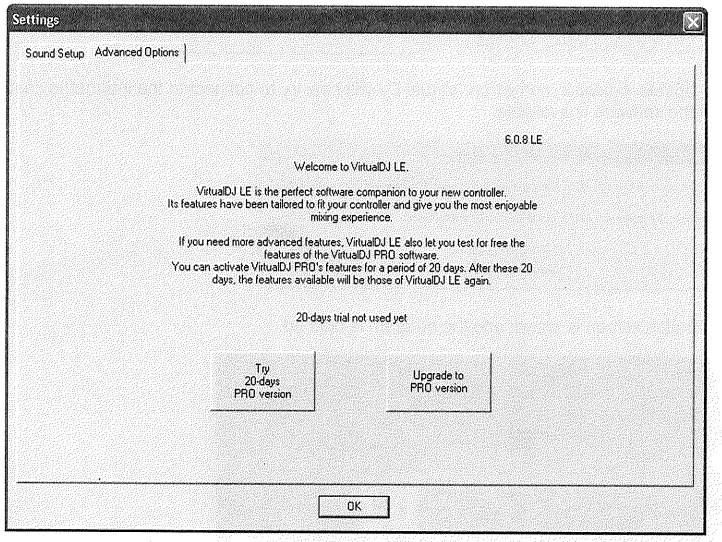
2.5 Upgrade and Support

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.

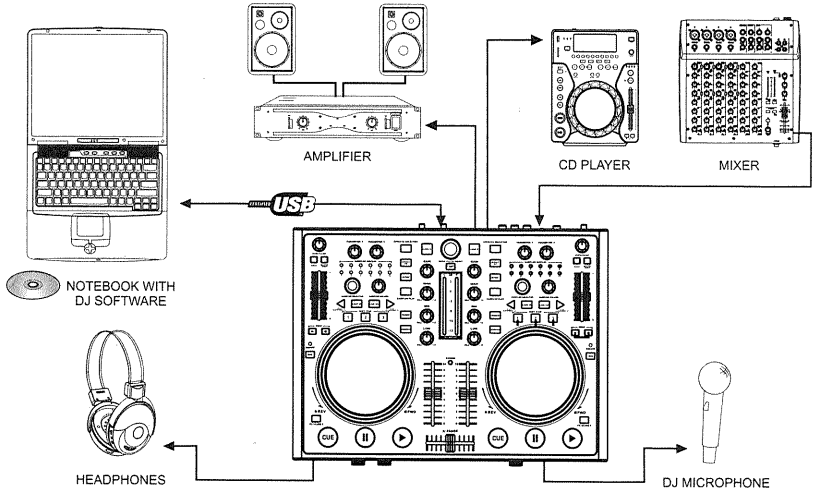


With the included limited edition of the DJ software Virtual DJ you have the benefit of purchasing the extensive pro version at a discount price. Current conditions regarding the price can be found under virtualdj.com. The pro version can be tested for 20 days. For this call the configuration menu/info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

2.6 Using the controller with other applications

Each rotary control, button, wheel or fader of the AUDIOLINE 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 AUDIOLINE sends out MIDI data that is received and interpreted by your music software. To control your music software with the AUDIOLINE make sure the program is configured to receive MIDI data generated by the AUDIOLINE. 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 AUDIOLINE 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 AUDIOLINE Refer to your program's user documentation to find out how to do this. Please see chapter APPENDIX A [MIDI DEFAULTS] on page 20 for a complete listing of MIDI CC information generated by the AUDIOLINE.

3.0 CONNECTING THE CONTROLLER

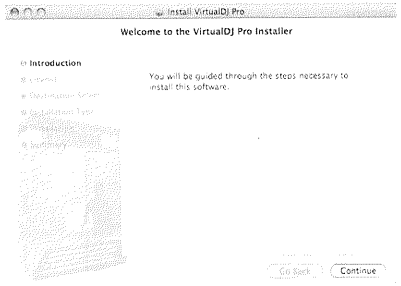


3.1 Connecting audio units

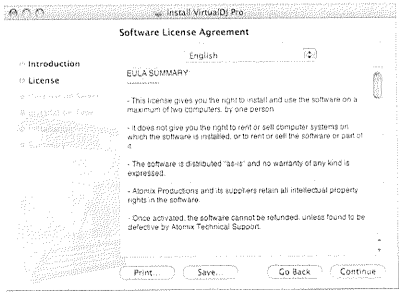
1. Set up the controller on a plane, flat surface.
2. You can connect a DJ microphone (balanced or unbalanced) optionally via an XLR plug or a 6.3 mm plug to the respective microphone input MIDI MIC on the front panel. Balanced cables provide +6 dB more output and guarantee a better protection against 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.

2.3 Installation under Mac

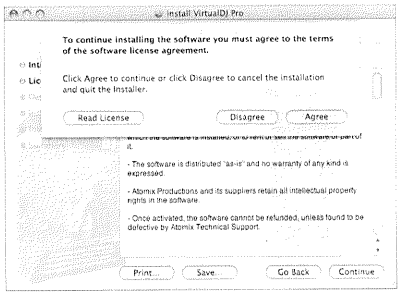
A. Click Continue to begin the installation



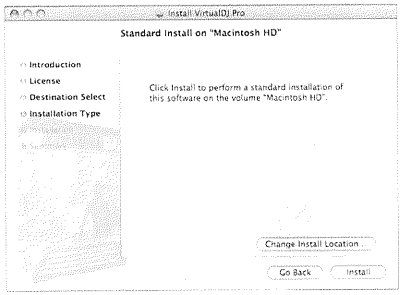
B. Click Continue after reading the License Agreement



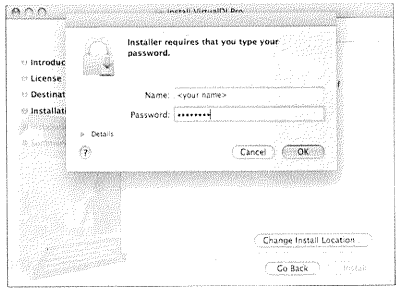
C. Click Agree to accept the License Agreement



D. Click Install to perform the installation

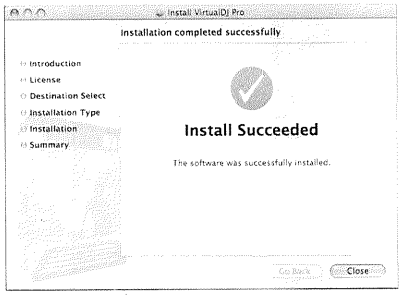


E. Enter your system's password for installations

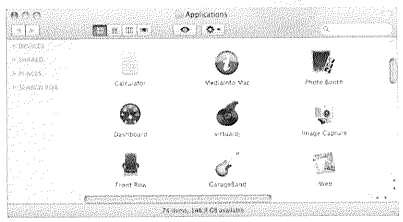


F. Files will now copy onto your system

G. Click Close to finish the installation



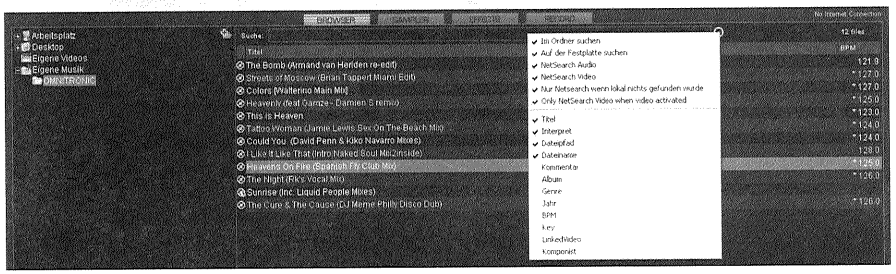
✓ Now the software is installed on your computer and you should find an icon in your Applications folder for opening Virtual DJ.



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.

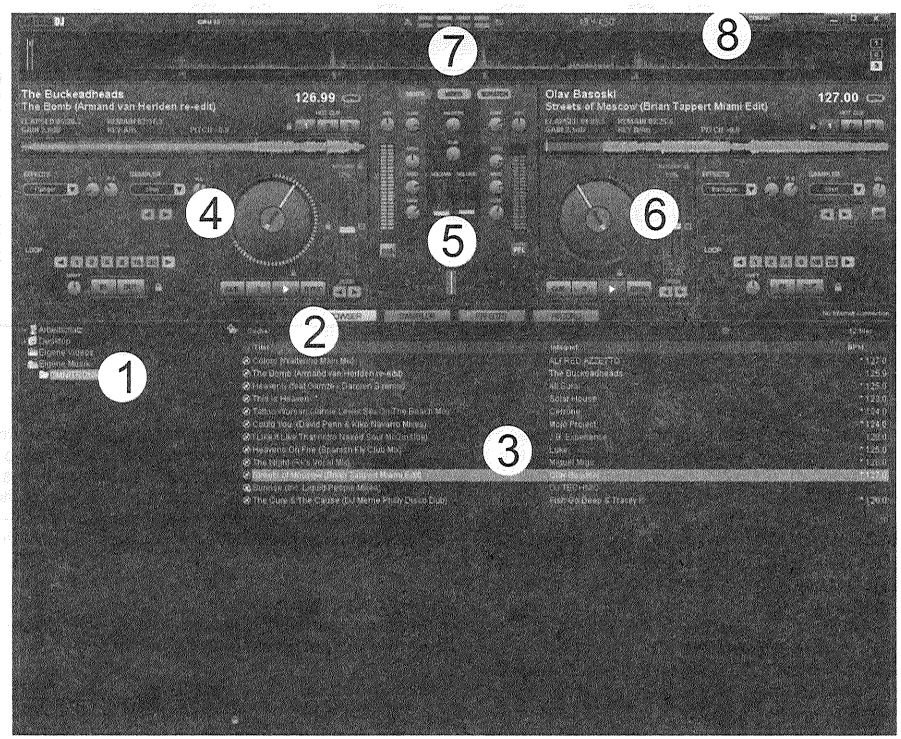
4.1 1 Loading titles from the computer's database



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. Form 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.

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.

(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 crossfader 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.

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.

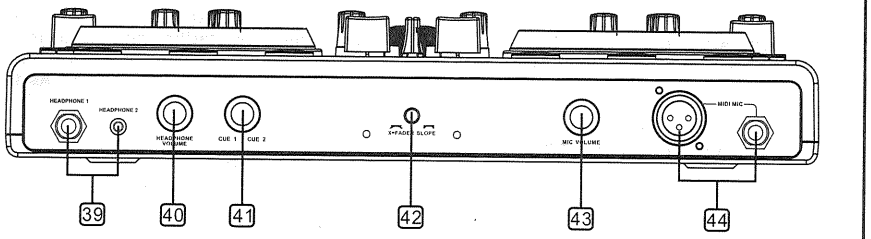
36.Scratch button
Press to turn on/off the scratch function of the touch jog wheel.Noted that the touch jog wheel cannot be used for scratching and searching at the same time.

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 ⩾8Ω).

40.Control cue level
Level control for headphones connected to the jacks headphone 1 and 2.

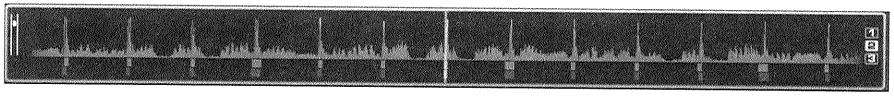
41.Control CUE
For selecting and crossfading the monitoring signal for the headphones depending on the cue mode selector switch:
mode cue: The prefader level of Deck A and Deck B is monitored.
mode split: The prefader level and the master signal is monitored.

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.

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).

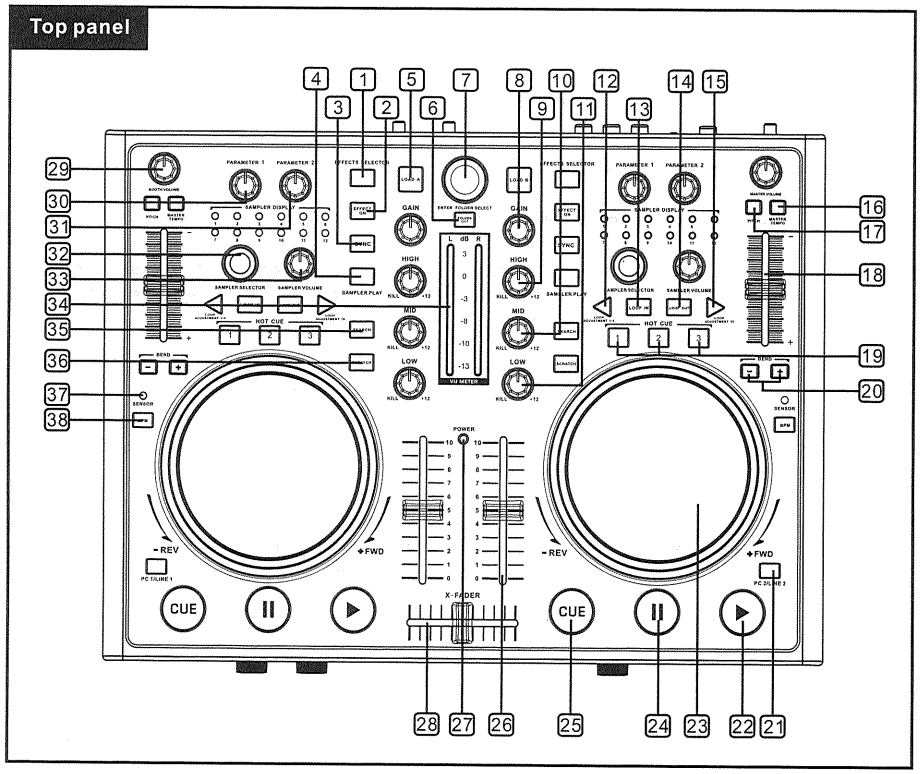
1. In play mode, shortly actuate the button LOOP IN when the desired starting point of the loop is reached.
2. Shortly actuate the button LOOP OUT when the desired end point of the loop is reached. The section between the starting point and the end point of the loop is continuously repeated.
3. Press 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.

1.0 Operating elements and connections of the controller

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

The AUDIOLINE 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.

APPENDIX A [MIDI DEFAULTS]

Left Deck			
Button	**MIDI Command Pushed (hexadecimal)**	**MIDI Command Released (hexadecimal)**	**MIDI Note**
PLAY	09 90 32 7F	09 90 32 00	D 3
CUE	09 90 33 7F	09 90 33 00	Eb 3
PAUSE	09 90 34 7F	09 90 34 00	E 3
LOOP IN	09 90 10 7F	09 90 10 00	E 0
LOAD A	09 90 60 7F	09 90 60 00	C 7
LOOP+	09 90 64 7F	09 90 64 00	E 7
LOOP OUT	09 90 11 7F	09 90 11 00	F 0
EFFECT ON	09 90 35 7F	09 90 35 00	F 3
EFFECT SELECTOR	09 90 14 7F	09 90 14 00	G# 0
SYNC	09 90 58 7F	09 90 58 00	E 6
MASTER TEMPO	09 90 44 7F	09 90 44 00	G# 4
PITCH	09 90 42 7F	09 90 42 00	F# 4
BPM	09 90 04 7F	09 90 04 00	E -1
PITCH BEND -	09 90 2F 7F	09 90 2F 00	B 2
PITCH BEND +	09 90 43 7F	09 90 43 00	G 4
HOT CUE 1	09 90 04 7F	09 90 04 00	E -1
HOT CUE 2	09 90 69 7F	09 90 69 00	A 7
HOT CUE 3	09 90 01 7F	09 90 01 00	C# -1
SEARCH	09 90 4A 7F	09 90 4A 00	D 5
SCRATCH	09 90 4C 7F	09 90 4C 00	E 5
SAMPLER PLAY	09 90 46 7F	09 90 46 00	Bb 4
SAMPLE SELECTOR	09 90 52 7F	09 90 52 00	Bb 5
JOG WHEEL	09 90 30 7F	09 90 30 00	C 3
Control	**MIDI Command Forward (hexadecimal)**	**MIDI Command Reverse (hexadecimal)**	**MIDI CC Number/ MIDI Note**
PITCH FADER	0B B0 17 7F	0B B0 17 00	23
CHANNEL FADER	0B B0 0C 7F	0B B0 0C 00	12
PARAMETER 1	0B B0 16 7F (Maximal)	0B B0 16 00 (Minimal)	22
PARAMETER 2	0B B0 15 7F (Maximal)	0B B0 15 00 (Minimal)	21
SAMPLE SELECTOR	09 90 53 7F	09 90 54 7F	B 5/C 6
SAMPLER LEVEL	0B B0 14 7F	0B B0 14 00	20
JOG WHEEL (Jog Mode)	0B B0 12 41	0B B0 12 3F	18
JOG WHEEL (Touch)	0B B0 10 41	0B B0 10 3F	16

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Mixer			
Button	**MIDI Command Pushed (hexadecimal)**	**MIDI Command Released (hexadecimal)**	**MIDI Note**
TRACK	09 90 40 7F	09 90 40 00	E 4
FOLDER OUT	09 90 01 7F	09 90 01 00	C# -1

Control	**MIDI Command Forward (hexadecimal)**	**MIDI Command Reverse (hexadecimal)**	**MIDI CC Number/ MIDI Note**
TRACK	09 90 59 7F	09 90 5A 7F	F 6/F# 6
CROSSFADER	0B B0 08 7F (Maximal)	0B B0 08 00 (Minimal)	08
GAIN	0B B0 0E 7F (Maximal)	0B B0 0E 00 (Minimal)	14
HIGH	0B B0 46 7F (Maximal)	0B B0 46 00 (Minimal)	70
MID	0B B0 58 7F (Maximal)	0B B0 58 00 (Minimal)	88
LOW	0B B0 1D 7F (Maximal)	0B B0 1D 00 (Minimal)	20
X-FADER CURVE	0B B0 1F 7F (Maximal)	0B B0 1F 00 (Minimal)	31
CUE LEVEL	0B B0 2A 7F (Maximal)	0B B0 2A 00 (Minimal)	42
CUE 1/CUE 2	0B B0 28 7F (Maximal)	0B B0 28 00 (Minimal)	40