

VERSION

8

Operation Guide



AUDIO & VIDEO MIXING
DJ SOFTWARE

Numark MIXTRACKQUAD



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INSTALLATION

Firmware & Drivers

No drivers are required to be installed and no firmware update is currently available. Mixtrack Quad is a USB Class compliant device. However always check the Numark website for any updated notifications
<http://www.numark.com/product/mixtrack-quad> .

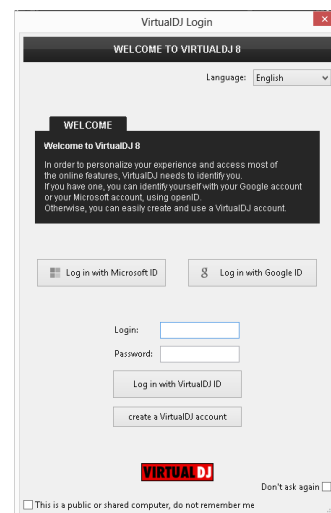
Connect the Mixtrack Quad to a USB port of your computer and let your Operating system to install the necessary OS drivers. Plug a pair of amplified speakers to the rear Sound Output of the unit and your Headphones to the right side socket.

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** or a **PLUS License** is required to use the Numark Mixtrack Quad. 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>



A **detection** window will appear next, asking to use or not the **pre-defined audio setup** with the built-in sound card of the Mixtrack Quad. You can still change that from Settings->AUDIO tab.

Click on the *Change Skin* button to load the **default 4 Decks skin** of VirtualDJ. You can still change that from Settings->INTERFACE tab



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

Advanced Setup

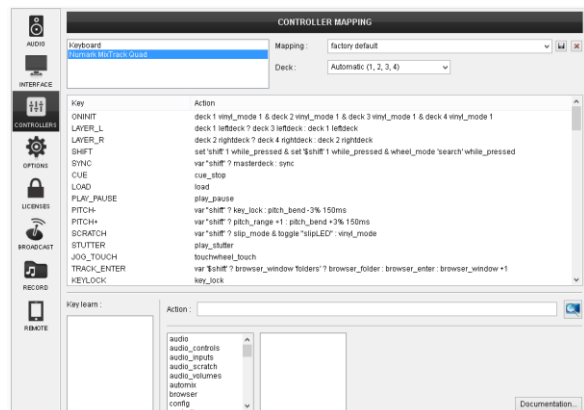
MIDI Operation

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.

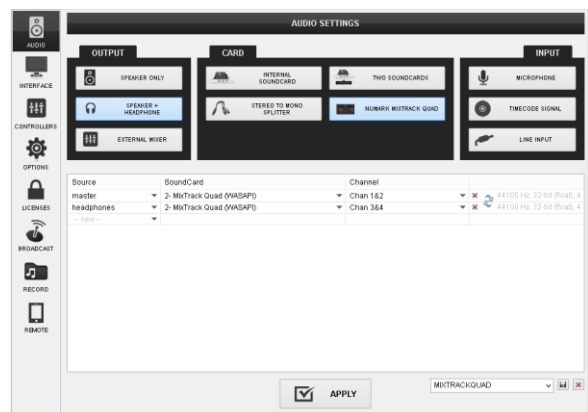
Find more details at

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



AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that. Alternative Audio setups can be applied in the same window



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

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



A. MIXER

1. **CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader. Decks 1 and 3 are pre-selected as left and decks 2 and 4 as right. Those can be assigned differently from the VirtualDJ 4 decks default GUI

2. **VOLUME.** Channel Volume Faders (mixer channel order is 3-1-2-4 decks).

3. **PFL.** Press these buttons to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit.

4. **EQ LOW.** Adjusts the low (bass) frequencies of the corresponding software deck.

5. **EQ MID.** Adjusts the middle (mid) frequencies of the corresponding software deck.

6. **EQ HI.** Adjusts the high (treble) frequencies of the corresponding software deck.



7. **CUE GAIN.** Adjusts the volume level of the headphone output.

8. **CUE MIX:** Turn to mix between Cue and Master in the Headphone channel. When all the way to the left, only channels routed to Cue will be heard. When all the way to the right, only the Master Output will be heard.

9. **MASTER GAIN:** Adjusts the Master Output Volume

10. **LOAD.** Press these buttons to **load** the selected track from Browser to the **left** or **right selected deck**. The left and the right decks are defined from the LAYER buttons (19) per side. Hold **SHIFT** down and then use these buttons **to unload** the same deck.

11. **BROWSE.** Use this encoder to **scroll** through files or folders depending on the focused Browser window. Hold **SHIFT** down and use the BROWSER encoder to cycle through the available **views** of the **Sideview** (Automix, Sidelist, Karaoke, Sampler and Clone-Shortcuts).

Push the Encoder to set the focus to the **next** visible **Browser Window**. If focus is on the Folders window, hold SHIFT down and then push the encoder to open/close

the subfolders. If the focus is on a different Browser Window, hold SHIFT down and then push the encoder to load the selected track to the next available/free software deck

B. DECKS

12. STUTTER. Press this button to play-stutter the track from the last cued position.

13. PLAY. Plays / Pauses the track.

14. 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.



15. 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 **SHIFT** down and then press this button to set this deck as **Master Deck**.

16. SCRATCH. Press this button to set the Jogwheel to **Vinyl** (Scratch) or **CD** (Bend) **mode**. In Vinyl mode, use the outer part of the Jogwheel to bend (temporary speed up – slow down the tempo of the track).

Hold **SHIFT** down and then press this button to set the deck in **Slip mode**. While Slip mode is enabled the led will blink to indicate the mode and several functions (scratching, HotCues, loops etc.) will act temporary and the track will resume to the point it would have been if the applied function was never triggered.

17. JOG. Touch sensitive jogwheel. Use the jogwheel to scratch (if Vinyl mode is selected) or pitch bend. Hold SHIFT down and then use the jogwheel to fast seek through the track.

The Jogwheel also offers Loop In and Loop Out point adjustment (see LoopIn, LoopOut buttons)

18. **SHIFT**. Press and hold this button to access secondary functions (mainly in orange lettering) of other controls on the Mixtrack Quad
19. **LAYER**. Switch Left decks (1 and 3) and Right Decks (2 and 4). The left side of the Mixtrack Quad will control VirtualDJ decks 1 or 3, and the right side will control VirtualDJ decks 2 or 4.
Hold **SHIFT** down and then press this button to **change the illumination color** of the jogwheel. Select one of the 16 available colors by pressing any of the 16 PADs
20. **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.
The Led right next to the pitch fader will be lit if the pitch is at the zero (middle position) and will blink if the values of the software and hardware pitch don't match.
21. **PITCHBEND-**. Press and **hold** down this button to **temporary slowdown** the song while pressed. When released, the track playback will return to the speed designated by the Pitch Fader
Hold **SHIFT** down and then 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.
22. **PITCHBEND+**. Press and **hold** down this button to **temporary speed up** the song while pressed. When released, the track playback will return to the speed designated by the Pitch Fader
Hold **SHIFT** down and then press this button to adjust the **range** of the **Pitch Fader** (to $\pm 6\%$, $\pm 8\%$, $\pm 10\%$, $\pm 12\%$, $\pm 20\%$, $\pm 25\%$, $\pm 33\%$, $\pm 50\%$, and $\pm 100\%$).

C. EFFECTS & UPPER PADS

The upper 4 PADs (24) of the Mixtrack Quad offer **multi-slot Effect** controls but also offer Quick Loop and Loop Rolls functions depending on the **SHIFT** button and the Slip mode.

Effects & Filter

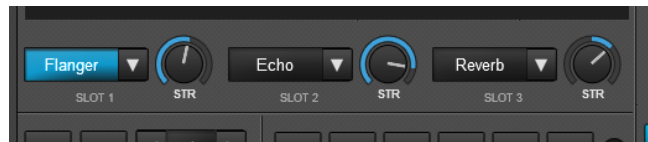
23. **FX1 Enc.** Use this encoder to control the **1st parameter** of the selected Effect on **FX Slot 1**. Hold **SHIFT** down and then use this knob to select the Effect on **FX Slot 1**.

FX2 Enc. Use this encoder to control the **1st parameter** of the selected Effect on **FX Slot 2**. Hold **SHIFT** down and then use



this knob to select the Effect on **FX Slot 2**.

FX3 Enc. Use this encoder to control the **1st parameter** of the selected Effect on **FX Slot 3**. Hold **SHIFT** down and then use this knob to select the Effect on **FX Slot 3**.



Multi FX mode – 4 Decks default GUI

24. FX1 ON: Press this button to **trigger** the selected **Effect on FX Slot 1**.

FX2 ON: Press this button to **trigger** the selected **Effect on FX Slot 2**.

FX3 ON: Press this button to **trigger** the selected **Effect on FX Slot 3**.

25. FILTER. Use this encoder to apply a resonance **Filter** on the left and right selected software decks.

26. FILTER RESET. Press this PAD to **reset** the value of the **Filter** for the left or right selected decks to zero (off) position. The LED of the PAD will lit if a Filter is applying.

Quick Loops

Press and **hold SHIFT** (18) down and then use the 4 upper PADs (24) to **trigger a Loop** of different beats size (1, 2, 4 and 16 beats) as per the image.

When **SHIFT** is pressed, the leds of the PADs will change color to indicate the different functionality.



Loop Rolls

When **Slip mode** is enabled (**SHIFT** action of button 16), use the 4 upper PADs (24) to **trigger a Loop Roll** of a different size (1/8, 1/4, 1/2 and 1 beats) as per the image. Once the triggered loop is disabled (using the same pads), the track will resume to the point it would have been if the loop was never enabled.



When **Slip mode** is enabled, the leds of the PADs will change color to indicate the different functionality.

D. LOWER PADS

The lower 4 PADS (27) of the Mixtrack Quad offer **Loop, Sampler and HotCues** controls depending on the selected mode

Loop mode

Hold SHIFT down and then press the 1st PAD from left to set the lower PADS to **Loop mode**. The small orange led right below the 1st PAD will be lit to indicate the selected mode.

Press the 1st PAD to set a **Loop In** (Entry) point and then press the 2nd PAD to set the **Loop Out** (Exit) point and trigger a manual loop.

If a Loop is enabled press the 1st or 2nd PADS to **set the Jogwheel to Loop In or Loop Out mode** and then use the jogwheel to fine adjust the Entry and Exit points of the Loop. The Leds of the PADS will blink to indicate the selected mode.



Either press the same PADS or exit the Loop in order the jogwheel to return to the Jog mode.

Use the 3rd PAD to **exit** the Loop (if triggered) or trigger the last enabled Loop (**re-loop**).

Press the 4th PAD to **half** the size of the Loop or hold down SHIFT and then press the same PAD to **double** its **size**.

Sampler mode

Hold SHIFT down and then press the 2nd PAD from left to set the lower PADS to **Sampler mode**. The small orange led right below the 2nd PAD will be lit to indicate the selected mode.

Each one of the 4 lower PADS (27) will **trigger a Sample** from the selected Bank of VirtualDJ. If the selected bank has less than 5 samples (slots), both sides of the Mixtrack Quad will control the same samples. If a bank has more than 4 samples (slots), the left side of the Mixtrack Quad will control samples 1 to 4 and the right side samples 5 to 8.



Hold SHIFT down and then press the 4th PAD from left to select and load the next available Sampler Bank.

Note. The Mixtrack Quad offers 16 different colors for the Leds of the PADs, and those will tend to display the assigned color of each Sampler slot.

HotCues mode

Hold SHIFT down and then press the 3rd PAD from left to set the lower PADs **to HotCues mode**. The small orange led right below the 3rd PAD will be lit to indicate the selected mode.

Each one of the 4 lower PADs (27) **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. To return to that Hot Cue Point, simply press it.



Hold **SHIFT** (18) down and then press the 4th PAD from left to enter the **Delete** HotCue mode. The Leds of the 4 Pads will be lit red (if a HotCue is assigned). Press the Pads to delete its assigned HotCue. Hold SHIFT and then press the 4th PAD to return to the HotCues mode.

If no HotCue point is assigned, the Pads will not enter the Delete HotCue mode. When the pads are in Delete HotCues mode, the 4th PAD will be lit orange as an indication of this mode.

E. MIC & OUTPUTS



Rear side – Master Output & USB



Right side – Mic & Headphones

28. MASTER OUTPUT (RCA): Use standard RCA cables to connect this output to amplified speakers or amplifier system. The level of this output is controlled by the Master knob on the top panel.

29. USB. This USB connection sends and receives audio and control information from a connected computer.

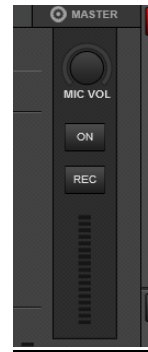
30. HEADPHONES SOCKET. Connect your headphones to this output for cueing and mix monitoring.

31. MIC INPUT. Connect a 1/4" microphone to this input.

32. MIC LEVEL. Adjust the Volume of the Microphone Input of the Mixtrack Quad

Note. The offered Microphone Input of the Mixtrack Quad is routed directly to the Master Output and cannot be assigned or controlled by VirtualDJ, therefore the Microphone section of the VirtualDJ GUI will be unavailable.

Due to the Hardware operation of the Microphone, it cannot be added to the Audio Setup or recorded from the software.



Hardware Integration Department



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