

VIRTUALDJ

AUDIO & VIDEO MIXING
DJ SOFTWARE



RMP4



Table of Contents

Installation	3
Connections	3
Firmware & Drivers	3
VirtualDJ 8 Setup	3
Advanced Setup	4
Layout	5

Installation

Connections

In order to use the RMP4 units as a MIDI device and control VirtualDJ, connect each one of the RMP4 units to a **USB port** of your computer using the provided USB cable and power on.

For the CD/USB mode, connect the Sound Output of the RMP4 to an Input Channel of an analogue/digital DJ mixer using proper RCA cables

Firmware & Drivers

No drivers is required to be installed nor a firmware update is available at the time this manual is written, however always verify by looking at the product's webpage

<http://www.reloop.com/reloop-rmp-4>

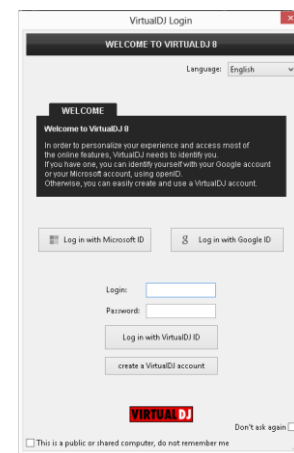
VirtualDJ 8 Setup

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 credentials. A **Pro Infinity**, a **PLUS Controller** or a **Subscription License** is required to use the Reeloo RMP4 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>

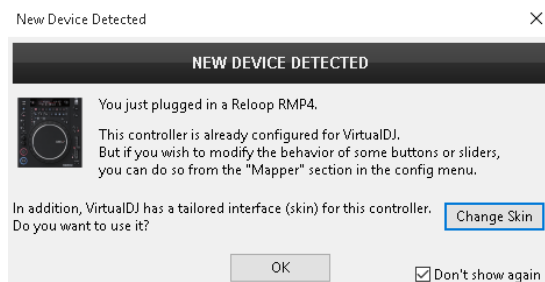


On first launch, a **detection** window will appear next, verifying the proper connection.

Click on the **“Change Skin”** button for the Default 4 Decks skin of VirtualDJ to be loaded.

Click on the **OK** button.

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



Advanced Setup

MIDI Operation

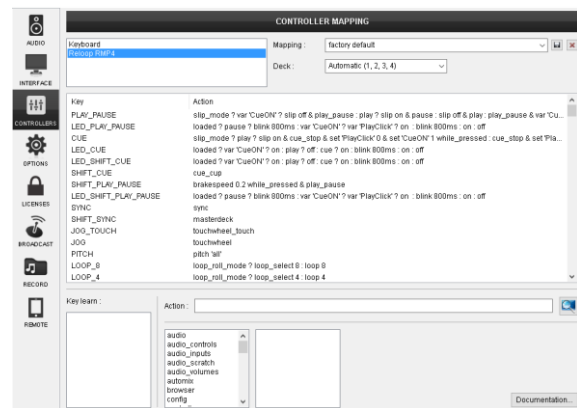
The unit should be visible in the CONTROLLERS tab of Config and the “factory default” available/selected from the Mappings drop-down list.

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 RMP4 unit (if more than one unit is connected) will be additionally displayed in this window, and any modifications in the mapping file will affect all units.

Find more details at

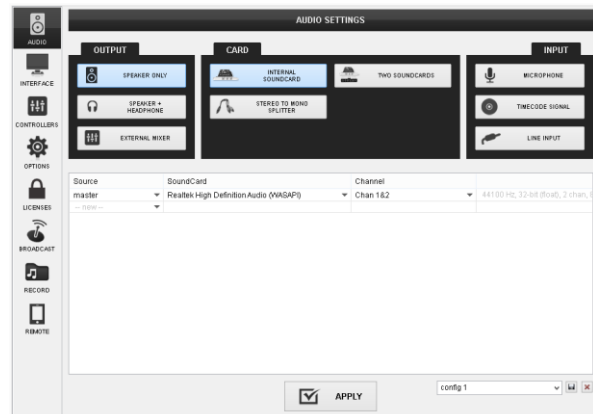
<http://www.virtualdj.com/wiki/VDJscript.html>



AUDIO Setup

The unit is **not offering a built-in audio interface** (sound card), therefore no special button for the Reeloc RMP4 with pre-defined audio configuration will be offered in this tab.

By default VirtualDJ will use the built-in sound card of your computer, but customized audio setups can be manually applied (see [chapter E.Audio Setup Guide of VirtualDJ 8 manual](#))



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

<http://www.reeloc.com/reeloc-rmp-4>

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

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

Layout



M. SOURCE SELECT. Use this button to cycle through the available Operation modes (CD/USB/MIDI) and **set the Reloop RMP4 to MIDI mode** and allow to the unit to control VirtualDJ. Notice that the unit will still be detected as a MIDI device if the unit is not on MIDI mode, even though the unit is not on MIDI mode and not controlling any VirtualDJ deck.

D. DECK SELECT. Use the REVERSE button to **assign the RMP4 to a VirtualDJ deck** (available decks are Deck A, Deck B, Deck C and Deck D – stand for decks 1,2,3 and 4 in VirtualDJ) The assigned deck number will be visible on the LCD screen.

L. LCD SCREEN. The LCD screen is not used in MIDI mode (not supported in the current firmware). It will only display the assigned deck of each unit..

S. SHIFT. Press and **hold** this button to access secondary functions of other controls on the RMP4 (Hardware SHIFT)

U. UTILITY. Press and **hold** this button to access additional/secondary functions of other controls on the RMP4 (Software SHIFT)

1. **PLAY.** Plays / Pauses the track. Hold **SHIFT** and then press this button to **brake** the deck (Track will gradually slow down and pause – Vinyl Brake Effect).

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.

Hold **SHIFT** down and then use this button as **CUP.** The track will stop at the assigned Cue point until the button is released.

3. **L.SELECT** Use this knob to **scroll through files or folders.** Hold **SHIFT** down and then use this knob to **scroll** through the files of the selected **Sideview** window.

Push the knob **to load** the selected track to the deck. If focus is on the Folders list, push the knob to set focus to the Songs list.

Hold **SHIFT** down and then **push** the knob to cycle through the available **Sideview windows** (Automix, Sidelist, Karaoke, Sampler and Shortcuts)

4. **NAVIGATOR.** Use this elastic/bend knob to **navigate** forward/backwards through the loaded track by **8, 4, 2 or 1 beats** (seek) depending on the applied bending.

5. **TRACK SEARCH.** Use these buttons to **load the next and previous track** from the Songs List.

6. **TIME.** Use this button to toggle between Elapsed and Remain Time. Useful when a skin offers only one Time element (like the 2 Decks Default skin). For the 4 Decks Default skin, this action will not have any impact since both Times are displayed per deck.

Hold **SHIFT** down and then use this button to enable/disable **Automix** on this deck.

- 7. TAP/AUTO.** Press this button repeatedly (at least 4 times on tempo) to **manually tap** the tempo of the track. When the track is paused, tap this button once to set the Beatgrid Anchor (first Beat) to the current position.

Hold **SHIFT** down and then use this button to **re-analyze** the BPM of the track and bring back the original Beatgrid phase that VirtualDJ calculates.

- 8. BACK.** Use this button to set focus to the Folders list. If focus is on the Folders list, use this button to expand/collapse sub-folders.
- 9. BEAT LOOPS.** Use these 7 round buttons to **trigger a Loop** of a pre-defined size of beats (from 1/8 beats to 8 beats)

Hold **SHIFT** down and then use the same buttons to **trigger a Loop Roll** of a pre-defined size in beats (from 1/8 beats to 8 beats). Once the button is released the track will continue to play from the position it would have been if the Loop Roll was never triggered..

- 10. LOOP IN.** Press this button to **set a Loop In** (Entry point). If a loop is enabled press this button again to set the Jogwheel to **Loop In mode** and (fine) adjust the Loop In point using the jog (22). The Led of the button will blink to indicate the Loop In Wheel mode. Press again to return the Jogwheel to Jog mode (Jog will return to Jog mode automatically if the loop is disabled)

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

- 11. LOOP OUT.** Press this button to **set a Loop Out** (Exit point) and enable a manual loop. If a loop is enabled press this button again to set the Jogwheel to **Loop Out mode** and (fine) adjust the Loop Out point using the jog (22). The Led of the button will blink to indicate the Loop Out Wheel mode. Press again to return the Jogwheel to Jog mode (Jog will return to Jog mode automatically if the loop is disabled)

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

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

Hold **SHIFT** button down and then press this button down to enable **Quantize Loop**. When Quantize Loop is enabled, the triggered Loops will snap to the nearest beat..

Hold **UTILITY** down and then press this button down to enable **Smart Loop**. When Smart Loop is enabled, manually created loops (using Loop In and Loop Out) will snap to the nearest beat **size**.

- 13. LOOP SAVE.** Use this button to **save** the currently selected **Loop** to the current position. Hold **SHIFT** down and then use this button to **delete** the saved Loop. The LED of the button will turn on if a Loop is saved.

- 14. LOOP CALL.** Use this button to **enable & load** the Saved Loop. The track will jump to the position of the Saved Loop if not the current. Use the RELOOP button to exit the loop.

Hold **SHIFT** down and then use this button to **enable & prepare** the saved Loop but will not jump to its saved position.

15. PERFORMANCE MODE: Use these 4 buttons to set the 8 Performance Buttons (16) to **HotCue, Hot Loop, Loop Roll or Sampler mode**.

16. PERFORMANCE BUTTONS. The 8 numbered buttons offer different functions depending on the selected mode (15).

In HotCue mode (default mode), the 8 numbered buttons **assign 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 blue. To return to that Hot Cue Point, simply press it.

Hold **SHIFT** and then use one of these 8 buttons to **delete** its assigned HotCue.

In Hot Loop mode the 8 numbered buttons assign a Hot Cue Point (1 to 8) or returns the track to that Hot Cue Point (same as in Hot Cue mode) but at the same time **a Loop of a selected size in beats is also triggered**. Use the Beat Loops buttons (9) to select a different size or use the Half/Double buttons.

In Loop Roll mode the 8 numbered buttons assign a Hot Cue Point (1 to 8) or returns the track to that Hot Cue Point (same as in Hot Cue mode) but at the same time **a Loop Roll of a selected size in beats is also triggered**. Use the Beat Loops buttons (9) to select a different size or use the Half/Double buttons.

When the button is released, the track will continue to play from the position it would have been if the Loop Roll was never triggered.

In Sampler mode the 8 numbered buttons will **trigger a Sample (1 to 8)** from the selected Bank of VirtualDJ. The Leds of these buttons will be turned on blue if a sample slot is loaded and will blink if triggered

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

Hold **UTILITY** button down and then use these 8 buttons to **load a different Sampler Bank (1 to 8)**.

17. INFO. Press this button to **open/close the Info** Window of the Browser.

18. EJECT. Press this button to **unload** the deck

19. 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 use this button to manually select this deck as Master (all other decks will sync to this deck).

20. SLIP. Use this button to enable/disable **Slip mode**. When Slip mode is enabled, several functions (such as Scratching, HotCues, Loops etc.) will apply temporary and the track will resume playing from the position it would have been if the function was never triggered. The LED of the button will blink while the temporary function is executed.

21. VINYL. Use this button to toggle between Vinyl (Scratch) and 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) and the inner touch-sensitive part to scratch. In CD mode, both outer and inner parts of the Jogwheel bend (temporary speed up – slow down the tempo of the track).

22. JOG. Touch sensitive jogwheel. Use the jogwheel to scratch (if SCRATCH mode is selected), pitch bend (in PITCH BEND mode).

Hold **SHIFT** down and then use the jogwheel to **fast seek** through the track.

The Jogwheel also offers Loop In and Loop Out fine adjustments (see LOOP IN and LOOP OUT buttons)

23. PITCH RANGE. Press this button to select the next available **range** for the **Pitch Fader** (available values $\pm 4\%$, $\pm 8\%$, $\pm 16\%$, ± 50 and $\pm 100\%$).

The **Leds** above this button will indicate the selected pitch range. Leds of 4, 8 and 16 will be turned on if the 50% range is selected.

24. KEYLOCK. Press this button to "**lock**" the track's pitch to its original **key**. The track's tempo will remain at the speed designated by the Pitch Fader.

Hold **SHIFT** down and then use this button to **link the pitch faders** (Pitch Lock) of all available hardware deck. If Pitch Lock is enabled, the led of this button will blink and moving the pitch fader of this deck will also move at the same amount the pitch fader of all the available software decks.

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.

The LED right next to the Pitch fader will be turned on red if the Pitch faders are unlinked, green if the actual pitch fader is at center position and orange if both previous conditions are true.

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>

Reloop web-page: <http://www.reloop.com/>

Reloop Support: <http://support.reloopdj.com/>

Reloop RMP4 Product's page: <http://www.reloop.com/reloop-rmp-4>

Hardware Integration Department



2015 - ATOMIX PRODUCTIONS

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