

VERSION

8

# Operation Guide

# VIRTUALDJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE

**AMERICAN AUDIO®**

**RADIUS 3000**



 **atomix**  
PRODUCTIONS  
SOUND TECHNOLOGY PROVIDER

## Table of Contents

<b>Installation .....</b>	<b>3</b>
Firmware & Drivers .....	3
VirtualDJ 8 Setup .....	3
Advanced Setup .....	4
<b>Layout.....</b>	<b>5</b>
A.PITCH .....	7
B.LOOP .....	8
C.HOTCUES & SAMPLES .....	9
D.EFFECTS .....	10
E.BROWSE & SEARCH .....	11

# Installation

## Firmware & Drivers

No drivers is required to be installed nor a firmware update is available at the time this manual is written, however verify with the product's webpage at <http://www.adjaudio.com/ProductDetails.aspx?ItemNumber=1437&MainId=1&Category=23>

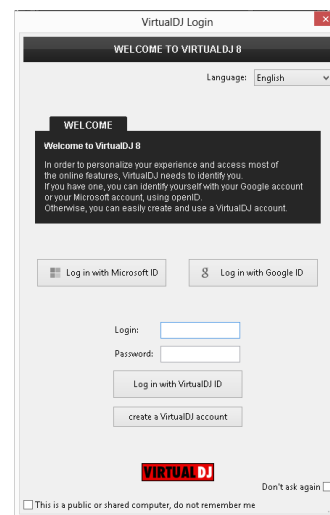
## VirtualDJ 8 Setup

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. A **Pro Infinity**, a **PLUS Controller** or a **Subscription License** is required to use the American Audio Radius 3000.

Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ 8.

<http://www.virtualdj.com/buy/index.html>



**Connect** your American Audio Radius 3000 to your computer using the provided **USB** cable and power On the unit.

A **detection** window will appear next, asking to verify the proper connection.



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



# Layout



**0. MIDI.** Press this button to set the RADIUS 3000 to MIDI mode and allow to the unit to control a VirtualDJ deck. Notice that the unit will still be detected as a MIDI device, however it will not control any VirtualDJ operation if the unit is not on MIDI mode.

**5. TAP.** Press and **hold** this button to access secondary functions of other controls on the RADIUS 3000. While TAP is pressed, the LCD screen of the unit will display an additional “TAP” text

**1. PLAY.** Plays / Pauses the track.

**2. CUE.** 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 the Cue Button.

During playback, you can press the Cue Button 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 Button to play the track from the Temporary Cue Point. Releasing the Cue Button 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 Button, then press and hold the Play Button, and then release both buttons.

**3. A.CUE.** Press this button to enter the Jogwheel into the **A.CUE mode**. In this mode, each time you **touch** the jogwheel (the touch-sensitive part), the track **will jump to the previously stored/used Cue point** and will continue to scratch or bend from that position.

**4. SCRATCH.** Press this button to set the Jogwheel to **Vinyl (Scratch) mode**. In this mode, use the outer part of the Jogwheel to bend (temporary speed up – slow down the tempo of the track) and the inner touch-sensitive part to scratch.

**5. NORMAL.** Press this button to set the Jogwheel to or **CD (Bend) mode**. In this mode, use the Jogwheel to bend (temporary speed up – slow down the tempo of the track).

**6. JOG.** Touch sensitive jogwheel. Use the jogwheel to scratch (in SCRATCH mode is selected), pitch bend (in NORMAL mode) or CUE jump (A.CUE mode). Hold **TAP (S)** down and then use the jogwheel to **fast seek** through the track.  
The Jogwheel also offers Loop In, Loop Out and Loop Shift adjustment (see IN, Out and RELOOP buttons)

**7. TIME.** Use this button to **cycle the Time Display** format of the default 2 decks VirtualDJ GUI (Remain, Elapsed and Total).

*Note: No time display or any other information is available for the LCD screen of the RADIUS (firmware limitation).*

**8. SGL/CONT.** Use this button to enable/disable the **Slip mode** on the selected deck. When Slip mode is enabled several actions like HotCues, Loops and scratching with the Jogwheel will act temporary and the track will return to the position it would have been if the Slip mode was never enabled.

*Note: The button is not offering any Led nor the LCD screen of the RADIUS offers any displays (firmware limitation), therefore the dedicated SLIP button on the default VirtualDJ GUI will indicate if the mode is enabled or not.*



9. **REV.** Hold this button down to **play the track in reverse**. When released the track will continue to play from the position it would have been if the button was never pressed (**sensor**).  
While **TAP(S)** is held down, press this button to play the track in reverse but this time it will continue playing from the position that the reverse will be turned off.
10. **EJECT.** Press this button to **unload** the deck. Hold **TAP (S)** down and then use this button to **cycle** through the available software decks\* and **assign** the RADIUS 3000 to the selected **deck**. Notice that while TAP is held down, the **LOOP led indicators** will show which deck is assigned to each unit (starting from left decks 1, 2, 3, 4, 5 and 6).  
*\*The available decks of the software will depend on both the offered decks of the GUI and the available decks that your hardware units offer.*
11. **SOURCE SELECT.** Use this button to **cycle** through the available **Center Mixer Panels** of the default VirtualDJ GUI (MIXER, VIDEO, SCRATCH and MASTER)

## A.PITCH

12. **BPM.** (SYNC) Press this button 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**. Hold **TAP(S)** down and then use this button to **manually tap** the tempo of the track
13. **PITCH RANGE.** Press this button to select the next available **range** for the **Pitch Fader** (available values  $\pm 4\%$ ,  $\pm 8\%$ ,  $\pm 16\%$  and  $\pm 100\%$ ).  
The **Leds** above this button will indicate the selected pitch range.
14. **KEYLOCK.** Press this button to "**lock**" the track's pitch to its original **key**. The track's tempo will remain at the speed designated by the Pitch Fader.  
Hold **TAP(S)** down and then use this button to **link the pitch faders** (Pitch Lock) of all available hardware deck. If Pitch Lock is enabled, the led of this button will blink and moving the pitch fader of this deck will also move at the same amount the pitch fader of all the available software decks.
15. **✱** Press this button to **smoothly reset the pitch** to its zero position. The **Led** of this button will **blink fast** while pitch is resetting, will stay lit if pitch is at the zero (middle) position and off if at any other position.

The **Led** of this button will also **blink** (with normal speed) if the software and the hardware pitch values do not match. This may happen e.g. if you assign the unit to a different software deck and the pitch value of this deck does not match to the hardware one, or if the SYNC is pressed.  
You will then have to move the hardware pitch fader until it catches the software one and the led stop blinking (soft-takeover).



**16. PITCH BEND.** Press and hold down these buttons to **temporary speed up/slow down** the song while pressed. When released, the track playback will return to the speed designated by the Pitch Fader.

**17. PITCH.** Adjust the track's playback speed (tempo).

The actual pitch fader will not alter the pitch of the track if the actual pitch and the software pitch value do not match (software soft-takeover, ghost fader visible on the GUI). In most cases this may happen if SYNC is prior pressed or switching decks and the other deck is having a different pitch software value.

## B.LOOP

**18. IN.** Press this button to **set a Loop In** (Entry point).

Hold **TAP(S)** down and then press this button to set the Jogwheel to **Loop In mode** and (fine) adjust the Loop In point using the jog (6) when a loop is enabled. The Led of the button will blink to indicate the Loop In Wheel mode. Press again to return the Jogwheel to Jog mode.



**19. OUT.** Press this button to **set a Loop Out** (Exit point).

Hold **TAP(S)** down and then press this button to set the Jogwheel to **Loop Out mode** and (fine) adjust the Loop Out point using the jog (6) when a loop is enabled. The Led of the button will blink to indicate the Loop Out Wheel mode. Press again to return the Jogwheel to Jog mode.

**20. RELOOP.** Press this button to **exit a Loop** if enabled or trigger the last used/saved loop if not (**reloop**).

Hold **TAP(S)** down and then press this button down to set the the Jogwheel to **Loop Movemode** and (fine) adjust the size of the loop using the jog (6) when a loop is enabled. The Leds of **both** the IN (18) and OUT (19) buttons will blink to indicate the Loop Out Wheel mode. Press again to return the Jogwheel to Jog mode.

**21. BEAT <.** Press this button to **half** the size (in beats) of the **Loop**.

**22. BEAT >.** Press this button to **double** the size (in beats) of the **Loop**.

**23. SMART.** Use this button to enable/disable the **Smart Loop** mode. If enabled, VirtualDJ will automatically adjust the length of the manual loop (using IN and OUT) to the nearest size in order a seamless (on beat) loop to be offered.

Hold **TAP(S)** down and then use this button to enable/disable the **Loop Roll** mode. If this mode is enabled the led right above this button will blink as an indication and the IN, OUT and RELOOP buttons will now offer temporary Loop Roll actions.



- 24. LOOP LEDS.** These leds will indicate the size of the triggered loop in beats. Starting from left the leds will show sizes of 1/4, 1/2, 1, 2 and 4 beats (the 3<sup>rd</sup> led 3/4 is not used)

## C.HOTCUES & SAMPLES

- 25. MEMORY.** Press this button to set the 4 numbered buttons (28) to **HotCue mode**.

- 26. SAMPLE.** Press this button to set the 4 numbered buttons (28) to **Sampler mode**. Press and hold this button for more than 1 second to **open/close the Sideview** and offer the Sampler View as well. Hold **TAP(S)** down and then press this button to select and load the **next** available **Sampler bank** of VirtualDJ



- 27. BANK (P).** Press this button to cycle through **primary and secondary bank** for the 4 numbered buttons
- 28. CUE/SAMPLE (1-4).** These buttons offer a different function depending on the selected mode and bank.

**In HotCue mode** (the M button is selected), the 4 numbered buttons (28) **assign 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. To return to that Hot Cue Point, simply press it.

Press and hold **TAP(S)** and then press a Hot Cue Button to **delete** its assigned Hot Cue Point.

Press and **hold** the **MEMORY** button and then press any of the numbered buttons to **set a HotCue point on the fly** (will not return the track to the assigned position).

If the **secondary bank** is selected ((P) led on), the 4 numbered buttons will offer similar functions as above, but this time they will assign/trigger/delete **HotCues 5 to 8**.

**In Sampler mode** (the S button is selected), the 4 numbered buttons (28) will **trigger a Sample (1 to 4)** from the selected Bank of VirtualDJ.

Hold **TAP(S)** down and then press a button to **stop** the corresponding **sample** (useful if the selected Sampler Trigger mode is set to Stutter or Unmute)

If the **secondary bank** is selected ((P) led on), the 4 numbered buttons will **trigger a Sample (5 to 8)** from the selected Bank of VirtualDJ.

**29. RATIO.** In Sampler mode, use this encoder to **adjust the volume** of the selected/triggered **sample**. **Push** the encoder to **play** the last triggered/selected sample.

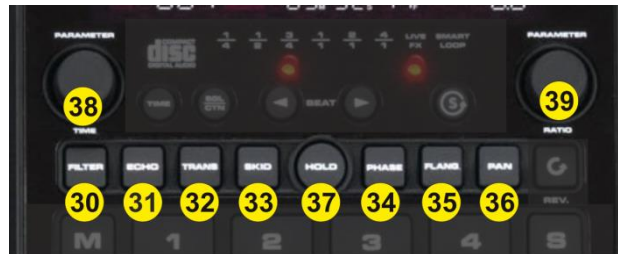
Hold **TAP(S)** down and then use the encoder to **half/double the size** of the **Loop** (in beats) for the selected/triggered sample (if the sample is in Loop mode).

Hold **TAP(S)** down and then **push** the encoder to **cycle through** the available Sampler **trigger modes** (On/Off, Hold, Stutter and Unmute)

## D.EFFECTS

**30. FILTER.** Press this button to enable/disable the **Filter effect** on this deck.

**31. ECHO.** Press this button to enable/disable the Echo effect on this deck



**32. TRANS.** Press this button to enable/disable the **Beat Grid** effect on this deck

**33. SKID.** Press this button to enable/disable the **Backspin** effect on this deck

**34. PHASE.** Press this button to enable/disable the **Phaser** effect on this deck

**35. FLANGER.** Press this button to enable/disable the **Flanger** effect on this deck

**36. PAN.** Press this button to enable/disable the **Reverb** effect on this deck

**37. HOLD.** Press this button to enable/disable the **temporary effect mode**. If enabled (led will blink), the triggered effects will act temporary (while pressed)

*Note: If the HOLD button is held for more than 2 seconds, the unit will enter in HOLD mode and none of the functions will operate, until the same button is pressed and held again.*

**38. TIME.** Use this encoder to adjust the **1<sup>st</sup> parameter** of the selected/last triggered Effect. Hold **TAP(S)** down and then use this encoder to adjust the **3<sup>rd</sup> parameter** of the same effect.

**Push** the encoder to **open/close** the **GUI** of the selected/last triggered effect.

**39. RATIO** (same encoder as 29). If the Sampler mode is **not** selected, use this encoder to adjust the **2<sup>nd</sup> parameter** of the selected/last triggered Effect. Hold **TAP(S)** down and then use this encoder to adjust the **4<sup>th</sup> parameter** of the same effect.

**Push** the encoder to **open/close** the **GUI** of the selected/last triggered effect

## E.BROWSE & SEARCH

- 40. FOLDERS.** Use this encoder to **scroll through** the **Folders** list of the Browser. **Push** the encoder to **open/close subfolders**. If the focus is on the Folders list, the led of this encoder will be lit.

**In Advanced Browser mode** use this encoder to **cycle** through the available **views of Sideview** (Automix, Sidelist, Karaoke, Sampler and Clones)

**Push** the encoder to **open close the Sideview**

**In prelisten mode** use this encoder to **control the progress bar of the Prelisten player**. If the Prelisten player is **paused**, using this encoder will **start the player**.

**Push** the encoder to **open close the Sideview**



- 41. TRACK.** Use this encoder to **scroll through** the **tracks** of **Songs List**. **Push** the encoder to **load** the selected **track** to the deck. If the focus is on the Folders list, the led of this encoder will be lit.

**In Advanced Browser mode** use this encoder to **scroll through** the **tracks** of the **Sideview**.

**Push** the encoder to **load** the selected **track** to the deck.

**In Prelisten mode** use this encoder to **scroll through** the **tracks** of the selected Browser window.

**Push** the encoder to **play/stop** the selected track to the **Prelisten** player.

Hold **TAP(S)** down and then **push** the encoder to **set focus** to the **next** Browser window

- 42. ADV.** Press this button to enter the **Advanced Browser mode**. In this mode (led will be lit), both FOLDER and TRACK encoders will control the Sideview List of the Browser and both their leds will be lit.

Hold **TAP(S)** down and then press this button to enter the **Prelisten mode**. In this mode (led will blink), both FOLDER and TRACK encoders will offer prelisten controls and their leds will blink.

- 43. FAST TRACK.** Use these buttons to **move** the loaded track forward/backwards by **16 beats** (fast seek).

- 44. SEARCH.** Use these buttons to **move** the loaded track forward/backwards by **2 beats** (seek).

### 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>

American Audio web-page: <http://www.adjaudio.com/>

American Audio Support Center: <http://www.adjaudio.com/Support.aspx>

American Audio Radius 3000 product page:

<http://www.adjaudio.com/ProductDetails.aspx?ItemNumber=1437&MainId=1&Category=23>

American Audio Radius 3000 User Guide: [http://www.adjaudio.com/pdf/radius\\_3000.pdf](http://www.adjaudio.com/pdf/radius_3000.pdf)

Hardware Integration Department



2014 - ATOMIX PRODUCTIONS

Reproduction of this manual in full or in part without written permission from Atomix Productions is prohibited.