

# VIRTUALDJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE

**AKAI**  
professional **AFX**



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# Installation

## Firmware & Drivers

**Firmware:** No firmware update is available at the time that this guide is written, but you should always check the product's webpage <http://www.akaipro.com/product/afx#downloads>

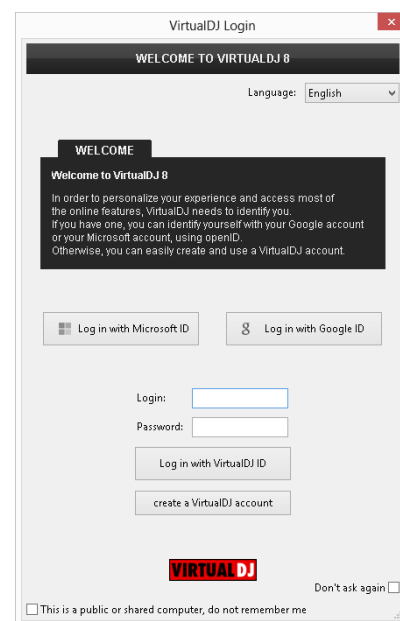
**Drivers:** No driver software is required for the AKAI AFX to be installed. The device is a USB class compliant and your Operating System will auto-install the necessary driver when connected with a USB cable.

## VirtualDJ 8 Setup

Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

Once VirtualDJ 8 is launched, a Login Window will appear. Login with your virtualdj.com account credentials. A **Pro Infinity**, an **AFX Plus** or a **Pro Subscription License** is required to fully use the AKAI AFX.

Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ.  
<http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next, verifying that the device is properly connected.

Click to **OK**.



The unit is now **ready** to operate.

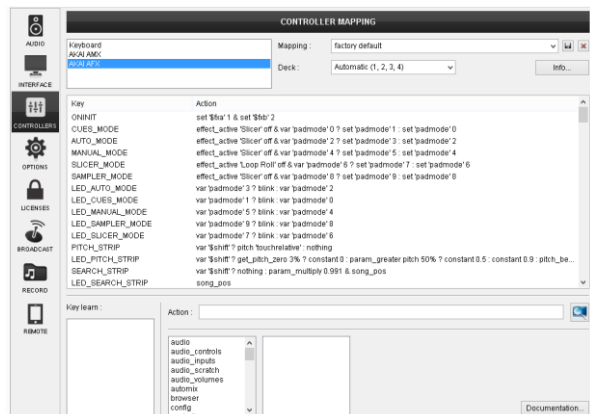
## Advanced Setup

### MIDI Operation

The unit should be visible in the **CONTROLLERS** tab of Config and the **“factory default”** available/selected from the Mappings drop-down list. The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

Find more details at

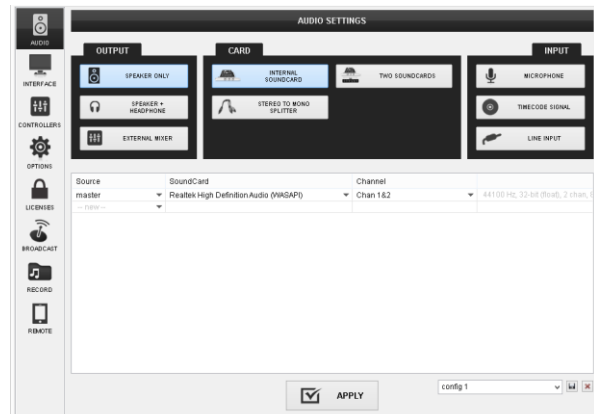
<http://www.virtualdj.com/wiki/VDJscript.html>



### AUDIO Setup

The unit is not offering any **pre-defined** audio configuration, as no built-in audio interface is available. Depending on the sound card you need to use, manually create the necessary Master and Headphones audio configuration.

By default VirtualDJ 8 will send the Master Output to the built-in (default) sound card of your computer.



For further software settings please refer to the User Guides of VirtualDJ 8.

<http://www.virtualdj.com/wiki/PDFManuals.html>



## Controls

**S. SHIFT.** Press and **hold** any of these buttons **down** to access **secondary functions** of the AKAI AFX

**1. DECK 1/3 SELECT.**

Use this button to **assign** the unit **to deck\* (layer) 1 or 3**. The button will light orange if deck 1 is selected, red if deck 3 is selected and will be off if a different deck is selected.

**2. DECK 2/4 SELECT.**

Use this button to **assign** the unit **to deck\* (layer) 2 or 4**. The button will light orange if deck 2 is selected, red if deck 4 is selected and will be off if a different deck is selected.

\*Note that the DECK button only assigns the controller to a hardware layer and cannot be used to assign any software deck as left or right.

**The assigned deck will apply to all the functions of the unit except from the FX section.**

## Touch Strip

**3. TOUCH STRIP.** The touch strip offers different functionality depending on the selected mode (using the Touch Mode buttons 4, 5 and 6).

In **Search mode** use the touch strip to navigate (**seek**) through the loaded track of the assigned deck.

Hold **SHIFT** down and then use the Touch Strip to fine-position or **Scratch**,

In **Pitch mode** touch the Touch Strip anywhere from the middle point to the far **right** side to **temporary speed-up** the tempo of the track (Pitch Bend). Touch anywhere from the middle points to the far **left** side to **temporary slow-down** the tempo of the track (Pitch Bend). Once released, the tempo will return to the value designated by the pitch fader.

Hold **SHIFT** down and then use the Touch Strip to adjust the **tempo** (pitch) of the track

**4. SEARCH.** Press this button to set the Touch Strip to **Search mode**. Hold **SHIFT** down and then press this button to set the Timecode mode to **Absolute** (for DVS)

**5. PITCH.** Press this button to set the Touch Strip to **Pitch mode**. Hold **SHIFT** down and then press this button to set the Timecode mode to **Relative** (for DVS)

**6. S-FX.** Press this button to set the Touch Strip to **FX mode**. Hold **SHIFT** down and then press this button to set the Timecode mode to **Smart** (for DVS)

## Effects

The AKAI AFX offers **2 Effects units** (FXA and FXB) and each one of them can be assigned to control the Effects of decks 1, 2, 3 and 4 or the Video Transition, Master Effect and Video Effect, depending on the FX ASSIGN buttons (7).

Each unit also offers **2 modes** (Single and Multi). In Single Effect mode, each unit offers controls for a single Effect slot (with the most available parameters) and in Multi Effects mode each unit offers controls for 3 Effect slots (but with less parameter controls).

7. **FX A/B ASSIGN.** Use these buttons to **assign** the FXA or FXB Effects unit **to a software deck**. Only one deck can be assigned each time to an FX unit. If no deck is selected (leds off), the FX units will control the Master and Video Effects.  
Hold **SHIFT** down and then use these buttons to assign each FX unit to decks 3 or 4 (led will blink to indicate the selection of these decks).

By default the unit will launch with deck 1 assigned to FXA and deck 2 to FXB

8. **FX1 button**

**Single FX Mode.** Press this button to **trigger** the selected **Effect**. Hold **SHIFT** down and then press this button to **select the next Effect**.

**Multi FX Mode.** Press this button to **trigger** the selected **Effect on FX Slot 1**. Hold **SHIFT** down and then press this button to **select the next Effect for FX Slot 1**.

**Master.** If no deck is assigned to the FX unit, use this button to **trigger** the selected **Video Transition**. Hold **SHIFT** down and then use this button to **select the next** available Video Transition.

9. **FX2 button**

**Single FX Mode.** Use this button to control the **Effect button 1** of the selected Effect (if the Effect offers one). In this mode the led will light red if the Effect button is enabled.

**Multi FX Mode.** Press this button to **trigger** the selected **Effect on FX Slot 2**. Hold **SHIFT** down and then press this button to **select the next Effect for FX Slot 2**.

**Master.** If no deck is assigned to the FX unit, use this button to **trigger** the selected **Video Effect on Master**. Hold **SHIFT** down and then use this button to **select the next** available Video Effect.

10. **FX3 button**

**Single FX Mode.** Use this button to control the **Effect button 2** of the selected Effect (if the Effect offers one). In this mode the led will light red if the Effect button is enabled.

**Multi FX Mode.** Press this button to **trigger** the selected **Effect on FX Slot 3**. Hold **SHIFT** down and then press this button to **select the next Effect for FX Slot 3**.

**Master.** If no deck is assigned to the FX unit, use this button to **trigger** the selected **Effect on Master**. Hold **SHIFT** down and then use this button to **select the next** available Effect.



11. **TAP.** Use this button (**tap on beat**) to manually define the tempo of the track loaded to the assigned deck (or the left/right deck if no deck is assigned from the FXA/FXA buttons)

Hold **SHIFT** down and then press this button to **toggle between the Single and Multi FX modes** (the corresponding panels on the Default 4 Decks GUI of VirtualDJ will follow the selection).

12. **FX1 KNOB.**

**Single FX Mode.** The knob controls the **1<sup>st</sup> parameter** of the selected Effect. Hold **SHIFT** down and then use this knob to control the **4<sup>th</sup> parameter** of the selected Effect.

**Multi-FX Mode:** The knobs control the **1<sup>st</sup> parameter** of the selected Effect on **FX Slot 1**. Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Effect on **FX Slot 1**.

**Master.** If no deck is assigned to the FX unit, use this knob to control the **1<sup>st</sup> parameter** of the selected **Video Transition** (if available).

Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Video Transition (if available).

If the **Touch Mode (16)** is activated, **touch** the FX1 Knob to activate its assigned effect, and release the knob to deactivate it

13. **FX2 KNOB.**

**Single FX Mode.** The knob controls the **2<sup>nd</sup> parameter** of the selected Effect. Hold **SHIFT** down and then use this knob to control the **5<sup>th</sup> parameter** of the selected Effect.

**Multi-FX Mode:** The knobs control the **1<sup>st</sup> parameter** of the selected Effect on **FX Slot 2**. Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Effect on **FX Slot 2**.

**Master.** If no deck is assigned to the FX unit, use this knob to control the **1<sup>st</sup> parameter** of the selected **Video Effect** (if available).

Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Video Effect (if available).

If the **Touch Mode (16)** is activated, **touch** the FX2 Knob to activate its assigned effect, and release the knob to deactivate it

14. **FX3 KNOB.**

**Single FX Mode.** The knob controls the **3<sup>rd</sup> parameter** of the selected Effect. Hold **SHIFT** down and then use this knob to control the **6<sup>th</sup> parameter** of the selected Effect.

**Multi-FX Mode:** The knobs control the **1<sup>st</sup> parameter** of the selected Effect on **FX Slot 3**. Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Effect on **FX Slot 3**.

**Master.** If no deck is assigned to the FX unit, use this knob to control the **1<sup>st</sup> parameter** of the selected **Effect on Master** (if available).

Hold **SHIFT** down and then use this knob to control the **2<sup>nd</sup> parameter** of the selected Master Effect (if available).



If the **Touch Mode (16)** is activated, **touch** the FX3 Knob to activate its assigned effect, and release the knob to deactivate it

15. **BEAT.** Use this encoder to **move the position** of the track forward/backwards **by 1 beat**.  
Hold **SHIFT** down and then use this encoder to **move the Beatgrid** forward or backwards by 1 beat

## Global

16. **TOUCH.** Use this button to enable the **Touch mode**. When enabled, the FX knobs will offer additional functions when touched.
17. **QUANTIZE.** Use this button to enable/disable Smart Cue to all 4 decks. When Smart Cue is enabled the HotCues will **snap to the nearest beat** (or smaller size depending on the *SmartCueQuantize* setting)
18. **RECORD.** Use this button to start/stop **recording your mix**. Hold **SHIFT** down and then use this button to start/stop **recording Master to a new Sample** (led will blink while recording)
19. **START.** Use this button to enable/disable Automix\*. Hold SHIFT down and then use this button to enable/disable Sandbox\*.

*\*Read VirtualDJ User Guide for further details on Automix and Sandbox.*

20. **PARAMETER ENC (& LCD display).** The encoder offers various functions depending on the selected PAD mode (see [PADS](#)).
21. **PAD MODE SEL.** Use these buttons to set the PADS (22) to one of the 9 available Pad modes (see [PADS](#))
22. **PADS.** The 8 touch-sensitive Pads offer different functionality, depending on the selected Pad mode. (see [PADS](#))  
The Pads offer touch velocity in all modes (pre-assigned only in the Sampler Velocity mode) and RGB leds.

## Pads

Pads (22) offer **9 different modes**, depending on the **PAD MODE SEL** buttons (21). Press the **same** PAD MODE button again to access the **additional** mode (the **LED will blink** as an indication).

## HotCue mode

Press the **CUES** mode button to set the PADs to **HotCue mode**.

Each one of the 8 pads assigns a **Hot Cue** Point (1 to 8) or returns the track to that Hot Cue Point.

When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light up red.

Hold **SHIFT** and then press any of the pads to **delete** its assigned Hot Cue Point.



Turn the **PARAMETER** (20) encoder anti-clockwise to **half** the size of the loop and clockwise to **double** it. Hold **SHIFT** down and then use the encoder to **move** the triggered **loop** forward or backwards **by half the size of the selected loop**.

**Push** the encoder to trigger the selected **loop**.

The **LCD** display will indicate the selected **loop size** in beats. The **dot** displayed after the digits indicates that the selected loop size is **1/x** beats.

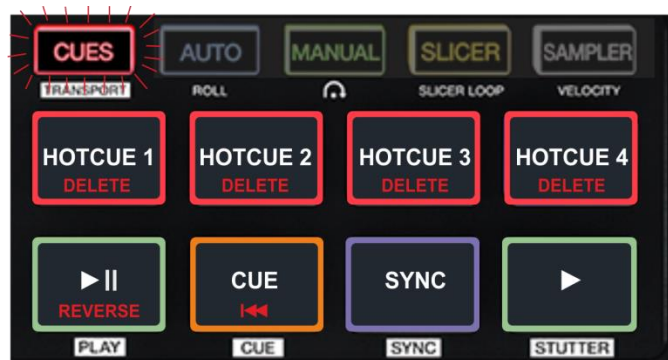
## Transport mode

While the Hot Cue mode is selected, press the same CUES mode button **again** to set the PADs to **Transport mode** (led will blink).

The Transport mode is selected by default on first launch (for all decks) and offers 4 HotCues and transport deck controls

Each one of the 4 pads at the top row assigns a **Hot Cue** Point (1 to 4) or returns the track to that Hot Cue Point. When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light up red.

Hold **SHIFT** and then press any of the 4 pads to **delete** its assigned Hot Cue Point.



Use the **1<sup>st</sup> Pad** of the bottom row to **play-pause** the track. Hold **SHIFT** down and then use the same pad to play the track in **reverse**.

The **2<sup>nd</sup> pad** of the bottom row offers **CUE** function.

When the Deck is paused, you can set a Cue Point by moving the Platter to place the Audio Pointer at the desired location and then pressing this pad.

During playback, you can press the Cue Pad to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.).

If the Deck is paused, you can press and hold the Cue Pad to play the track from the Temporary Cue Point. Releasing the Cue Pad will return the track to the temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the Cue Pad, then press and hold the Play Pad, and then release both buttons

Hold **SHIFT** down and then use this pad to bring the track **at the beginning**.

**Use the 3<sup>rd</sup> Pad (SYNC)** to automatically match the corresponding Deck's tempo with the opposite Deck's (or the Master Deck's if using a 4 decks Skin) tempo and phase. Press and hold SHIFT and press this pad to set this deck as Master Deck (for 4 decks skins).

**Use the 4<sup>th</sup> Pad (STUTTER)** play-stutter the track. Each time the pad is pressed, the track will jump to the last paused point and will continue to play from that point.

Use the **PARAMETER** (20) encoder to **scroll through files or folders**. Hold **SHIFT** down and then use the encoder to cycle through the available **Sideview** windows.

**Push** the encoder to **load** the selected track to the assigned deck or move to the Songs List if focus is to the Folders List.

Hold **SHIFT** down and then **push** the encoder to **open/close subfolders**.

The **LCD** display in this mode will still will indicate the selected **loop size** in beats.

## Auto Loop mode

Press the **AUTO** mode button to set the Pads to **Auto Loop mode**.

Each one of the 8 Pads **triggers a Loop** of a different size in beats (see image).

Turn the **PARAMETER** (20) encoder anti-clockwise to **half** the size of the loop and clockwise to **double** it.

Hold **SHIFT** down and then use the encoder to **move** the triggered **loop** forward or backwards **by half the size of the selected loop**.



**Push** the encoder to trigger the selected **loop**.

The **LCD** display will indicate the selected **loop size** in beats. The **dot** displayed after the digits indicates that the selected loop size is **1/x** beats.

## Loop Roll mode

While the Auto Loop mode is selected, press the same AUTO mode button **again** to set the PADS to **Loop Roll mode** (led will blink).

Each one of the 8 Pad triggers a **momentary Loop Roll** (while pressed)

In this mode the PARAMETER (20) encoder will still control and trigger normal loops.

The LCD display will indicate the size of the applied Loop Roll when triggered and the size of the selected Loop if no Loop Roll is triggered.



The **dot** displayed after the digits indicates that the selected loop size is **1/x** beats.

## Manual Loop mode

Press the **MANUAL** mode button to set the Pads to **Manual Loop mode**.

Each one of the 8 pads offers a different loop function.

Use Pad 1 to **save the current loop** to the first available slot. Hold **SHIFT** down and then use the same Pad to **delete** the saved Loop

Use Pad 2 to **Load** and **Prepare** the Saved Loop (it will not jump to that point if the position of the track is before that point).

Hold **SHIFT** down and then use the same pad to Load the saved Loop and **jump** to that position regardless the track position.



Pad 3 **records** the assigned deck to a new **Sample**. If a loop is enabled, the recorded sample will be automatically set to Loop and Sync mode (suggested way to quickly create synced samples)

Pad 4 enables/disables **Smart Loop**. If enabled VirtualDJ will auto-create a seamless loop if a manual loop is set.

Use Pads 5 and 6 to set a **Loop Entry (In)** and a **Loop Exit (Out)** point for manual looping.

While a loop is active, use the same buttons to enable the **Loop In Move** and **Loop Out Move** modes (leds will blink to indicate the mode). When these modes are enabled, you can fine adjust the Loop In and Loop Out points using a jogwheel (of a controller or even from the skin).

Use **Pad 7** to either **exit** or trigger a loop.

Use **Pad 8** to repeat the last triggered loop (**reloop**).

The PARAMETER (20) encoder will control the size (half/double) and trigger the selected loop if pushed.

The LCD display will indicate the size the selected Loop in beats.

## Slicer mode

Press the **SLICER** mode button to set the PADs to **Slicer mode**.

The 8 Pads represent **8 sequential slices in the Beat Grid**. The playing Slice is represented by the currently blue lit pad. The blue light will "move through the pads" as it progresses through each eight-Slice phrase. Press a pad to repeat that Slice (hold it down if you want to keep looping it).

Once the Pad is released the track will continue to play from the position it would have been if the pad was never pressed.



The PARAMETER (20) encoder will increase/decrease the **length** of the applied loop on the slice and the LCD will display the size of the applied loop.

Hold **SHIFT** down and then use the same PARAMETER encoder to increase/decrease the step of the Slicer (size of slice in beats). The LCD will display the selected step.

Hold **SHIFT** down and then use Pads **1** and **5** to increase/decrease the **step** of the Slicer and Pads **4** and **8** to increase/decrease the **length** of the applied loop on the slice.

The **dot** displayed after the digits indicates that the selected loop size is **1/x** beats.

## Slicer Hold mode

While the Slicer mode is selected, press the same SLICER mode button **again** to set the PADS to **Slicer Hold mode** (led will blink).

In this mode the pads offer the same functionality as in the Slicer mode, but in this case, the **Slice is memorized** on first press as the track continues to play. (HOLD mode).

The playing Slice is represented by the currently orange lit pad.

Same as in Slicer mode, use the PARAMETER encoder (20) to increase/decrease the length of the applied Loop and hold SHIFT down to increase/decrease the step (size) of the Slice.



## Sampler mode

Press the **SAMPLER** mode button to set the PADS to **Sampler mode**.

Each one of the 8 pads triggers a sample (1 to 8) from the selected Sampler Bank of VirtualDJ.

The leds of the Pads will automatically get the assigned color of each sample (dark when off, bright when playing).

Press the pads to **trigger a sample**. Depending on the selected trigger mode, use **SHIFT** and the same pads **to stop the sample**.



Use the **PARAMETER** (20) encoder to **select the previous or next Sampler Bank**.

**Push** the encoder to cycle through the available **trigger modes** (On/Off, Hold, Stutter and Unmute).

Hold **SHIFT** down and then use the encoder to adjust the **Master Output Volume** of the **Sampler**.

The **LCD** display in this mode will indicate the number of the selected Sampler Bank or the Level of the Master Sampler Volume if SHIFT is pressed (will still show 99 if 100% is set).



## Sampler Velocity mode

While the Sampler mode is selected, press the same SAMPLER mode button **again** to set the PADS to **Sampler Velocity mode** (led will blink).

Exactly as in the Sampler mode, each one of the 8 pads triggers a sample (1 to 8) from the selected Sampler Bank of VirtualDJ, with the difference that the Output **Volume** of each sample **is determined by the strength the Pad was initially pressed**.

Press the pads to **trigger a sample**. Depending on the selected trigger mode, use **SHIFT** and the same pads **to stop the sample**.



The functionality of the PARAMETER encoder (20) is the same as in the Sampler mode.



### Useful Links

VirtualDJ web-page: <http://www.virtualdj.com>

VirtualDJ Support Center: <http://www.virtualdj.com/contact/index.html>

VirtualDJ 8 Operation Guides: <http://www.virtualdj.com/wiki/PDFManuals.html>

Akai Professional web-page: <http://www.akaipro.com/>

Akai Professional Support Center: <http://www.akaipro.com/support>

Akai AFX product page: <http://www.akaipro.com/product/afx>

Akai AFX User Guide: <http://www.akaipro.com/product/afx#downloads>

Hardware Integration Department



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