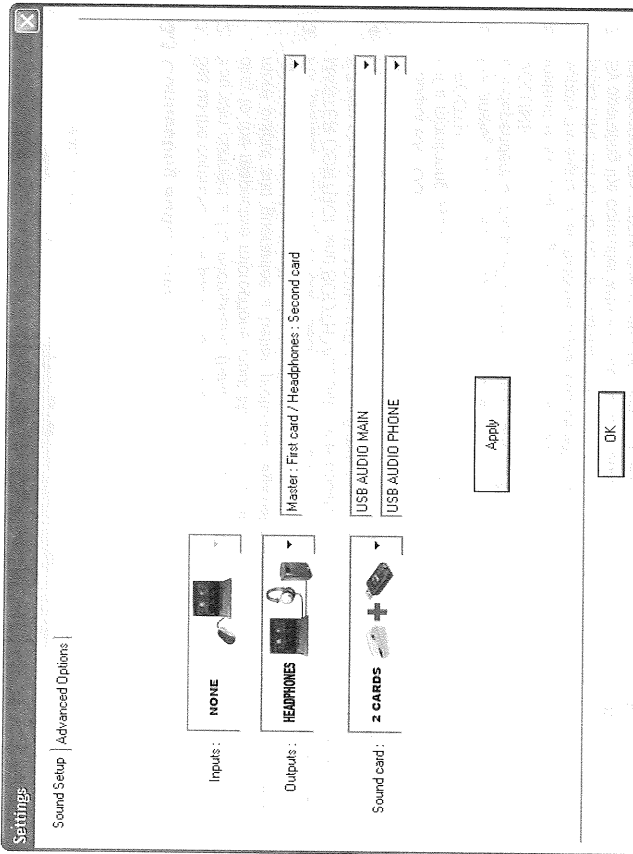


### 3.2 Connecting a computer

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

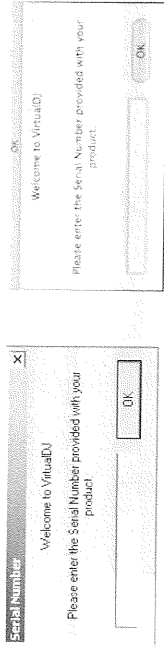
1. Call the software's configuration menu with the button CONFIG and configure the program for operation with the AUDIOLINE in the tab Sound Setup.



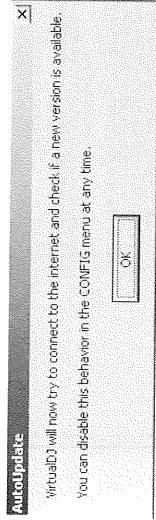
2. In control panel Sound card, select the setting HEADPHONES. The two output channels master and headphones will be available for the controller. If required, you can switch the output channels in the adjacent control panel.
3. In control panel Sound card, select the setting 2 CARDS and in the adjacent 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.

### 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.

