

VIRTUALDJAUDIO & VIDEO MIXING
DJ SOFTWARE**Numark
NV**

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INSTALLATION

Firmware & Drivers

Windows & Mac

No drivers are required to be installed and no firmware update is currently available. Numark NV is a USB Class compliant device, however always check the Numark website for any updated notifications <http://www.numark.com/product/nv>

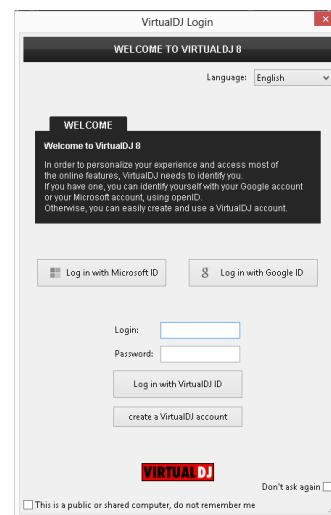
Simply connect the unit's USB socket with a USB port of your computer, power on and let your Operating system to install the necessary drivers.

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's credentials.

A **Pro Infinity**, a **PLUS** or a **Pro Subscription License** is required to use the Numark NV. 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 NV. You can still change that from Settings->AUDIO tab.

2 more detection windows will appear to verify the proper connection of the 2 available LCD Screens. Click to **OK** for both.

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



Advanced Setup

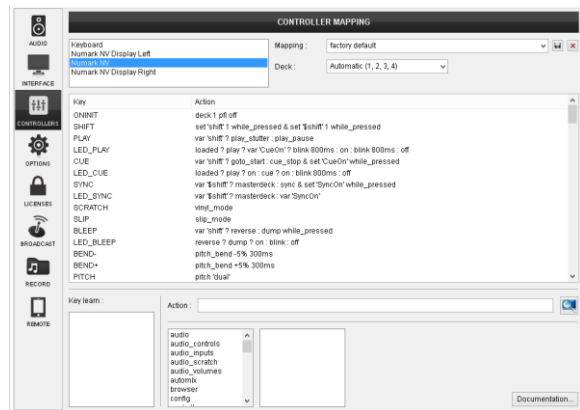
MIDI Operation

The unit should be visible in the CONTROLLERS tab of Config as **3 devices** (Numark NV for the main unit and 2 more for the Left and Right LCD Displays) and the “**factory default**” available/selected from the Mappings drop-down list for all 3 of them.

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

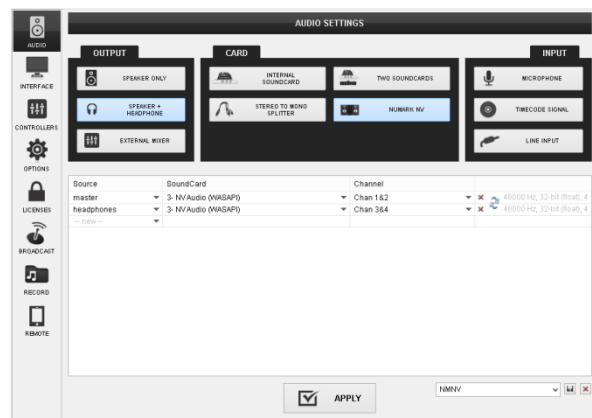
<http://www.virtualdj.com/wiki/VDJscript.html>



AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

See also [Inputs & Recording](#).



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

http://www.numark.com/images/product_downloads/NV - User Guide - v1.1.pdf

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

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



- S. SHIFT.** Press and hold this button to access secondary functions (in red lettering) of other controls on the NV.

A. Front Side - Headphones



- 1. HEADPHONES SOCKET.** Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring.
- 2. HEADPHONES MIX:** 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.
- 3. 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.
- 4. HEADPHONES VOLUME.** Adjusts the volume level of the headphone output.

B. Rear side - Connections



5. **POWER:** Use included power adapter (12 V DC, 2 A, center-positive) to connect NV to a power outlet. While the power is switched off, plug the cable into NV first, and then plug the other end into a power outlet. Use the Power Switch to turn the NV on and off. Turn on the NV after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off the unit
6. **CABLE RESTRAINT.** You can secure cables to this restraint to help avoid disconnecting them accidentally.
7. **USB.** This USB connection sends and receives audio and control information from a connected computer.
8. **LINE INPUT.** Connect your audio sources to this stereo input.
9. **MIC INPUT.** Connect a 1/4" microphone to this input. Microphone controls are located on the top panel of the NV
10. **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.
11. **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.
12. **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.

C. MIXER

13. **CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader.
14. **FADER START.** Turn these switchers to ON to enable **Fader Start** for the left and/or right assigned channels/decks. If enabled, the corresponding decks will automatically start playing if the Crossfader starts moving from the other side towards the side assigned to these decks (same behavior is applied for the Volume faders).

- 22. EQ TREBBLE.** Adjusts the high (treble) frequencies of each mixer channel/deck. When **Touch EQ Mode** is activated, touching the knob will mute the corresponding channel's high frequencies (aka "**EQ kill**").*

Note: The used/killed frequencies depend on the selected EQ mode. Set the **equalizerMode setting to Kill mode (from Config->OPTIONS tab) if you wish to get a complete cut of sound when knobs are at 0% or touched on EQ Kill mode.*

- 23. GAIN.** Adjusts the audio level (gain) of the corresponding channel in the software or hardware Input. When **Touch EQ Mode** is activated, touching the knob will **mute the sound** of the corresponding mixer channel/deck (MUTE text will be visible on the Track's Title/Artist on the GUI)

- 24. VIDEO CF ASSIGN.** These buttons are used to force a specific deck/channel to be assigned as left or right side of the Video Crossfader. By default decks 1 and 3 are assigned as left side and decks 2 and 4 as right. All Leds will be Off on default status. Press A or B for a channel to assign that differently (Led will turn on). Press again to set back to default status.

- 25. 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.

- 26. AUX/MIC/OFF.** When set to MIC or AUX, the audio signal from the Microphone or Auxiliary Input will be routed directly to the Program Mix and Cue Mix. When set to OFF, both Inputs are muted from the Output.

- 27. MIC TONE.** Adjust the tone level of the Microphone Input channel.

- 28. MIC/AUX GAIN.** Adjust the gain (input level), of both the Microphone and Auxiliary Input channels.

- 29. BOOTH VOLUME.** Adjusts the Booth Output Volume (Hardware operation. Movement will not be visible on the VirtualDJ GUI)

- 30. MASTER VOLUME :** Adjusts the Master Output Volume (Hardware operation but movement will be visible on the VirtualDJ GUI)

- 31. MASTER FX A/B :** Use these buttons to display and control the Master Effects (Audio, Video and Video Transition) with the left (A) or/and right (B) Effects side of the NV (see Effects)

D. DECK CONTROLS

32. 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.

33. 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.

34. SYNC. Press this button to automatically **match** the corresponding Deck's **tempo** and **phase** 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** (for 4 decks skins).

35. PADS. Offer various operations, depending on the PADS Mode. See [Pads](#).

36. PAD MODES. 10 different PAD Modes are offered (see [Pads](#)).

37. 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

38. PADS PARAMETER. Offer different functions depending on the selected PADS Mode. See [Pads](#).

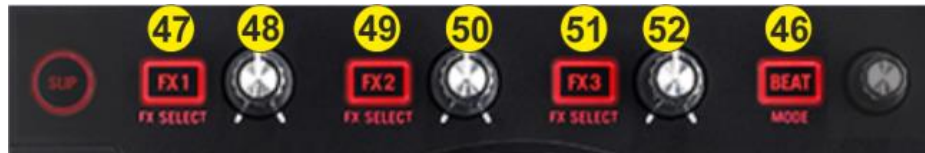
39. **SCRATCH.** Press this button to set the Jogwheel to **Vinyl** (Scratch) or **CD** (Bend) **mode**. In Vinyl mode, use the outer part of the Jogwheel to bend (temporary speed up – slow down the tempo of the track).
40. **JOG.** Touch sensitive jogwheel. Use the jogwheel to scratch (if Vinyl mode is selected) or pitch bend. The Jogwheel also offers Loop In and Loop Out point adjustment (see [Manual Loop Pads mode](#))
41. **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.
42. **REVERSE/BLEEP.** While this button is **held**, the playback of the track will be **reversed**. When released the track 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).
Hold **SHIFT** down and then use this button to **reverse** the playback of the track. Repeat to resume normal playback from wherever the Audio Pointer stops.
43. **SLIP MODE.** Press this button to activate the **Slip mode**. Several software functions (such as Jogwheel movements, HotCues and Loops) will apply temporary on the track, and the track will return to the position it would have been when those functions are not triggered.
44. **BEATS ENC.** This knob **moves** forward/backwards the **track by 1 beat**.
Hold **SHIFT** down and then use this knob to adjust the **Key** of the loaded track. Hold **SHIFT** and then **push** the knob to **reset** the **Key** of the track to its original value.
45. **TOUCH EQ/FX (Left side).**
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.
45. **FILTER MODE (Right side).** 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)

E. EFFECTS

Both Effect units (on the left and right side) offer **3 different modes** and control for the Effects applied on the corresponding deck or Master.

Hold **SHIFT** down and then press the **BEAT** (46) button to toggle between the **Single FX** and **Multi FX** effects mode. Use the **MASTER FX A** and **B** buttons (31) to assign the left (A) or right (B) Effect unit to **Master FX** Effect mode.



46. 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).

47. FX1 button

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

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 FXA/B Mode. Press this button to **trigger** the selected **Video Transition**. Hold **SHIFT** down and then use this button to **select** the next available Video Transition.

48. FX2 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** from the offered list.

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 FXA/B Mode. Press this button to **trigger** the selected **Video Effect**. Hold **SHIFT** down and then use this button to **select** the next available Video Effect.

49. FX3 button

Single FX Mode. Press this button to **trigger** the selected **Effect**. Hold **SHIFT** down and then press this button to **open/close the FX GUI** of the selected Effect

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 FXA/B Mode. Press this button to **trigger** the selected **Master Effect**. Hold **SHIFT** down and then use this button to **select** the next available Master Effect.

50. 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. Use this knob to control the **1st parameter** of the selected **Video Transition** (if available). Hold **SHIFT** down and then use this knob to control the **2nd parameter** of the selected Video Transition (if available)

When FX Touch Mode (**45**) is activated, touch the FX1 Knob to activate its assigned effect, and release the knob to deactivate it

51. 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. Use this knob to control the **1st parameter** of the selected **Video Effect** (if available). Hold **SHIFT** down and then use this knob to control the **2nd parameter** of the selected Video Effect (if available)

When FX Touch Mode (**45**) is activated, touch the FX2 Knob to activate its assigned effect, and release the knob to deactivate it

52. 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. Use this knob to control the **1st parameter** of the selected **Master Effect** (if available). Hold **SHIFT** down and then use this knob to control the **2nd parameter** of the selected Master Effect (if available)

When FX Touch Mode (**45**) is activated, touch the FX 3 Knob to activate its assigned effect, and release the knob to deactivate it

F. OTHER CONTROLS & DISPLAY

53. SLIP. Hold this button down and then use the Jogwheel to adjust the **position** of the CBG Beatgrid. The BPM (Tempo) of the track will not change, only the Beatgrid will be shifted.

54. ADJUST. Hold this button down and then use the Jogwheel to adjust the width of the CBG Beatgrid (actually the BPM value).
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.

55. 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).



- 56. RANGE/KEYLOCK.** Press this button to select the next available **range** of the **Pitch Fader** (from $\pm 6\%$, $\pm 8\%$, $\pm 10\%$, $\pm 12\%$, $\pm 20\%$, $\pm 25\%$, $\pm 33\%$, $\pm 50\%$ to $\pm 100\%$). 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
- 57. DECK.** Swap Left decks (1 and 3) and Right Decks (2 and 4). The left side of the NV will control VirtualDJ decks 1 or 3, and the right side will control VirtualDJ decks 2 or 4.
- 58. D.VIEW/S.VIEW.** Use this button to cycle through the **3** available **views** on the **LCD Display**. Hold **SHIFT** down and then press this button to **cycle** through the available **views of the Sideview** (Automix, Karaoke, Sampler, Sidelist and Cloned Folders). See [Display](#) section for further details
- 59. PANEL/AREA.** Press this button to **cycle** through the available **center mixer panels** of the Default VirtualDJ GUI (MIXER, VIDEO, SCRATCH and MASTER)
Hold SHIFT down and then press this button to open/close the **SideView** of VirtualDJ 8 GUI.
- 60. SEL.SCROLL KNOB.** Scrolls through Folders or Files. Push the encoder to toggle focus between the Folders and the Songs List. Note that as soon as the encoder is used, the Browser view of the LCD will be displayed automatically.
- 61. BACK/FWD.** Use this button to set focus to the **Folders List**. If the focus is on the Folders list, use this button to **expand/collapse sub-folders**.
Hold **SHIFT** down and then use this button to set focus to the **next** available **Browser window**.
- 62. LOAD/PREP.** Press this button to **load** the selected track from the Browser to the left or right assigned deck. **Hold** the same button for more than 1 second to **unload** the same deck. Hold SHIFT down and then use the same button to **add** the selected track **to the Automix List** of Sideview
- 63. Display.** The 2 full color displays are providing all the information required to overview your mix, such as Track's Info, Progress, Waveform, Effects, Tempo etc.(see below for a detailed view)

Display

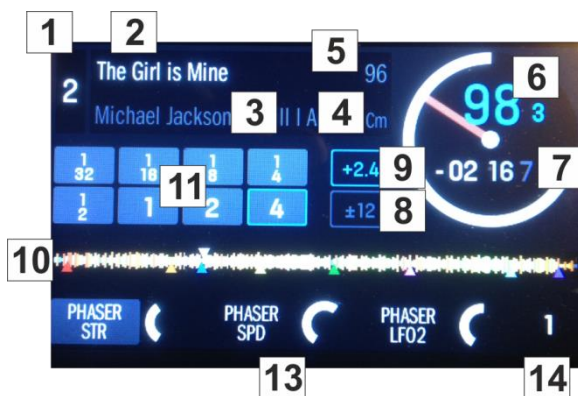
NV's full-color displays provide real-time feedback of the software with different views of each deck. The three available views are Performance View 1, Performance View 2, and Library View.

To move to the next view, press the D.VIEW button (58). To enter Library View immediately, turn the SEL Knob (60).

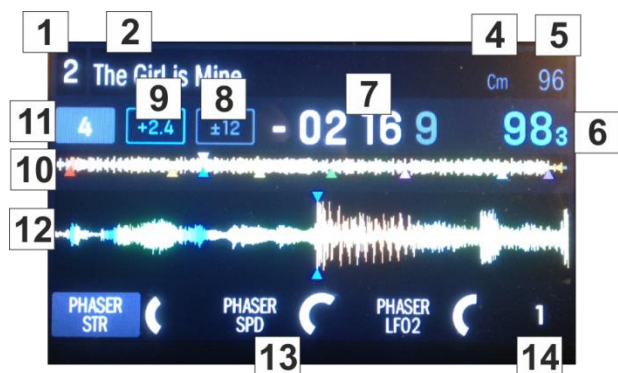
To return to your previous view from Library View, do one of the following:

- Turn the SEL Knob to select a track, and then press LOAD to load it to the deck. You will then see the track loaded onto that deck in the previously used view.
- Use the D.VIEW button.

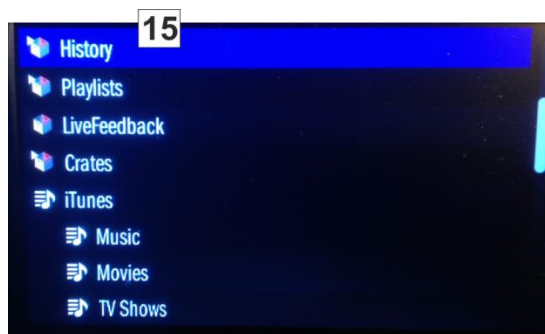
Each view shows the current settings of various controls, which you can adjust as described in the following sections.



Performance View 1



Performance View 2



Performance View 3
(Library – Folders List)

Performance View 3 (Library - Songs List) screenshot showing a list of songs (15: NewHits2014, 2: Summer Wine, 3: On The Beach, 4: Stupid Love, Cola Song, Am I Wrong, Big In Japan, Your Loving Arms, Ville Valo Ft. Natalia, Chris Rea, Jason Derulo, Inna Ft. J Balvin, Nico & Vinz, Alphaville, Billie Ray Martin).

Song	Artist	Score
Summer Wine	Ville Valo Ft. Natalia	150
On The Beach	Chris Rea	127
Stupid Love	Jason Derulo	156
Cola Song	Inna Ft. J Balvin	125
Am I Wrong	Nico & Vinz	128
Big In Japan	Alphaville	120
Your Loving Arms	Billie Ray Martin	120

Performance View 3
(Library – Songs List)

- 1. Deck:** Indicates the number of the currently left/right selected deck of VirtualDJ controlled by the left/right side of the NV. Press the DECK button to switch between the decks.
- 2. Track Name:** Displays the Title of the currently loaded track.
- 3. Artist Name:** Displays the Artist of the currently loaded track.

4. **Track BPM:** Displays the tempo (in beats per minute aka BPM) of the currently loaded track with a 0% pitch adjustment. To see the BPM at which it is currently playing, see Deck BPM below.
5. **Track Key:** Displays the key of the currently loaded track.
6. **Deck BPM:** Displays the current BPM at which the currently loaded track is playing. To adjust this value, move the deck's Pitch Fader. This number is not affected by temporary pitch bends (using the Pitch Bend +/- buttons or the platter).
7. **Remaining Time:** Displays how much time is left of the currently loaded track. The ring around the virtual platter is a visual representation of this value (the complete circle being the entire track).
8. **Pitch Range:** Displays the currently selected range of the Pitch Fader. Press the PANGE/KEYLOCK button to adjust the range of its Pitch
9. **Pitch Value** This is the current setting of the Pitch Fader. To adjust this setting, move the deck's Pitch Fader.
10. **Track Progress bar:** This is the currently loaded track's waveform, which is color-coded according to the frequency of each area: red indicates low (bass) frequencies, green indicated mid-range frequencies, and blue indicates high (treble) frequencies. In the waveform, hot cue points are represented by triangles at the bottom of the waveform and loop regions are represented by shaded-blue sections.
11. **Auto-Loop.** In Performance View 2 only the deck's currently selected auto-loop length is displayed (or the length of the triggered Loop Roll). In Performance View 1, the length of each of the 8 Pads in Loop or Roll mode is displayed (depending on the selected Loop Bank). Buttons become blue when the corresponding loop is triggered.
12. **Waveform:** This is the currently playing segment of the track's waveform, which will scroll by as the audio play-head moves through the track. The waveform is color-coded according to the frequency of each area: red indicates low (bass) frequencies, green indicated mid-range frequencies, and blue indicates high (treble) frequencies. In the waveform, hot cue points are represented by triangles at the top and bottom of the waveform, and loop regions are represented by shaded-blue sections.
13. **Effects Info.** Displays the names of the selected Effects and their Parameters, following exactly the functionality described in the [Effects](#) section.
14. Not used: Will always display 1.
15. **Folders names** Displays the name of the selected folder. In Songs List view, if the Sideview is selected, the name of the selected view will be displayed.

Pads

Pads (35) offer **10 different modes**, depending on the **PAD MODE SEL** buttons (36). Press the **same** PAD MODE button again to access the **additional** mode (the **LED** will **blink** as an indication).

HotCues 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.



Use the **PARAMETER** < and > buttons (38) 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 blink).

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 (38) to **half** and **double the size** of the applied Loop.

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).

Use the **PARAMETER <** and **>** (38) buttons to **half** and **double the size** of the Loop.

Hold **SHIFT** down and use the **PARAMETER <** and **>** (38) buttons to **select a Loop Size Bank**.



Each time one for the 4 available Loop Size Banks is selected, its assigned quick loop values will be displayed on the LCD screen (1/32 to 4 beats, 1/16 to 8 beats, 1/8 to 16 beats and 1/4 to 32 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) of a different length in beats as per the image.

In this mode the **PARAMETER (38)** buttons have no functionality.

The LCD screen displays the sizes of the assigned Loop Rolls for each pad and the size of the triggered Loop Roll as well on the Loop Box.



Manual Loop mode

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

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 or **exit** from a manual loop.

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



Loop Fine adjust:

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

While a Loop is triggered hold down Pads 1 and 2 (both Leds will blink) and then use the jogwheel to fine **move-shift** the **Loop** backwards or forward.

While a Loop is triggered **hold** down Pads 1 **or** 2 (Leds will blink) and then use the jogwheel to **fine adjust the Entry and Exit point** of the 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 > (38) 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 blink).

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.

Use the **PARAMETER** < and > (38) buttons to **half** and **double the size** of the triggered Loop.

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** < and > buttons (38) to select the **previous** and **next Sampler Bank**. Hold **SHIFT** down and then use the same PARAMETERS buttons to select the previous/next **Trigger Pad mode** (on/off, hold, stutter, and unmute)

Hold the **SAMPLER** mode button down and then use the BEATS encoder (44) to adjust the **Master Output Volume** of the **Sampler**.

Hold **SHIFT** down and then press the **SAMPLER** mode button to **record/stop** recording the **deck to a new Sample** (led will blink fast while recording).

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).

Same as 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 buttons (38) is the same as in the Sampler mode.

***Tip:** To return all samples to their maximum values after the Velocity mode is used, select the next or previous available bank and then select the current again.*

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.

Use the **PARAMETER** < and > buttons (38) to adjust the **length of the Loop** applied to the slice. Press **SHIFT** and then use the same PARAMETERS < and > buttons to adjust **the step of the Slices**.



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 < and > buttons (38)** to adjust the **length of the Loop** applied to the slice.

Press **SHIFT** and then use the same PARAMETERS < and > buttons to adjust **the step of the Slices**.



Inputs & Recording

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

However, since both Microphone and Line Inputs of the Numark NV are **directly routed to the Master Output** of the unit (Hardware Inputs), those cannot be controlled from VirtualDJ or included in the Audio Setup.

If you wish to **record** both the **software mix and the Inputs** (Microphone and Line Ins) at the same time, you will need to:

- Route the **Booth Output** of the NV **to a Line Input** of a different sound card (could be the MIC/LINE Input of your computer's built-in sound card) using suitable RCA cables
- **Add a Record Line** to the Audio Setup using the Input of the **2nd sound card**.

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 NV product page: <http://www.numark.com/product/nv>

Numark NV User Guide: [http://www.numark.com/images/product_downloads/NV -
_User_Guide_-_v1.1.pdf](http://www.numark.com/images/product_downloads/NV_-_User_Guide_-_v1.1.pdf)

Hardware Integration Department



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