reloop®

JOCKEY 3 REMIX

VIRTUALDJ

OPERATION MANUAL
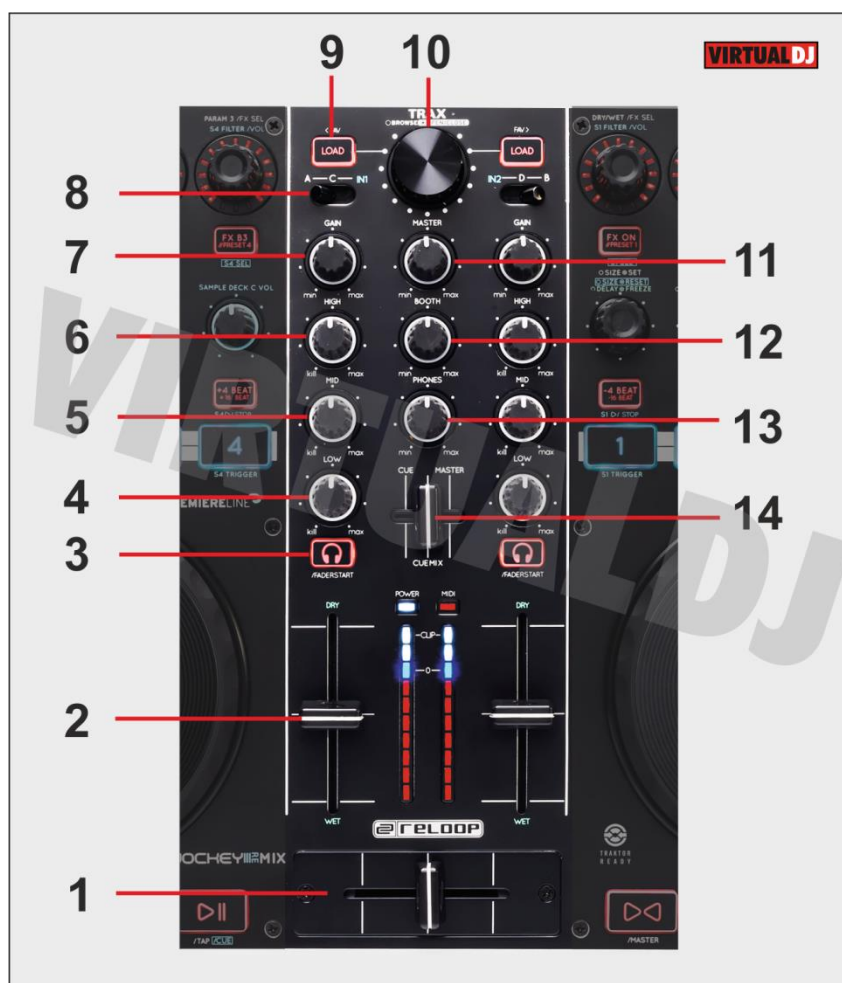
A. MIXER

1. CROSSFADER : Blends audio between the channels assigned to the left and right side of the crossfader.

2. VOLUME : Volume Faders. Faders alter the sound of the selected software Deck, depending on the position of the (8) Deck Switches. Faders do alter the sound of the software deck, if the switchers are on IN1/IN2 position.

3. PFL. Press this button to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit. Cued deck deck depends on the (9) Deck Switches. Press SHIFT and then one of the PFL buttons to enable/disable the Fader Start to a deck. When Fader Start is enabled the Leds of the PFL buttons will flash.

4,5,6. EQ : Adjusts the high (treble) / middle (mid) / low (bass) frequencies.

7. GAIN : Adjusts the audio level (gain) of the corresponding channel in the software or hardware Input.

8. DECK SWITCHES : Use this switch to swap the controlled software decks for the left (A/C) or right side (B/D). Switch to IN1 or IN2 position to route an external audio source to the Master Output of the unit. On this position the mixer is operating as an analogue external mixer, but the software decks can be still outputted.

9. LOAD : Press one of these buttons while a track is selected to load it to left Deck (A or C) or right Deck (B or D) respectively, depending on the Deck Switches (8). Press and hold the same button for more than 1 second, to unload the same deck.
Press SHIFT and the left/right LOAD buttons to set the focus of the BROWSER to the previous/next window.

10. TRAX : Scrolls through Folders or Files. Press the TRAX knob to toggle focus between Folders and Songs List. Press SHIFT and then push the TRAX knob to expand/collapse a folder or add a song to Playlist

11. MASTER VOLUME : Adjusts the Master Output Volume (Hardware operation)

12. BOOTH VOLUME : Adjusts the Booth Output Volume (Hardware operation)

13. PHONES VOLUME : Adjusts the Headphones (CUE) Output Volume (Hardware operation)

14. CUE MIX : Blends the Sound of the Cued decks with the Master Output in Headphones. Set the fader to far left to preview the cued deck(s), or to far right to preview the master output).

B.DECKS

15. PLAY : Play/Pauses the track. Hold SHIFT and then press this button to manually tap the tempo of the song.

16. CUE : Sets a Cue point on the track if paused, or return to that point and previews the track while pressed. Hold SHIFT and then press this button to change the FX Mode (see FX section)

17. CUP : Temporary pauses the track while pressed if the track is playing and plays the track when released if the track is paused. Hold SHIFT and then press this button to enable/disable the Master Tempo (key lock) of the deck.

18. SYNC : Syncs the deck with the opposite one. Hold SHIFT and then press this button to set the deck as Master Deck. Using 4 decks skins, all other decks will sync to the Master Deck.

19. SHIFT : The SHIFT button if held or pressed (depending on the rear switcher) offers additional functionality to several buttons/knobs.
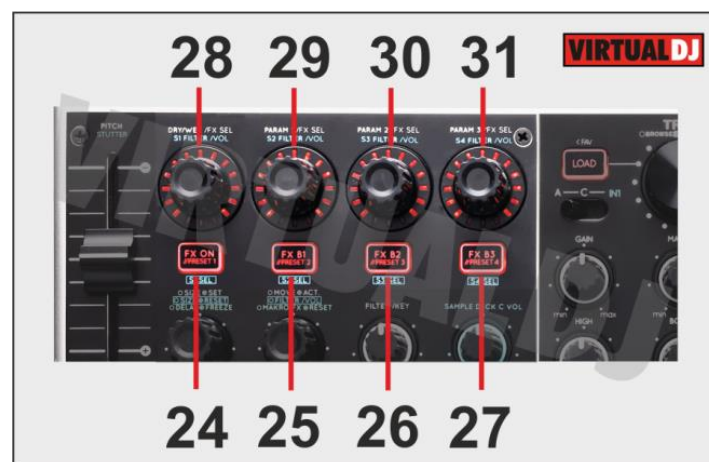
20. SCRATCH : Sets the Jog of the deck to Bend (CD) or Scratch (Vinyl) Mode.

21. SEARCH : Sets the Jog of the deck to Search (Seek) Mode for fast navigation of the loaded track.

22. PITCH BEND -/+ : Temporary speed up or slow down the track. Press SHIFT and the -/+ buttons to enable-disable PitchLock/KeyLock respectively on the deck.

23. PITCH FADER : Adjusts the Tempo of the track

C.EFFECTS

The unit is offering 2 different Effect Modes, the SimpleFX and the MultiFX. Use SHIFT+CUE to choose the desired Mode. In MultiFX mode, 4 different effect slots (banks) can be used and 4 different effects can enabled simultaneously. In SimpleFX mode, only one slot is offered and one effect can be enabled at a time, but offers more parameter controls. Additionally, the Effect knobs and buttons offer different Sample functions, when Sampler Mode (34)is enabled.

24. FX ON : In **Single FX mode**, press this button to enable/disable the selected effect.
In **Multi FX mode**, press this button to enable/disable the selected effect of bank 1. Press SHIFT and then this button, to select the next available effect for bank 1.
In **Sampler mode**, press this button to record the 1st Sample slot from the deck (Led will flash).

25. FX B1 : In **Single FX mode**, press this button to enable/disable the 1st effect button of the selected effect (if available).
In **Multi FX mode**, press this button to enable/disable the selected effect of bank 2. Press SHIFT and then this button, to select the next available effect for bank 2.
In **Sampler mode**, press this button to record the 2nd Sample slot from the deck (Led will flash).

26. FX B2 : In **Single FX mode**, press this button to enable/disable the 2nd effect button of the selected effect (if available).
In **Multi FX mode**, press this button to enable/disable the selected effect of bank 3. Press SHIFT and then this button, to select the next available effect for bank 3.
In **Sampler mode**, press this button to record the 3rd Sample slot from the deck (Led will flash).

27. FX B3 : In **Single FX mode**, press this button to enable/disable the 3rd effect button of the selected effect (if available).
In **Multi FX mode**, press this button to enable/disable the selected effect of bank 4. Press SHIFT and then this button, to select the next available effect for bank 4.
In **Sampler mode**, press this button to record the 4th Sample slot from the deck (Led will flash).

28. DRYWET Knob : In **Single FX mode**, use this knob to select an effect.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of bank 1. Holding SHIFT , controls the 2nd effect parameter of the selected effect of bank 1.
In **Sampler mode**, push the knob to set the 1st Sampler slot to Loop Mode. Use the knob to half/double the size of the sampler loop. Press SHIFT and turn the knob to adjust its volume

29. PRM1 Knob : In **Single FX mode**, use this knob to adjust the 1st effect parameter of the selected effect. Holding SHIFT , controls the 4th effect parameter of the selected.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of bank 2. Holding SHIFT , controls the 2nd effect parameter of the selected effect of bank 2.
In **Sampler mode**, push the knob to set the 2nd Sampler slot to Loop Mode. Use the knob to half/double the size of the sampler loop. Press SHIFT and turn the knob to adjust its volume

30. PRM2 Knob : In **Single FX mode**, use this knob to adjust the 2nd effect parameter of the selected effect. Holding SHIFT , controls the 5th effect parameter of the selected.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of bank 3. Holding SHIFT , controls the 2nd effect parameter of the selected effect of bank 3.
In **Sampler mode**, push the knob to set the 3rd Sampler slot to Loop Mode. Use the knob to half/double the size of the sampler loop. Press SHIFT and turn the knob to adjust its volume

31. PRM3 Knob : In **Single FX mode**, use this knob to adjust the 3rd effect parameter of the selected effect. Holding SHIFT , controls the 6th effect parameter of the selected.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of bank 4. Holding SHIFT , controls the 2nd effect parameter of the selected effect of bank 4.
In **Sampler mode**, push the knob to set the 4th Sampler slot to Loop Mode. Use the knob to half/double the size of the sampler loop. Press SHIFT and turn the knob to adjust its volume

D.CONTROLS
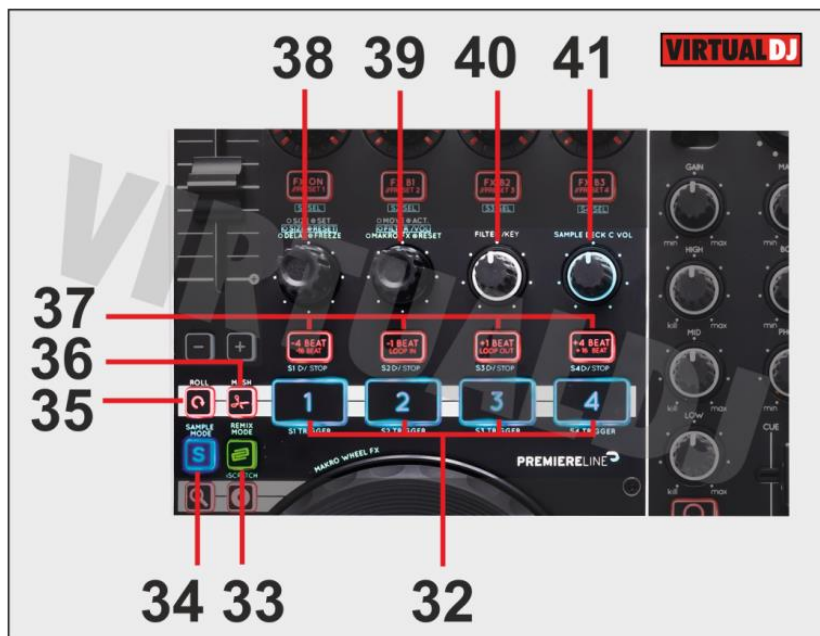
32. HOTCUE 1-4 : Depending on the Mode, the 4 Pads offer different functions. The Modes can be chosen from the (35),(36) and (34) buttons.

HotCue Mode (when none of the above buttons is pressed). The Pads trigger the 4 assigned Hot Cue points of the track. Hold SHIFT and press a Pad to delete the corresponding HotCue point.

Stutter Mode (Mass). The Pads trigger the 4 assigned Hot Cue points of the track momentary if the track is paused. While the Pads are held, if PLAY is pressed, the track will continue to play after releasing the Pads.

Roll Mode. The Pads trigger a temporary Loop Roll of 1/8, ¼, ½ and 1 beat length. Once the Pad is released, the track will continue to play from the position it would have been of the Loop roll was not enabled.

33. REMIX : Not used. The button offers additional functionality, but those are not assigned.

34. SAMPLER Mode : Press this button to assign Sampler functionality to various buttons/knobs.

35. ROLL Mode : Press this button to assign Loop Roll functionality to the Pads (32)

36. MASS Mode : Press this button to assign additional functionality to the Pads (32)

37. BEAT buttons : Those buttons move the track forward or backwards by 16, 4 or 1 beat. The 2 middle ones when SHIFT is pressed offer Loop In and Loop Out functions (for manual loop setting)

38. LOOP SIZE : Decreases/increases the loop size when turned anti-clockwise/clockwise. Push the Encoder to enable/disable the selected loop size.

39. LOOP MOVE : Move the selected/enabled loop backwards/forward by turning the knob anti-clockwise/clockwise. Each step is 1 beat size. Push the Encoder to enable/disable the selected loop size.

40. FILTER : Applies a resonance Filter on the track (middle position is Off position). Press SHIFT and turn the knob to adjust the musical key of the song (middle position is original key value position).

41. SAMPLER VOL : Adjust the volume of the selected Sample.

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