

VERSION

8

Operation Guide

VIRTUAL DJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

Numark NDX500



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Installation

Connections

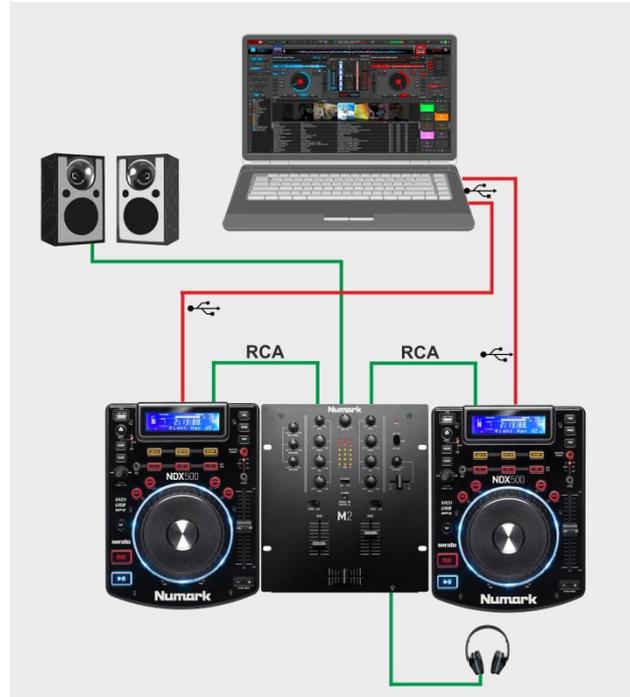
Connect the NDX500 with a **USB port** of your computer using the provided USB cable.

Use a pair of **RCA cables** to connect each NDX Output to an Input Channel of a mixer. Any analogue or digital mixer can be used.

Connect your amplifier or amplified speakers to the Master Output of a mixer.

Power on the NDX500 your mixer and your amplifier.

Set the NDX500 to **MIDI mode** using the SOURCE buttons.



Firmware & Drivers

No drivers are required to be installed for the NDX500. The NDX500 is a USB class-compliant and your Operation system (Windows or Mac) will auto-install the necessary drivers and will auto-detect the NDX500 as a Midi device with built-in Audio interface.

Check Numark webpage of any **firmware update** and make sure your units run the very last version.

<http://www.numark.com/product/ndx500>

VirtualDJ 8 Setup

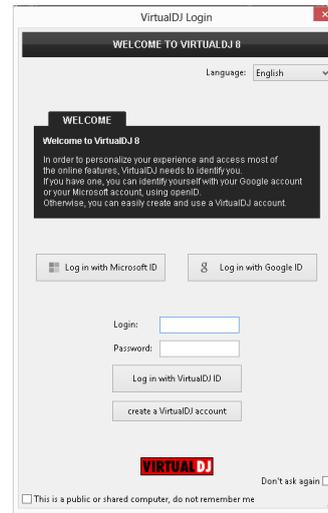
Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

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 Numark NDX500 with VirtualDJ 8

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>



Launch VirtualDJ 8

A detection window will appear verifying the proper connection.

Click on the **Use Soundcard** button to allow VirtualDJ to automatically create the necessary Audio configuration.

Click **OK**.



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

Advanced Setup

MIDI Operation

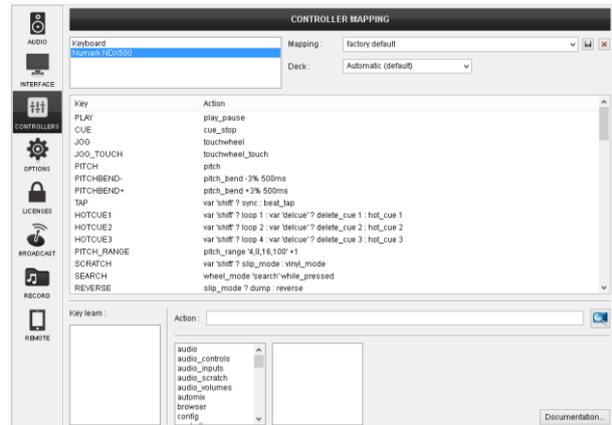
The unit should be visible in the CONTROLLERS tab of Config and the “factory default” available/selected from the Mappings drop-down list.

The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

Note. Each NDX500 unit (if more than 1 is connected) will be additionally displayed in this window, and any modifications in the mapping file will affect all units.

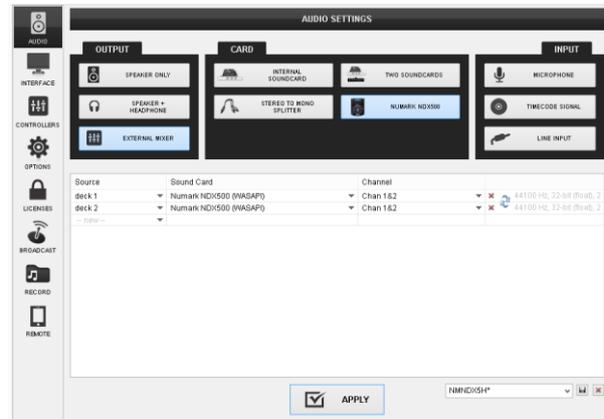
Find more details at

<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.



Please read the manual of the unit for further connections/capabilities and setups.

http://www.numark.com/images/product_downloads/NDX500-UserGuide-v1.1.pdf

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

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

Layout



Operation

M. SOURCE. Use this button to **cycle through the available Operation modes** of the Numark NDX500 (CD, USB and MIDI).

If both Leds are on, the unit is set to MIDI mode and can control a VirtualDJ deck. Notice that the unit will still be detected as a MIDI and Audio device if the CD or USB modes are selected, however it will not control any VirtualDJ operation.

S. SHIFT. (BRAKE) Press and **hold** this button to access secondary functions of other controls on the NDX500.

1. **PLAY.** Plays / Pauses the track.
2. **CUE.** When the Deck is paused, you can **set a temporary 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. **TAP.** If the track is paused, use this button to set the 1st beat of the 4-bar Beatgrid to the current position. If track is playing, tap at least 4 times based on the tempo of the track to **manually calculate the tempo and the beat phase** of the track (if VirtualDJ has not calculated it correctly).
Hold **SHIFT** down and then use this button to **synchronize** the tempo and the beat-phase of this track to the opposite (or Master) deck's track.
4. **TRACK.** Use this encoder to **scroll through** files or Folders. If focus is on the Folders list, **push** the encoder to set **focus to the Songs list**. If focus is on Songs List or Sideview, push the encoder to **load the selected track to the deck**.

Hold **SHIFT** down and then use the encoder to **cycle through** the available views of the **Sideview** (Automix, Sidelist, Karaoke, Sampler and Shortcuts).

Hold **SHIFT** down and then push the encoder to **cycle through the Browser windows** (Folders, Songs and SideView).

5. **FOLDER.** Use this button to set focus to the Folders list. If focus is on the Folders list, use this button to open/close subfolders.
6. **EJECT. Not used.** This button selects one of the 4 available MIDI channels of the NDX500. Regardless of the selected MIDI Channel, the NDX500 will still control the assigned VirtualDJ deck.

- 7. USB socket.** Connect a USB Flash Drive. Its files will be used when the NDX500 is on USB mode.



- 8. LCD.** The LCD screen will show all the Track's and VirtualDJ Deck information, such as Elapsed/Remain/total times, BPM and pitch, Title, Artist and Album, Play status, assigned Deck number etc.
- 9. TIME.** Use this button to cycle through the available **Time Display modes** (Remain, Elapsed and Total). Each time a Display mode is selected the Time and the mode will be displayed on the LCD screen, and the progress bar will be also adjusted to the selected mode.
- 10. SINGLE.** Use this button to enable/disable **Automix**. An indicator (CONTINUE) will be displayed on the LCD screen if Automix is enabled.
- 11. PROG.** Use this button to cycle through the 4 available **Text modes** on the LCD screen (Title, title-Artist, Artist and Album)

Hold **SHIFT** down and then use this button to **assign** a different **VirtualDJ deck** to this unit. The number of the assigned deck will be displayed on the LCD screen. The number of the available VirtualDJ decks along with the possible assigned deck on each unit, depends on the total number of the deck son the used GUI or the total number that the connected units can control. Manually assign of a VirtualDJ deck can be made from the Controllers tab of the VirtualDJ Settings window.

By default, if 2 NDX500 are connected and a 4 decks skin is used, the left unit will be assigned to deck 1 and will toggle between decks 1 and 3, and the right unit will be automatically assigned to deck 2 and will toggle between decks 2 and 4.

- 12. LOOP IN.** Use this button to **set the Entry point** of a manual loop. If a loop is triggered/enabled, use this button to set the Jogwheel to **Loop In mode** (led will flash) and then use the Jogwheel to fine-adjust the Loop In point.

Hold **SHIFT** down and then use this button to **half the size** of the selected loop.

- 13. LOOP OUT.** Use this button to **set the Exit point** of a manual loop. If a loop is triggered/enabled, use this button to set the Jogwheel to **Loop Out mode** (led will flash) and then use the Jogwheel to fine-adjust the Loop Out point.

Hold **SHIFT** down and then use this button to **double the size** of the selected loop..

- 14. RELOOP.** Use this button to **exit a manually triggered loop** or trigger the last triggered loop (re-loop)

Hold **SHIFT** down and then use this button to **set an Auto Loop** of a pre-selected size in beats.

- 15. REC. Hold** this button down and then press any of the **HotCues** buttons (16 to 18) to **delete** their assigned HotCue points (leds will flash).

- 16. HOTCUE 1.** Use this button to **assign Hot Cue 1** Point or returns the track to this Hot Cue Point. When button is unlit, you can assign Hot Cue 1 by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light. To return to Hot Cue 1, simply press it.

Hold the **REC** button down and then use this button to **delete** HotCue 1

Hold **SHIFT** down and then use this button to trigger an **Auto-Loop of 1 beat** in size.

- 17. HOTCUE 2.** Use this button to **assign Hot Cue 2** Point or returns the track to this Hot Cue Point. When button is unlit, you can assign Hot Cue 2 by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light. To return to Hot Cue 2, simply press it.

Hold the **REC** button down and then use this button to **delete** HotCue 2

Hold **SHIFT** down and then use this button to trigger an **Auto-Loop of 2 beats** in size.

- 18. HOTCUE 3.** Use this button to **assign Hot Cue 3** Point or returns the track to this Hot Cue Point. When button is unlit, you can assign Hot Cue 3 by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light. To return to Hot Cue 3, simply press it.

Hold the **REC** button down and then use this button to **delete** HotCue 3

Hold **SHIFT** down and then use this button to trigger an **Auto-Loop of 4 beats** in size.

- 19. REVERSE.** Use this button to **play the track in reverse**. Once disabled, the track will continue to play at the normal direction from the current position. When Slip mode is enabled, the track will return to the position it would have been if the reverse was never used.

- 20. SCRATCH.** Use this button to toggle between the **CD and Vinyl Jogwheel modes**. The Led if this button will be lit if the Vinyl mode is selected.

In **CD mode**, use the Jogwheel to bend (temporary speed up – slow down the tempo of the track).

In **VINYL 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.

Hold **SHIFT** down and then use this button to enable/disable **Slip mode**. When Slip mode is enabled, several functions such as Scratching, loops, HotCues etc. will act

temporary and the track will resume to the position it would have been if those functions never used.

- 21. SEARCH.** Hold this button to set the Jogwheel to temporary set the Jogwheel to Search/Seek mode. While the button is held, use the Jogwheel to fast search/seek through the track. Once released, the Jogwheel will return to its previous mode.
- 22. JOG.** Touch sensitive jogwheel. Use the jogwheel to scratch and pitch bend (if Vinyl mode is selected), or pitch bend (in CD mode) If the SEARCH button is pressed, use the Jogwheel to fast search/seek through the track.
The Jogwheel also offers Loop In and Loop Out adjustment (see LOOP IN and LOOP Out buttons)
- 23. MASTER TEMPO.** 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.
- 24. 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.
A different Pitch range can be selected from the Deck Options in VirtualDJ GUI.
- 25. 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.
- 26. 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.

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>

Numark web-page: <http://www.numark.com/>

Numark Support Center: <http://www.numark.com/support>

Numark NDX500 product page: <http://www.numark.com/product/ndx500>

Numark NDX500 User Guide:

http://www.numark.com/images/product_downloads/NDX500-UserGuide-v1.1.pdf

Hardware Integration Department



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