

VERSION

8

Operation Guide



AUDIO & VIDEO MIXING
DJ SOFTWARE



Terminal Mix 8



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INSTALLATION

Firmware & Drivers

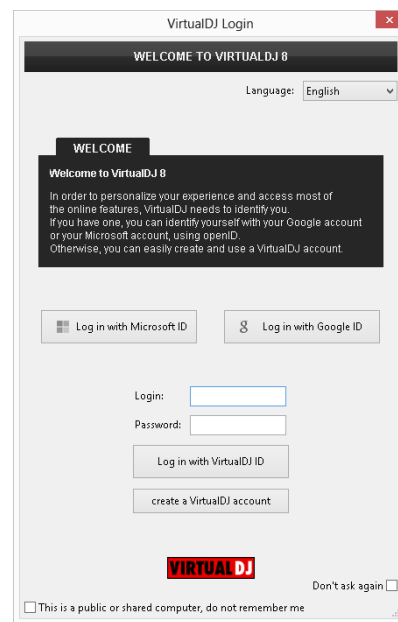
Firmware: Update the firmware of the unit to the latest version from <http://www.reloop.com/reloop-terminal-mix-8>

Drivers (for Windows only): Install the latest Reloop ASIO drivers from <http://www.reloop.com/reloop-terminal-mix-8>
No drivers are required for Mac OSX computers

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 fully use the Reloop Terminal Mix 8. 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 Reloop Terminal Mix 8. You can still change that from Settings->AUDIO tab.



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

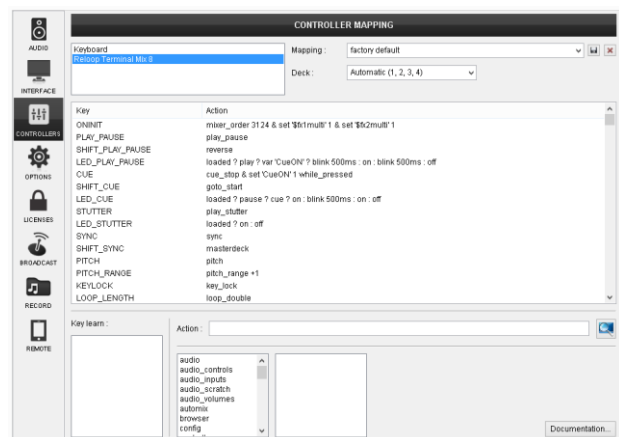
Advanced Setup

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>

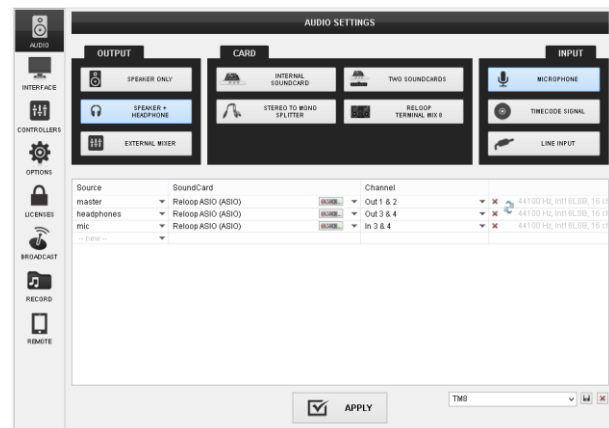


AUDIO Setup

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.

Please read the manual of the unit for further Audio capabilities-setups.

<http://pioneerdj.com/support/product.php?lan q=en&p=DDJ-SZ&t=man>



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

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



A. TRANSPORT

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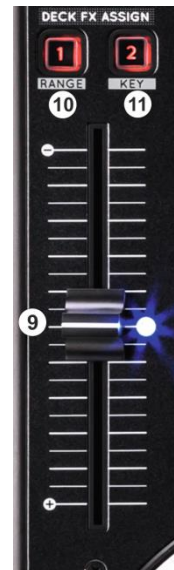
desired location and then pressing the Cue Button. During playback, you can press the Cue Button to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.). If the Deck is paused, you can press and hold the Cue Button to play the track 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.

5. **PLAY/PAUSE.** Plays / Pauses the track. Press and hold Shift and then press this button to play the track in reverse.
6. **DECK SELECT.** Switch Left decks (1 and 3) and Right Decks (2 and 4).
7. **JOGWHEEL.** Touch sensitive platter for scratching (vinyl mode), bending (CD Mode) or Seek mode. In Scratch mode, use the jogwheel to scratch and the outer ring to bend. Hold SHIFT down and then use the jogwheel to navigate through the track (seek mode)
8. **JOG MODE.** Use this button to toggle between the **Scratch** (Vinyl) and **Bend** (CD) mode. Hold **SHIFT** and then press this button to enable the **Slip Mode**. Several software functions (such as Jogwheel movements, HotCues and Loops) will apply temporarily on the track, and the track will return to the position it would have been when those functions are not triggered.

B. TEMPO

9. **PITCH**. Controls the track's playback **tempo**. The **blue led** indicates that the pitch fader of the unit is on **zero** (center) position
10. **RANGE** (SHIFT). Hold **SHIFT** down and then press this button to select the next available **pitch range**. The pitch range applies to all VirtualDJ decks (global setting)
11. **KEY** (SHIFT). Hold **SHIFT** down and then press this button to enable/disable **Master Tempo** (Keylock) on the deck.



C. EFFECT & LOOP



This section offers control of 3 Effect slots per deck, loop, loop roll actions and Master video Effects and Video Transition controls.

12. **FX1 knob**. Controls the **1st parameter** of the selected effect of **FX Slot 1**. Hold **SHIFT** down and use this knob to control the **2nd parameter** of the selected effect of FX Slot 1.
13. **FX2 knob**. Controls the **1st parameter** of the selected effect of **FX Slot 2**. Hold **SHIFT** down and use this knob to control the **2nd parameter** of the selected effect of FX Slot 2.
14. **FX3 knob**. Controls the **1st parameter** of the selected effect of **FX Slot 3**. Hold **SHIFT** down and use this knob to control the **2nd parameter** of the selected effect of FX Slot 3.

15. **FX1 ON.** Press this button to **enable/disable** the selected **effect** of **FX Slot 1**. Hold **SHIFT** down and then press this button, to **select** the **next** available **effect** for FX Slot 1.
16. **FX2 ON.** Press this button to **enable/disable** the selected **effect** of **FX Slot 2**. Hold **SHIFT** down and then press this button, to **select** the **next** available **effect** for FX Slot 2.
17. **FX3 ON.** Press this button to **enable/disable** the selected **effect** of **FX Slot 3**. Hold **SHIFT** down and then press this button, to **select** the **next** available **effect** for FX Slot 3.
18. **LOOP ENC.** Turn the encoder anti-clockwise to **half** the size of the loop and clockwise to **double** it. Hold **SHIFT** down and then use the encoder to **move** the triggered **loop** forward or backwards **by 1 beat**.
Push the encoder to toggle between normal and **Roll Loop mode**.
19. **.LOOP ON.** Press this button to **trigger a loop** of the selected size (toggle function).
When **Roll loop mode** is selected, the button will apply a **temporary** (while pressed) **Loop Roll** and the track will return to the position it would have been if the Loop was never triggered.
Hold **SHIFT** down and then use this button (for at least 4 times) to **manually tap** the **tempo** of the track
20. **FX ASSIGN 1.** Use the **left** side button to **enable/disable** the selected **Video Transition**. Use the **right** side button to **enable/disable** the selected **Master Video Effect**.
21. **FX ASSIGN 2.** Use the **left** side button to **select** the next **Video Transition**. Use the **right** side button to **select** the next **Master Video Effect**.

D. PADS

Pads (22) offer **11 different modes**, depending on the **PAD MODE** buttons (23). Each of the 4 PAD MODE buttons offers 2 individual modes. **Press** the same PAD MODE button **again** to access the **additional** mode (the **LED will blink** as an indication).

3 Dual modes are also offered. Press 2 PAD Mode buttons (from SAMPL, CUE and LOOP) **at the same time** to access one of the dual modes.

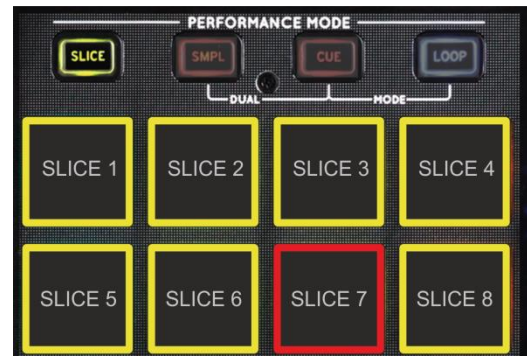


Slicer & Slicer Hold mode

Press the **SLICE** mode button to set the PADs to **SLICER mode**.

The eight pads represent eight sequential beats—"Slices"—in the Beat Grid. The 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.



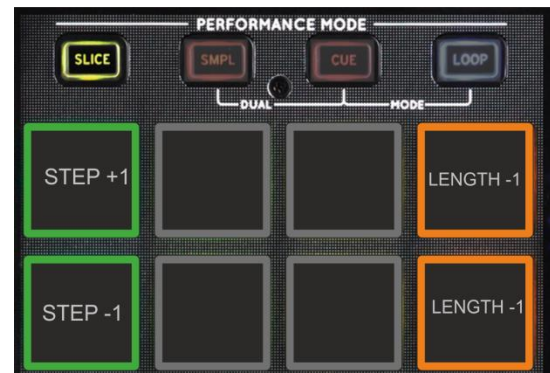
If the SLICER mode is selected, press **again** the same Mode button to set the PADs to **SLICER HOLD mode**. In this mode the Slice is memorized on first press as the track continues to play. (HOLD mode). In this mode the playing Slice is represented by the currently green lit pad.

In both modes, press and hold **SHIFT** to receive the **parameters of the Slicer**.

Use Pads 1 and 5 to increase/decrease the **step** of the Slicer.

Use Pads 4 and 8 to increase/decrease the **length** of the applied loop on the slice.

Pads 2, 3, 6 and 7 are not used.



Sampler mode

Press the **SMPL** mode button to set the PADs to **SAMPLER mode**.

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 Terminal Mix 8 will control the same samples. If a bank has more than 8 samples, the left side of the Terminal Mix 8 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.

If the SAMPLER mode is selected, press **again** the same Mode button to receive the **Sampler parameters** (led will blink).

Use **Pads 1 and 5** to select the previous and next available **Sampler Bank**.

Use **Pads 4 and 8** to select the next sampler **trigger mode** (On/off, Hold, Stutter and Unmute)

Use **Pad 2** to **record** the deck into a new Sample.

Use **Pad 3** to toggle the Sampler between the **List and Trigger pad view**.



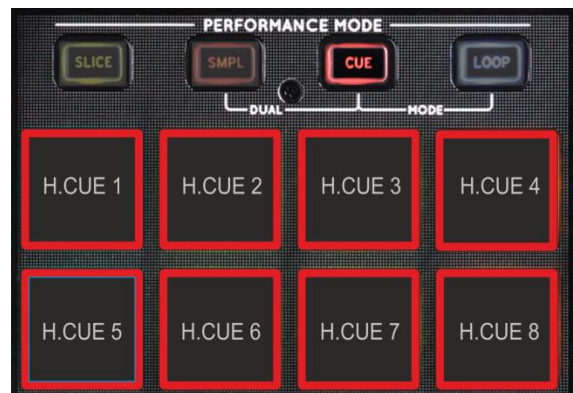
HotCues mode

Press the **CUE** mode button to set the PADs to **HOT CUE mode**.

Each one of the 8 pad 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 up red.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Red leds will blink if a HotCue point exists



If the CUE mode is selected, press **again** the same Mode button to set the PADs to **HOTCUE LOOP mode** (led will blink).

Each one of the 8 pad assigns a Hot Cue Point or returns the track to that Hot Cue Point, but in both cases, it also triggers a **Loop** at that point, while the Pad is pressed (led will become blue).

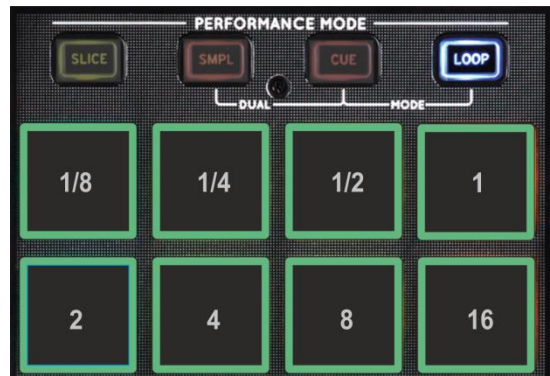
Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Red leds will blink if a HotCue point exists



Loop & Loop Roll mode

Press the **LOOP** mode button to set the PADS to **Loop mode**.

Each one of the PADS triggers a loop of a different size as per the image.
Press the same pads to disable the applied loop or another one to apply a loop of a different size. The LOOP encoder can be also used to half/double the size.



Hold **SHIFT** down and then press one of the pads to trigger a **momentary Loop Roll** of a different size as per the image.
Once the PAD is released the track will continue to play from the position it would have been if the Loop Roll was never triggered.



Manual Loop mode

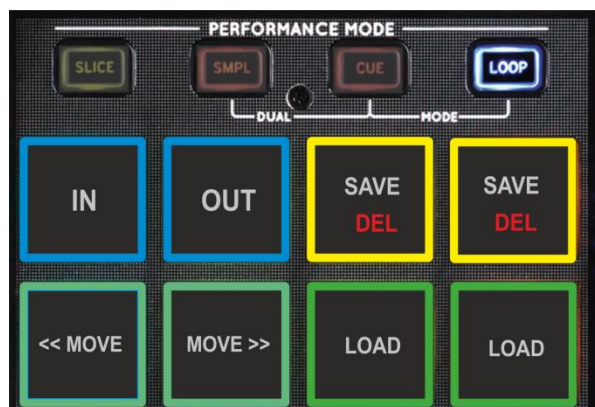
If the **LOOP** mode is selected, press **again** the same Mode button to set the PADS to **Manual LOOP mode** (led will blink).

Each one of the 8 pad offers a different loop function.

Use **Pads 1 and 2** to set a **Loop Entry (In)** and a **Loop Exit (Out)** point for manual looping.

Use **Pads 5 and 6** to **move** the Loop by 1 beat

Use **Pads 3 and 4** to save the current loop to one of the 2 available slots and **Pads 7 and 8** to Load and **Prepare** the Saved Loops (it will not jump to that point if the position of the track is before that point).



While **SHIFT** is pressed use **Pads 1 and 2** to repeat the last triggered loop (**reloop**) and **exit**. Use **Pads 3 and 4** to **delete** the saved Loops. Use **Pads 7 and 8** to **Load** (and jump to) the saved Loops.

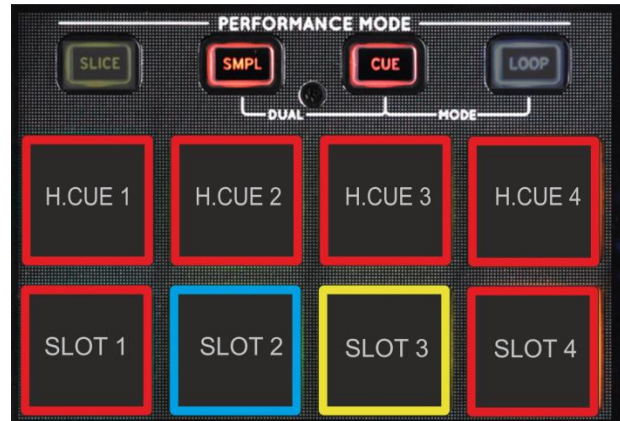
HotCue & Sampler dual mode

Press the **CUE** and the **SAMPL** mode buttons **at the same time** to set the PADs to the **Hot Cue & Sampler Dual mode**.

In this mode **the top 4 PADs** assigns a **Hot Cue Point (1 to 4)** or returns the track to that Hot Cue Point.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Red leds will blink if a HotCue point exists

The **4 lower PADs** will **trigger a Sample** (slots 1 to 4) Depending on the selected trigger mode, use **SHIFT** and the same pads **to stop the sample**.



HotCue & Loop dual mode

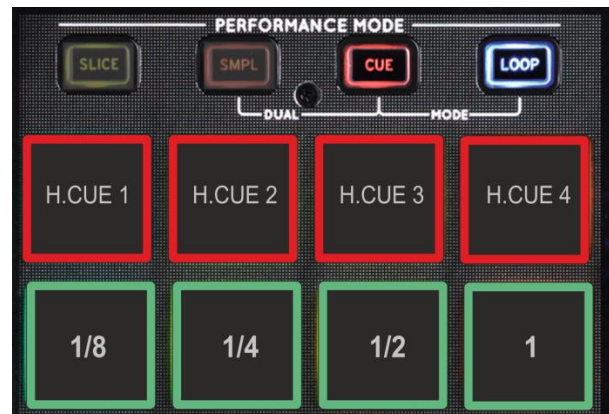
Press the **CUE** and the **LOOP** mode buttons **at the same time** to set the PADs to the **Hot Cue & Loop Dual mode**.

In this mode **the top 4 PADs** assigns a **Hot Cue Point (1 to 4)** or returns the track to that Hot Cue Point.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Red leds will blink if a HotCue point exists

The **4 lower PADs** will **trigger a Loop of a different size** (from 1/8 to 1 beat)

Hold **SHIFT** down and then use the lower 4 PADs to trigger a **momentary Loop Roll** of a different size (1/32 to 1/4 beats)



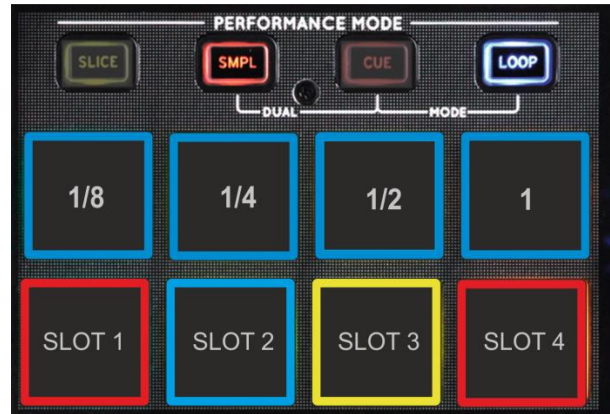
Sampler & Loop dual mode

Press the **SAMPL** and the **LOOP** mode buttons **at the same time** to set the PADs to the **Sampler & Loop Dual mode**.

In this mode the **top 4 PADS** will **trigger a Loop** of a different size (from 1/8 to 1 beat)

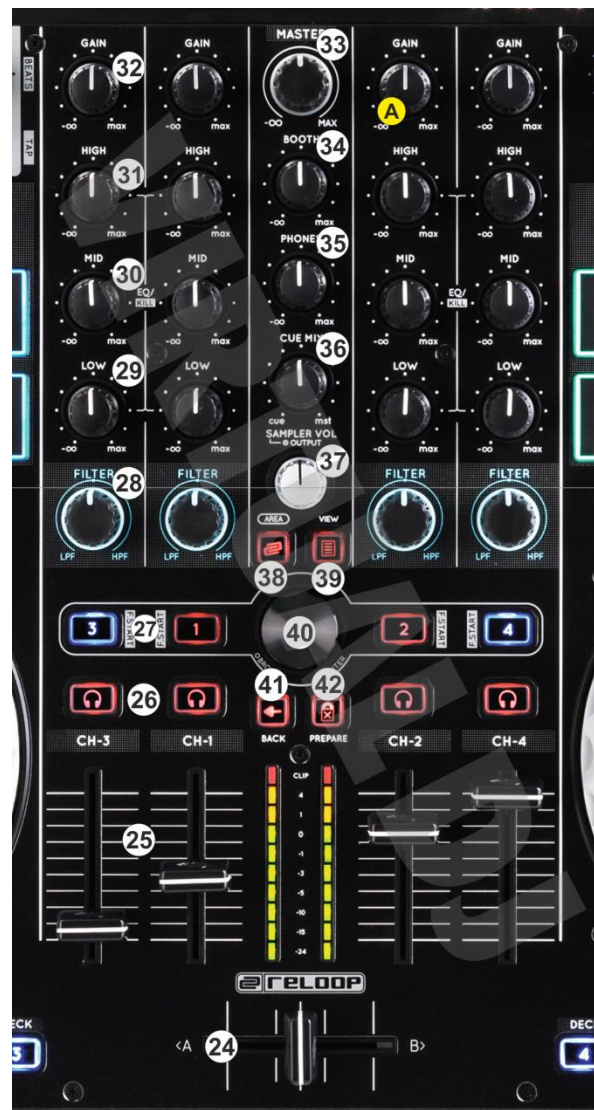
Hold **SHIFT** down and then use the same PADS to trigger a **momentary Loop Roll** of a different size (1/16 to 1/2 beats)

The **4 lower PADS** will **trigger a Sample** (slots 1 to 4) Depending on the selected trigger mode, use **SHIFT** and the same pads to **stop the sample**.



E. MIXER & BROWSER

- 24. CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader.
- 25. VOLUME.** Adjust the Volume of each channel.
- 26. PFL.** Press these buttons to send each channel to the Headphones Output channel.
- 27. LOAD.** Press these buttons to **load the selected track** from the Browser to decks 1 to 4. The LED of the button will be on if the deck is loaded. Hold **SHIFT** down and then press one of these buttons to enable the **Fader Start** on a deck.
- 28. FILTER.** Use this knob to apply a **High/Low Pass Filter** to the deck. In middle position no filter is applied.
- 29. EQ LOW.** Adjust the **Low** (Bass) frequencies for each mixer channel.
- 30. EQ MID.** Adjust the **Mid** frequencies for each mixer channel.
- 31. EQ HIGH.** Adjust the **High** (Treble) frequencies for each mixer channel.
- 32. GAIN.** Adjust the **Gain** of each mixer channel.



33. **MASTER VOLUME.** Adjust the level of the Master Output. Hardware operation - movement not visible on the VirtualDJ GUI
34. **BOOTH VOLUME.** Adjust the level of the Booth Output. Hardware operation – movement not visible on the VirtualDJ GUI.
35. **HEADPHONES LEVEL.** Adjust the Volume Output of the Headphones Channel. Hardware operation – movement not visible on the VirtualDJ GUI.
36. **HEADPHONES MIXING.** Adjust how the Channels and the Master Output blend at the Headphones Channel.
37. **SAMPLER VOLUME.** Adjust the Master Output Volume of the VirtualDJ Sampler
38. **AREA.** Cycles through the available **Center panels** of the default VirtualDJ GUI (Mixer, Video, Scratch and Master). Hold **SHIFT** down and then press this button to toggle between the **List and the Grid view** of Browser.
39. **VIEW.** Cycles through the views of the **Sideview** (Automix, Sidelist, Sampler, Karaoke and Clones). Hold **SHIFT** down and then press this button to **show/hide** the **Sideview**.
40. **BROWSE ENC.** Scroll through files or folders. Push the encoder to enter the Songs List (if focus is on the folders list) or load the selected track to the first available deck. Hold **SHIFT** down and then **push** the encoder to set focus to the Folders list or **open/close** the **subfolders** if focus is on the Folders list already.
41. **BACK.** Set focus to the **previous Browser Window** (Folders List, Songs List and Sideview).
42. **PREPARE.** Add the selected track **to the Automix List**. Hold **SHIFT** down and then press this button to **add** the selected track to the **Sidelist**.



43. **MIC/AUX.** Microphone and Auxiliary Input Control. Hardware operations, however the Inputs can be routed into the software as well (see Recording)
44. **CF ASSIGNS.** Define which mixer channels (decks) will be assigned as left or right side of the crossfader. If in a channel is at **THRU** position, the channel will be heard in Master Output regardless of the Crossfader position.
45. **CF CURVE.** Define how the crossfader will blend the mixer channels.(from log/Smooth to Cut/Scratch curve)

F. INPUTS & RECORDING

The Terminal Mix 8 offers 2 stereo Inputs. An **AUX** at the rear side (Input Channels 1 and 2) and a **Microphone** Input at the front (Input channels 3 and 4). Each one of the Inputs can be routed through the Master Output directly (front switcher to **MST** position) or through VirtualDJ (front switcher to **SW** position). A Level knob for each Input is offered to adjust its Input Volume.

Recording & Broadcasting

The unit offers the ability to **record the Master Output directly** from VirtualDJ record button (in the MASTER center panel). The Microphone and the AUX Inputs can be also recorded and controlled, if those are at the SW position.

In this case a **Line In** and a **Microphone** line need to be manually added to the audio configuration.

Source	SoundCard	Channel	
master	ReloopASIO (ASIO)	Out 1 & 2	44100 Hz, Int16LSB, 16 ch
headphones	ReloopASIO (ASIO)	Out 3 & 4	44100 Hz, Int16LSB, 16 ch
line in 1	ReloopASIO (ASIO)	In 1 & 2	44100 Hz, Int16LSB, 16 ch
mic	ReloopASIO (ASIO)	In 3 & 4	44100 Hz, Int16LSB, 16 ch
-- NEW --			

Note. If the Microphone (or the Line Input) is not required to be recorded, it is advised not to route the Microphone through the software, as an additional latency will be applied.

Timecodes

Even though the Terminal Mix 8 is not designed to support Timecoded CDs and Vinyls (DVS), the unit is capable to offer Timecode setups. In theory only a **single Timecode** device can be used (connection to the **AUX** Input), however a second Timecoded device can be also connected to the MIC Input (and adjust the Level of its signal).

The following audio configuration is showing a single Timecode input.

AUDIO

TIMECODE

INTERFACE

CONTROLLERS

OPTIONS

LICENSES

AUDIO SETTINGS

OUTPUT

SPEAKER ONLY

SPEAKER + HEADPHONE

EXTERNAL MIXER

CARD

INTERNAL SOUND CARD

STEREO TO MONO SPLITTER

TWO SOUND CARDS

RELOOP TERMINAL MIX 8

INPUT

MICROPHONE

TIMECODE SIGNAL

LINE INPUT

Source	SoundCard	Channel	
master	ReloopASIO (ASIO)	Out 1 & 2	44100 Hz, Int16LSB, 16 ch
headphones	ReloopASIO (ASIO)	Out 3 & 4	44100 Hz, Int16LSB, 16 ch
timecode 1	ReloopASIO (ASIO)	In 1 & 2	44100 Hz, Int16LSB, 16 ch
-- new --			

Hardware Integration Department

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