

VERSION

8

Operation Guide

VIRTUALDJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

Numark NS7 II



atomix
PRODUCTIONS

SOUND TECHNOLOGY PROVIDER

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INSTALLATION

Firmware & Drivers

Windows & Mac

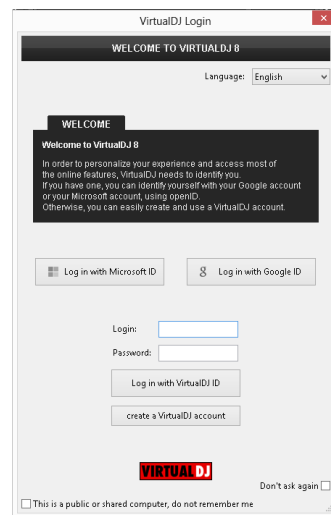
Update the drivers of the unit to the latest version from <http://www.numark.com/product/ns7ii>

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 NS7II. 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 asking to use or not the **pre-defined audio setup** with the built-in sound card of the NS7II. You can still change that from Settings->AUDIO tab.



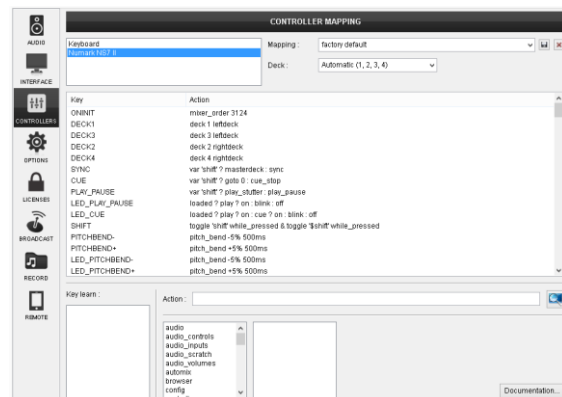
The unit is now **ready** to operate.

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.

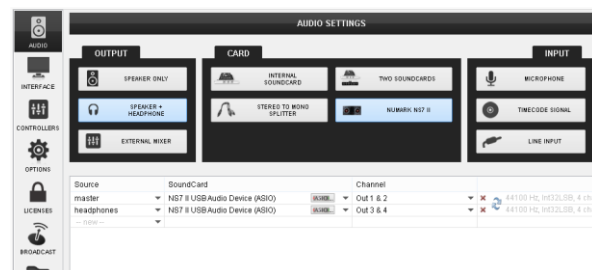


Find more details at

<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 (see [Advanced Audio Setup](#)).



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

http://www.numark.com/images/product_downloads/NS7II-User_Guide-v1.3.pdf

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

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



A. DECKS



1. **PLAY.** Plays / Pauses the track. Press and hold **Shift** and then press this button to "stutter-play" the track from the last set Cue Point.
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.

Press and hold **Shift** and then press this button to return to the beginning of the track.

3. **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. Press and hold Shift and press this button to set this deck as Master Deck (for 4 decks skins).
4. **DECK SELECT.** Switch Left decks (1 and 3) and Right Decks (2 and 4). The left side of the NS7II will control VirtualDJ decks 1 or 3, and the right side will control VirtualDJ decks 2 or 4.
5. **HOTCUES.** **Assigns a Hot Cue Point 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 **Shift** and then press a Hot Cue Button to **delete** its assigned Hot Cue Point.
6. **SHIFT.** Press and hold this button to access secondary functions (in red lettering) of other controls on NS7II
7. **JOG.** Motorized jogwheel.
8. **START TIME.** Define the time that takes for the track to get its normal speed when Play is pressed.
9. **STOP TIME.** Define the time that takes for the track to completely stop
10. **STRIP SEARCH.** The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track (song position).
11. **BEAT GRID.** These buttons offer the ability to manually adjust the CBG of the track. Similar operations are offered at the BPM Editor of VirtualDJ 8.

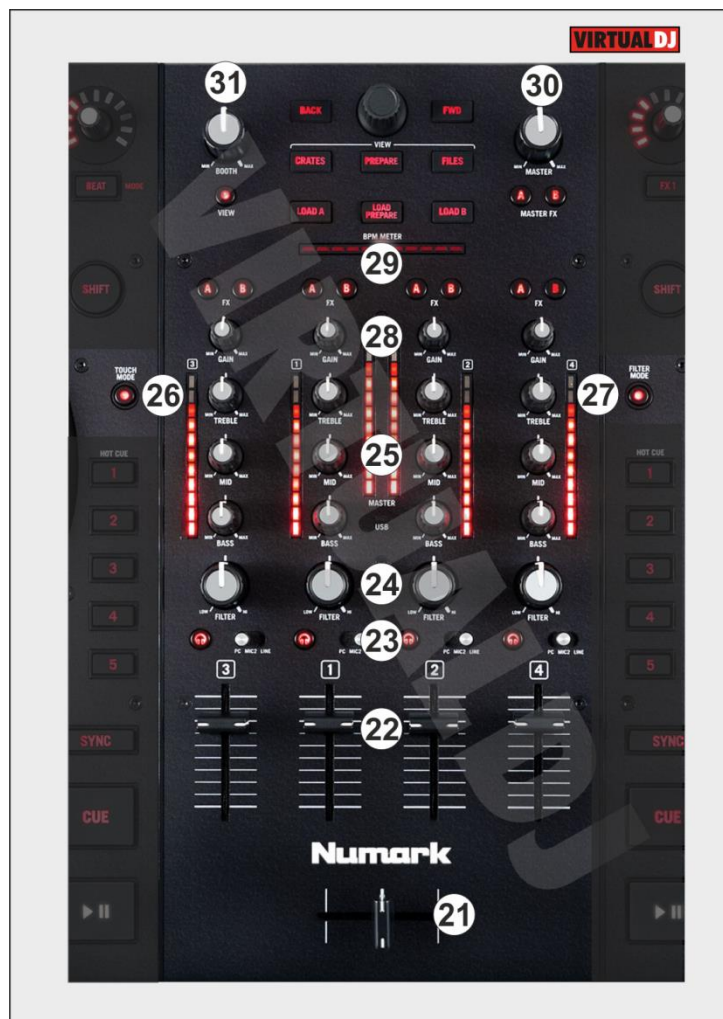
Hold **ADJUST** button down and then use the Jogwheel to adjust the width of the CBG Beatgrid (actually the BPM value). The motor will stop (if the track is playing) as long as this button is pressed to assist on precise adjustments.
Hold **SHIFT** down and then press the **ADJUST** button to set the First Beat Anchor point, in order the CBG to start moving from that point.
Hold **SLIP** button down and then use the Jogwheel to adjust the position of the CBG Beatgrid. The motor will stop (if the track is playing) as long as this button is pressed to assist on precise adjustments.
12. **BEAT TAP.** Manually adjust the tempo of the song. Tap this button at the same tempo as the track to help the software detect a different BPM reading (if needed).
13. **REVERSE/BLEEP.** Reverses audio playback of the track on the corresponding deck. When the switch is in the **Reverse** position, the playback of the track will be reversed. Returning the switch to its center (deactivated) position will resume normal playback from wherever the Audio Pointer stops.
When the switch is in the **Bleep** position, the playback of the track will be reversed. Returning the switch to its center (deactivated) position will resume normal playback from where it would have been if you had never engaged the Bleep function (i.e., as if the track had been playing forward the whole time).

14. **SLIP MODE.** Press this button to activate the **Slip mode**. Note that in the current version of VirtualDJ, the Slip mode only operates with HotCues and Loops. The Slip mode has no effect on the motorized platter.
Press and hold **SHIFT** and press this button to **turn on/off** the corresponding Platter's **motor**. This will not affect the track's playback.
15. **PITCH RANGE/ MASTER TEMPO.** 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 $\pm 100\%$). Press and hold **SHIFT** 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
16. **PITCH.** Adjust the track's playback speed (tempo). The white LED next to the fader will light up when the unit's fader is set at 0%. The Red Up and Down Arrow LEDs will lit if the pitch position of the unit and the actual pitch of the software do not match, to indicate the direction you need to move the hardware fader in order to catch the software one.
17. **PITCH BEND.** Press and hold down 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
18. **PADS PARAMETER.** Offer different functions depending on the selected PADS Mode. See [Pads](#).
19. **PADS.** Offer various operations, depending on the PADS Mode. See [Pads](#).
20. **PAD MODES.** 9 different PAD Modes are offered. The Leds are colored differently to indicate the Mode. (see [Pads](#))

B. MIXER

21. **CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader.
22. **VOLUME.** Volume Faders (mixer channel order is 3-1-2-4 decks). Note that the faders will continue to alter the sound of the corresponding software deck, if the PC-MIC2-LINE switchers are on MIC2 or LINE position.
23. **INPUT SELECTOR.** Set this switch to the desired audio source from this channel: **PC** (a track playing on that layer in the software), **Mic 2** or **Line** (a device connected to the Mic 2 Input or Line Input on NS7II's rear panel). Note: the software deck will still be outputted on Master Output if the switcher is on MIC2 or LINE position.

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. By pressing one PFL button at a time, you will cue that channel alone (and deactivate PFL monitoring for the other channels). To cue to **multiple channels** simultaneously, **press the PFL buttons** for those channels **at the same time**.



24. FILTER. Applies a resonance Filter on the software decks. Depending on the FILTER MODE (27) The Filter knob also offers 2 additional functions.

On **FILTER ROLL Mode**, the knob applies a **Loop Roll** as well. The size of the loop roll starts from 1/2 beat and ends to 1/16 beat (left or right end position)

On **FILTER FX Mode** the knob also controls the **1st parameter** of the selected **effect**. On zero position the effect slider gets value 0%, and at the right/left end positions the parameter gets value 100%.

25. EQ. Adjusts the high (treble) / middle (mid) / low (bass) frequencies. When **Touch EQ Mode** is activated, touching those knobs will mute the corresponding channel's high/mid/low frequencies (aka "EQ kill").

26. TOUCH EQ/FX.

Press this button to enable the **FX TOUCH Mode**. On this Mode the **Touch Capacitors of the FX knobs trigger the Effects** while touched.

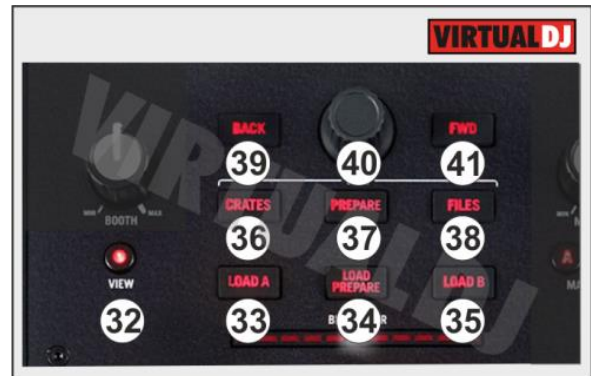
Press and hold **SHIFT** and then this button to enable the **EQ/FX TOUCH Mode**. Led will blink to indicate this mode. On this Mode, the Touch Capacitors of the FX knobs

(35) trigger the Effects while touched (**same as FX TOUCH Mode**), and additionally the **EQ Touch Capacitors will kill** the corresponding frequencies while touched.

27. **FILTER MODE.** Press this button to enable the **FILTER ROLL Mode** (LED lights on). Holding **SHIFT** down, the button enables the **FILTER FX Mode** (LED Flashes). See FILTER (24)
28. **GAIN.** Adjusts the audio level (gain) of the corresponding channel in the software or hardware Input.
29. **BEATDIFF BAR.** This meter is an aid for matching the CBG of both decks. When the white center LED is lit, the CBGs of the left and right selected decks are matched. Otherwise, the meter will tend towards the faster deck. The further from center, the greater the difference between the two BPMs.
30. **MASTER VOLUME :** Adjusts the Master Output Volume (Hardware operation but movement will be visible on the VirtualDJ GUI)
31. **BOOTH VOLUME.** Adjusts the Booth Output Volume (Hardware operation. Movement will not be visible on the VirtualDJ GUI)

C. BROWSER

32. **PANEL VIEW.** Press this button to open/close the **SideView** of VirtualDJ 8 Browser. Hold **SHIFT** down and then press this button to **cycle** through the available **center mixer panels** of the Default VirtualDJ GUI (MIXER, VIDEO, SCRATCH and MASTER)



33. **LOAD A.** Press this button to **load** the selected track from the Browser to the left assigned deck Hold **SHIFT** down and then press this button, to **unload** the left deck.
34. **LOAD PREPARE.** **Adds** the selected song **to the Automix List** of Sideview. Hold **SHIFT** down and then press this button to **add** the selected song **to the Sidelist** of Sideview.
35. **LOAD B.** Press this button to **load** the selected track from the Browser to the right assigned deck Hold **SHIFT** down and then press this button, to **unload** the right deck
36. **CRATES:** Sets **focus on Folders** Window. Press and hold **SHIFT** and then press to **sort** the Songs List **by Title** field.

- 37. PREPARE.** Will open the Sideview if closed and will **set focus to the Sideview** as well. If focus is on the SideView, press this button to **cycle through** the available **views of Sideview** (Automix, Sidelist, Sampler, Karaoke and Clone). Hold **SHIFT** down and then press this button to **sort** the Songs List **by Artist** field.
- 38. FILES.** Sets focus on Songs List of Browser. Hold **SHIFT** down and then press this button to **sort** the Songs List **by BPM** field.
- 39. BACK.** Sets focus to the **previous Browser Window**. Hold **SHIFT** down and then press this button to **sort** the Songs List **by Track Number** field.
- 40. SCROLL KNOB.** Scrolls through Folders or Files. If a track is playing at the Prelisten Player, hold SHIFT down and then use the Scroll knob to navigate through the pre-listened song
- SCROLL PUSH.** If focus is on the Folders List, **expand/collapse Subfolders**. Hold **SHIFT** down and then push the Scroll knob to **play/stop** the selected track to the **Prelisten Player**.
- 41. FWD.** Sets focus to the **next Browser Window**. Hold **SHIFT** down and then press this button to **sort** the Songs List **by Album** field.

D. EFFECTS



- 42. FX A/B (per Deck).** Use these buttons to **assign a deck** to either the left (A) or right (B) **FX units** of the NS7II. Only one deck can be assigned each time to an FX unit. If no deck is selected, the FX units A and B will apply the selected/triggered Effects to the left and right deck respectively.
- 43. FX MASTER A/B.** If FX MASTER A is enabled, the left FX unit (A) will control the Video Transition. If FX MASTER B is enabled, the right FX unit (B) will control the Master Video Effect.
- 44. FX1 button**
Single FX Mode. Press this button to **trigger** the selected **Effect**. Hold **SHIFT** down and then press this button to control the **Effect button 1** of the selected Effect (if the Effect offers one)

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**. Led will stay lit orange to indicate the Multi FX mode and will blink if the effect slot is activated.

Master FXA/B Mode. If MASTER FXA is selected, the Left FX1 button will **trigger** the selected **Video Transition**. If MASTER FXB is selected, the Right FX1 button will trigger the selected **Video Effect**.

45. FX2 button

Single FX Mode. Press this button to **select the previous Effect** from the offered list. Hold **SHIFT** down and then press this button to control the **Effect button 2** of the selected Effect (if the Effect offers one)

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**. Led will stay lit orange to indicate the Multi FX mode and will blink if the effect slot is activated.

Master FXA/B Mode. If MASTER FXA is selected, the Left FX2 button will select the **previous** available **Video Transition**. If MASTER FXB is selected, the Right FX2 button will select the previous **Video Effect**.

46. FX3 button

Single FX Mode. Press this button to **select the next Effect** from the offered list. Hold **SHIFT** down and then press this button to control the **Effect button 3** of the selected Effect (if the Effect offers one)

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**. Led will stay lit orange to indicate the Multi FX mode and will blink if the effect slot is activated.

Master FXA/B Mode. If MASTER FXA is selected, the Left FX2 button will select the **next** available **Video Transition**. If MASTER FXB is selected, the Right FX2 button will select the next **Video Effect**.

47. FX1 KNOB.

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

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

Master FXA/B Mode. If MASTER FXA is selected, the knob on the left FX unit will control the **1st parameter** of the selected **Video Transition** (if available). If MASTER FXB is selected, the knob on the right FX unit will control the **1st parameter** of the selected **Master Video Effect** (if available)

When FX Touch Mode (26) is activated, touch the FX 1 Knob to activate its assigned effect, and release the knob to deactivate it

48. FX2 KNOB.

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

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

Master FXA/B Mode. If MASTER FXA is selected, the knob on the left FX unit will control the **2nd parameter** of the selected **Video Transition** (if available).
If MASTER FXB is selected, the knob on the right FX unit will control the **2nd parameter** of the selected **Master Video Effect** (if available)

When FX Touch Mode (26) is activated, touch the FX 2 Knob to activate its assigned effect, and release the knob to deactivate it

49. FX3 KNOB.

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

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

Master FXA/B Mode. If MASTER FXA is selected, the knob on the left FX unit will control the **3rd parameter** of the selected **Video Transition** (if available).
If MASTER FXB is selected, the knob on the right FX unit will control the **3rd parameter** of the selected **Master Video Effect** (if available)

When FX Touch Mode (26) is activated, touch the FX 3 Knob to activate its assigned effect, and release the knob to deactivate it

50. BEAT Encoder. This knob **moves** forward/backwards the **track by 1 beat**. While **SHIFT** is held down, the knob offers 10 times more accuracy (**0.1 beat per step**).
Push the Encoder to **display** the **FX GUI** of the assigned Effect.

51. BEAT Button. This button offers **beat juggle** (alternatively jumps one beat forward and backward). 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).

E. PADS

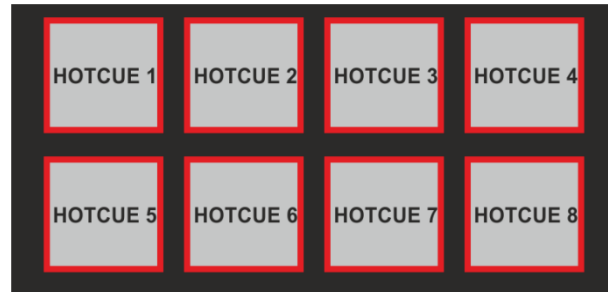
The 8 Pads (19) offer 10 different modes, depending on the PAD MODE selection buttons (20). Each of the PAD MODE buttons offers 2 individual modes (click to cycle) and the PARAMETER buttons (18) offer additional parameter controls depending on the selected Mode.

HotCues mode

Press the **CUES** Mode button to set the Pads to **HotCue mode** (the led of the CUES button will become red).

Each one of the 8 Pads **assigns a Hot Cue Point** (1 to 8) if empty **or returns** the track **to that Hot Cue Point**. (Pads 1-5 are essentially duplicates of Hot Cue Buttons 1-5).

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.



Press and hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point.

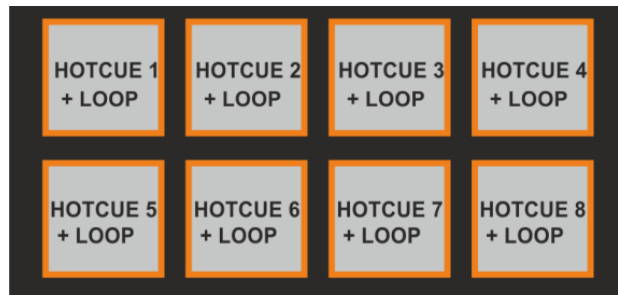
Use the **PARAMETER** < and > buttons (18) to jump to the **next or previous** HotCue.

HotCues Loop mode

Press the **CUES** Mode button twice (or once if the selected mode was HotCues) to set the Pads to **HotCue Loop mode** (the led of the CUES button will become orange).

Each one of the 8 Pads assigns a Hot Cue Point or returns the track to that Hot Cue Point, but in both cases, it **also triggers a Loop while the Pad is pressed**.

The currently selected length will be used for the triggered Loop



Press and hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point.

Use the **PARAMETER** < and > buttons (18) to **half** and **double the size** of the applied **Loop**.

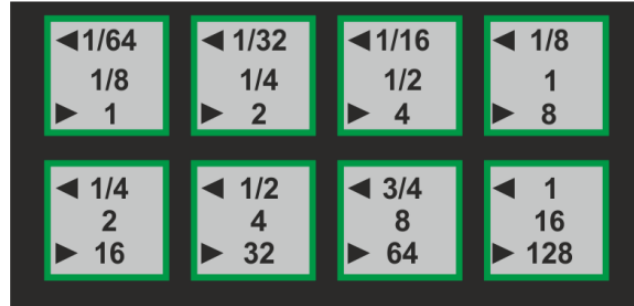
Auto Loop mode

Press the **AUTO/ROLL** Mode button to set the Pads to **Auto Loop mode** (the led of the CUES button will become green).

Each one of the 8 Pads **triggers a Loop** of a different size in beats. The size depends on the selected Loop Bank (see image).

Use the **PARAMETER <** and **>** buttons to **half** and **double the size** of the Loop.

Hold **SHIFT** down and use the **PARAMETER <** and **>** buttons to **select** the Small, Normal or Large **Loop Banks**.



When the **PARAMETER <** button is lit, the **Small Size** Loop Bank is selected and the Pads will trigger a Loop of size from 1/64 to 1 beats.

When the **PARAMETER >** button is lit, the **Large Size** Loop bank is selected and the Pads will trigger a Loop of size from 1 to 128 beats.

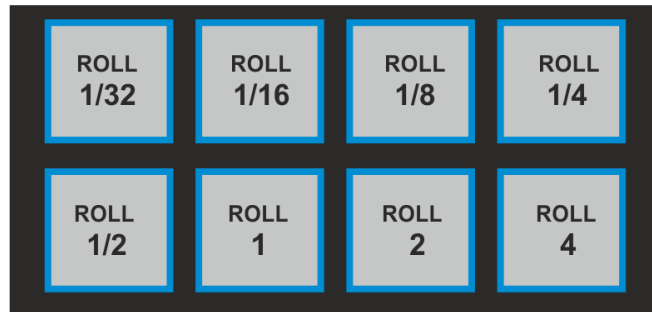
If none of the **PARAMETER** buttons is lit (default status), the **Normal Size** Loop Bank is selected and the Pads will trigger a Loop if size from 1/8 to 16 beats.

Loop Roll mode

Press the **AUTO/ROLL** Mode button twice (or once if the selected mode was Auto Loop) to set the Pads to **Loop Roll mode** (the led of the **AUTO/ROLL** button will become blue).

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

Press the **Parameter >** button (default selection) to choose the **Loop Roll Effect**. The Loops rolls in this mode will offer the exit point visible on the waveform but will not affect the Video Output.



Press the **Parameter >** button to choose the **Loop Roll mode**. The Loop Rolls in this mode will not offer the Exit point on the waveform, but will affect the Video Output.

Manual Loop mode

Press the **LOOP** Mode button to set the Pads to **Manual Loop mode** (the led of the LOOP button will become green).

Each one of the 8 Pads offers a different Loop function.

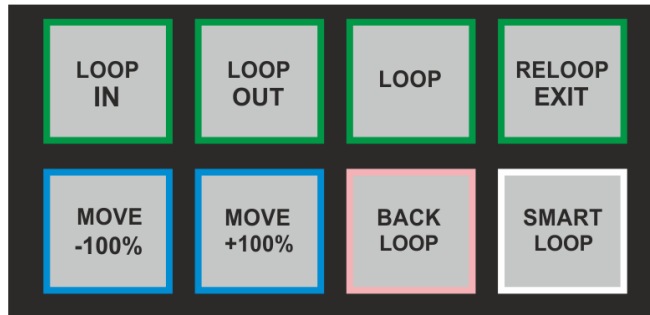
Use Pads 1 and 2 to set a **Loop In** (Entry) and a **Loop Out** (Exit) point. Use the 3rd pad to trigger an Auto **Loop** of the selected size.

Use Pad Nr4 to trigger the last triggered Loop (**Reloop**)

While a Loop is triggered use the Pads Nr5 and 6 to **move-shift** the **Loop** backwards or forward by the size of the applied Loop.

The last 2 Pads offer **Loop Back** mode (when Loop is pressed, the current track's position will be considered as Loop Exit point) and **Smart Loop** (will snap the size of the manually triggered loop to the nearest beat size).

Use the **PARAMETER** < and > buttons to **half** and **double the size** of the Loop.



Saved Loops mode

Press the **LOOP** Mode button twice (or once if the selected mode was Manual Loop) to set the Pads to **Saved Loops mode** (the led of the LOOP button will become pink).

This mode offers the ability to **save** up to **4 Loops** to individual Loop **Slots**.

The 4 upper Pads will **save** the Loop at the current track's position (of the selected size in beats) to slots 1 to 4. Hold **SHIFT** down and then press these Pads to **delete** the Saved Loop.



When a Loop slot is saved, press the corresponding lower Pad to **arm** (prepare) the Saved Loop. If the track's position is before the Saved Loop point, the loop will be enabled but the track will not jump to that position (Prepare status). Use the same Pad to disable the Loop.

Hold **SHIFT** down and then press one of the lower Pads to **load** the Saved Loop, but also **jump** to that position.

Note that VirtualDJ will always try to use the next empty/available Slot, so if Slot 2 is empty and the Pad Nr3 is pressed to save the Loop, the led of the Pad Nr2 will lit to indicate that the Slot 2 is used.

Sampler & Sampler Velocity mode

Press the **SAMPLER** Mode button to set the Pads to **Sampler mode** (the led of the SAMPLER button will become **magenta**).

Each one of the pads triggers a sample from the selected Sampler Bank of VirtualDJ. If a bank has less than 9 samples, both sides of the NS7II will control the same samples. If a bank has more than 8 samples, the left side of the NS7II will control samples 1 to 8 and the right side samples 9 to 16. Each one of the Pads will automatically get the assigned color of each sample.



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** < and > buttons to select the **previous** and **next Sampler Bank**. Hold SHIFT down and then use the PARAMETERS buttons to select the previous/next **Trigger Pad mode** (on/off, hold, stutter, unmute)

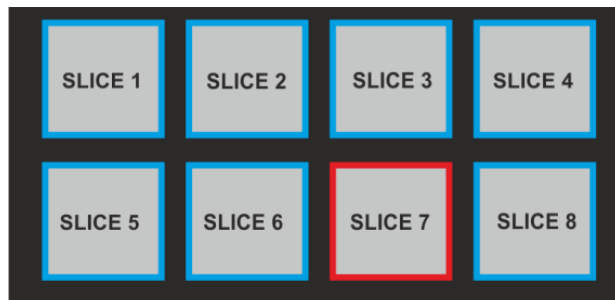
Press the **SAMPLER** mode button down for at least 2 seconds to set the PADs to **SAMPLER Velocity mode**. The Led of the SAMPLER mode button will lit **purple** to indicate the velocity mode. On this mode the Pads trigger the same time, but their **Volume** will **depend** on the **initial pressure** when triggered.

Hold **SHIFT** down and then press the **SAMPLER** mode button down for at least 2 seconds to set the PADs to **SAMPLER After Touch Velocity mode**. The Led of the SAMPLER mode button will lit **blue** to indicate the velocity mode. On this mode the Pads trigger the same time, but their **Volume** will **depend** on the **initial pressure** when triggered.

Slicer & Slicer Hold mode

Press the **SLICER** Mode button to set the Pads to **Slicer mode** (the led of the SLICER button will become cyan).

The eight pads represent eight sequential beats—"Slices"—in the Beat Grid. The currently playing Slice is represented by the currently red lit pad. The red 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.

Press **SLICER** mode button for a second time to set the PADs to **SLICER HOLD mode**. In this mode the Slice is memorized on first press as the track continues to play. (HOLD mode)

Use the **PARAMETER <** and **>** buttons to adjust the **length of the Loop** applied to the slice. Press **SHIFT** and then use the **PARAMETERS <** and **>** buttons to adjust **the step of the Slices**

F. Front Side



52. MIC 1 INPUT. Connect a 1/4" microphone to this input. This input's audio signal is routed directly to the Program Mix and Cue Mix.

53. MIC GAIN/EQ. Adjust the gain, the low (bass) frequencies and the high (treble) frequencies of the microphone channel.

54. MIC ON/OFF. When set to ON, the Mic 1 Input is active, and its audio signal is routed directly to the Program Mix and Cue Mix. When set to OFF, the Mic 1 Input is disabled.



55. XFADER ASSIGN LEFT: Routes the audio playing on the corresponding channel 1 or 3 to either side of the crossfader (A or B), or bypasses the crossfader and sends the audio directly to the Program Mix (center, THRU).

56. XFADER CURVE. Adjusts the slope of the crossfader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.

57. XFADER ASSIGN RIGHT: Routes the audio playing on the corresponding channel 2 or 4 to either side of the crossfader (A or B), or bypasses the crossfader and sends the audio directly to the Program Mix (center, THRU).



58. HEADPHONES BLEND: Turn to mix between Cue and Program 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 Program mix will be heard.

59. HEADPHONES SPLIT. When this switch is in the ON position, the headphone audio will be "split" such that all channels sent to Cue are mixed to mono and applied to the left headphone channel and the Program mix is mixed to mono and applied to the right channel. When the switch is in the OFF position, Cue and Program audio will be "blended" together.

60. HEADPHONES VOLUME. Adjusts the volume level of the headphone output.

61. HEADPHONES SOCKET. Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring.

G. Rear Side



62. MIC 2 INPUT. Connect a 1/4" microphone to this input. Microphone controls are located on the top panel on any channel whose Input Selector is set to Mic2

63. LINE INPUTS. Connect your audio sources to these inputs. Inputs 1 and 2 can accept both line and phono-level signals.

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



- 65. MASTER OUTPUT (XLR):** Connect this low-impedance XLR output to a PA system or powered monitors. The level of this output is controlled with the Master knob on the top panel.
- 66. MASTER OUTPUT (RCA):** Use standard RCA cables to connect this output to a speaker or amplifier system. The level of this output is controlled by the Master knob on the top panel.
- 67. BOOTH OUTPUT (RCA):** Use standard RCA cables to connect this output to a booth monitoring system. The level of this output is controlled by the Booth knob on the top panel.
- 68. POWER:** Use the included power cable to connect NS7II to a power outlet. While the power is switched off, plug the cable into NS7II first, and then plug the cable into a power outlet. Use the Power Switch to turn the NS7II on and off. Turn on NS7II after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off NS7II.

Advanced Audio Setup

Inputs

The Numark NS7II offers the ability to use the unit as a stand-alone mixer. Assign a Mixer Channel as external Source and route an Analogue Source (CD player, turntable etc) to the Master Output of the unit. Simply connect your analogue source to the rear side (Inputs) and set the PC/MIC/LINE Switcher of a mixer Channel to LINE.

Note that if a Switcher is set to either MIC or LINE, the Mixer Channel will still control the Mixer Channel of VirtualDJ, therefore the corresponding software deck should not be used (played) as both signals will be routed to the Master Output.

Microphone and Line Inputs of the Numark NS7II cannot be routed to the software individually, therefore no Timecode (DVS) functionality is available nor can the Microphone be controlled from VirtualDJ.

Recording

The pre-defined Audio configuration of VirtualDJ 8 for the Numark NS7II provides the ability to record your mix without any further adjustments.

However, if you wish to **record** both the **software mix and the Inputs** (Microphone and Line Ins) at the same time, you will need to **add a Record Line** to the Audio Setup as per the following image.

Source	SoundCard	Channel	
master	NS7 II USB Audio Device (ASIO)	Out 1 & 2	44100 Hz, Int32LSB, 4 ch
headphones	NS7 II USB Audio Device (ASIO)	Out 3 & 4	44100 Hz, Int32LSB, 4 ch
record	NS7 II USB Audio Device (ASIO)	In 1 & 2	44100 Hz, Int32LSB, 4 ch

Hardware Integration Department



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