

VERSION

8

# Operation Guide



AUDIO & VIDEO MIXING  
DJ SOFTWARE



## Terminal Mix 4



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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-4>

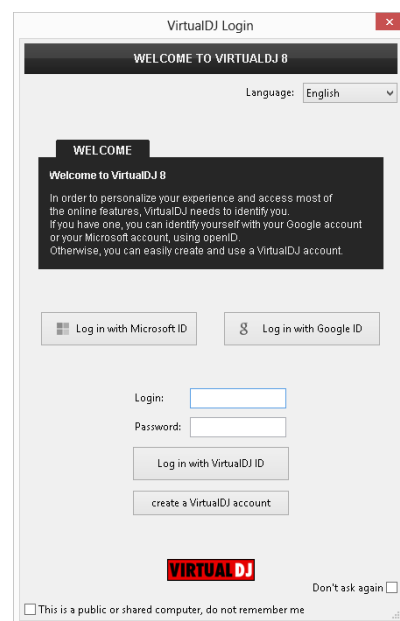
**Drivers (for Windows only):** Install the latest Reloop ASIO drivers from <http://www.reloop.com/reloop-terminal-mix-4>  
No drivers are required for Mac OSX computers

## 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**, a **PLUS** or a **Subscription License** is required to fully use the Reloop Terminal Mix 4. 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 4. You can still change that from Settings->AUDIO tab.

Connect your speakers to the Master Output and your Headphones to the front socket of the Terminal Mix 4.

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



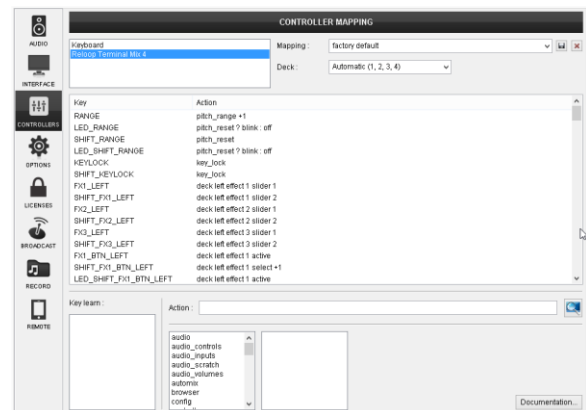
## Advanced Setup

### 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>



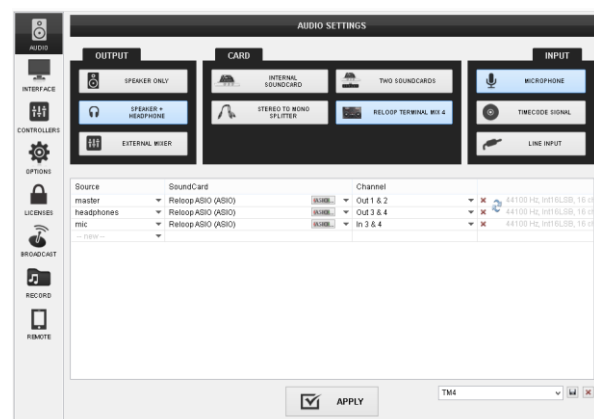
### AUDIO Setup

The unit has a **pre-defined** Audio configuration 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?lang=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. DECK CONTROLS

**S. SHIFT.** Press and hold this button to access secondary functions of other controls on the TM4

**1. DECK SELECT.** Use the left button (DECK3) to select deck 1 or deck 3 as the controlled deck of the left side, and the right button (DECK4) to select deck 2 or deck 4 as the controlled deck of the right side.

**2. PLAY/PAUSE.** Plays / Pauses the track. Press **SHIFT** down and then press this button to play the track in **stutter**.

**3. 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.

When the track is paused, hold **SHIFT** down and then press this button to **cycle** through the available **Cue points**.

**4. CUP.** If this button is pressed and held down, it sets a temporary Cue Point at the current position if the track is paused, or will jump to the previously stored Cue point if the track is playing. When the button is released, the track will continue to play from that point.

**5. SYNC.** Press this button to automatically match the corresponding Deck's tempo with the Master Deck's tempo and phase.

Hold **SHIFT** down and then press this button to **manually** set a deck as Master Deck.





6. **JOGWHEEL.** Touch sensitive platter for scratching (vinyl mode), bending (CD Mode) or fast Seek, depending on the selected mode.  
In Scratch mode, use the jogwheel to scratch and the outer ring to bend (temporary slowdown/speed-up tempo)  
In Bend mode, use the jogwheel to temporary slowdown/speed-up the tempo of the track.  
In Seek mode, use the jogwheel to fast seek through the track.
7. **JOG MODE.** Use this button to toggle between the **Scratch** (Vinyl) and **Bend** (CD) mode. Press and keep this button down to set the Jogwheel in **Seek** mode (as long as the buttons is pressed)
8. **PITCH.** Controls the track's playback **tempo**. The **blue led** indicates that the pitch fader of the unit is on **zero** (center) position
9. **KEYLOCK.** Press this button to enable/disable **Master Tempo** (Key Lock) on the deck.  
Hold **SHIFT** down and then press this button to enable/disable **Pitch Lock**. When Pitch Lock is enabled the led of this button will blink and all the software pitch faders will move to the same amount if any of the hardware pitch faders are moved.
10. **RANGE.** Press this button to select the next available **pitch range**. The pitch range applies to all VirtualDJ decks (global setting).  
Hold **SHIFT** down and then press this button to smoothly bring the tempo of the track to its original value (**reset**)
11. **OFFSET.** This Led will be turned On if the hardware and the software values of the pitch (tempo) don't match. This may happen when decks are swapped (left and right) or the SYNC is pressed. The hardware pitch slider will not alter the tempo of the track until it meets the value of the software tempo.

## B. EFFECTS

This section offers control of 3 Effect slots per deck, Beatgrid adjustments, Master video Effects and Video Transition controls.

12. **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.

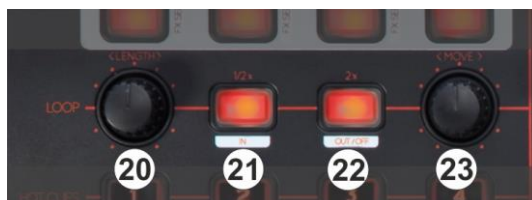


13. **FX1 knob.** Controls the **1<sup>st</sup> parameter** of the selected effect of **FX Slot 1**. Hold **SHIFT** down and use this knob to control the **2<sup>nd</sup> parameter** of the selected effect of FX Slot 1.
14. **FX2 ON.** Press this button to **enable/disable** the selected **effect** of **FX Slot 2**. Hold **SHIFT** down and then press this button, to **select** the **next** available **effect** for FX Slot 2.
15. **FX2 knob.** Controls the **1<sup>st</sup> parameter** of the selected effect of **FX Slot 2**. Hold **SHIFT** down and use this knob to control the **2<sup>nd</sup> parameter** of the selected effect of FX Slot 2.
16. **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.
17. **FX3 knob.** Controls the **1<sup>st</sup> parameter** of the selected effect of **FX Slot 3**. Hold **SHIFT** down and use this knob to control the **2<sup>nd</sup> parameter** of the selected effect of FX Slot 3.
18. **.TAP.** Press this button (for at least 4 times while track is playing) to **manually tap** the **tempo** of the track  
Hold **SHIFT** down and then press this button to set the TAP button and the BEATS ENC (19) to **Video mode** (led will be On)  
The Video mode is side/deck dependent (can be enabled/disabled on either side separately).
19. **BEATS ENC.** Use the encoder to **move** the track forward or backwards **by 1 beat**.  
Hold SHIFT down and then use this encoder to move the CBG of the track by 1 beat forward or backwards.

If the **Video mode** is enabled, use the encoder on the **left** side to **select** a **Video Transition** and the encoder on the **right** side to **select** a **Video Effect on Master**.  
Hold **SHIFT** down and then use the same encoders to **adjust the 1<sup>st</sup> parameter** (if available) of the selected **Video Transition** or **Video Effect on Master** respectively.

## C. LOOPS

20. **LOOP SIZE.** Turn the encoder anti-clockwise to **half** the size of the loop and clockwise to **double** it.  
Push the encoder to **trigger** a loop of the selected size.



Hold **SHIFT** down and then **push** the encoder to enable/disable the **Loop Roll mode**. When the Loop Roll mode is enabled the triggered loops will have temporary effect and when turned off (disabled) the track will return to the position it would have been if the loop was never triggered.

**21. LOOPIN.** Use this button to **set a Loop In** (Entry) point for manual loop.

**22. LOOPOUT.** Use this button to **set a Loop Out** (Exit) point and complete a manual loop. Use the same button to exit the Loop if triggered.

**23. LOOP MOVE.** Turn the encoder anti-clockwise to **move** the triggered **loop** forward or backwards **by the amount of beats equal to the triggered loop**. Hold **SHIFT** and then use the same encoder to **move** the triggered loop forward or backwards by **4 beats**.

Push the encoder to **trigger a loop** of the selected size

Hold **SHIFT** down and then **push** the encoder to enable/disable the **Smart Loop**. When Smart Loop is enabled, a manual loop (using the LOOPIN, LOOPOUT buttons) will snap to the nearest size in beats, offering seamless looping.

## D. HOTCUES & SAMPLER

This section offers HotCues and Sampler Control and 2 different banks for each one.

### HotCues

**24.** Use this button to choose the **1<sup>st</sup> or the 2<sup>nd</sup> bank** for both HotCues and Sampler. When the led of this button is turned on, the HotCues and Sampler buttons will offer control of the 2<sup>nd</sup> bank.

**25. HOTCUES 1-4/(5-8).** Each one of the 4 HotCue buttons **assigns a Hot Cue** Point 1 to 4 (or 5 to 8 if the 2<sup>nd</sup> bank is selected) **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 button to **delete** its assigned Hot Cue Point. Red leds will blink if a HotCue point exists.





26. Each one of the 4 Sampler buttons **triggers a sample** from the selected Sampler Bank of VirtualDJ8. The buttons will control samples **1 to 4** (or 5 to 8 if the 2<sup>nd</sup> bank is selected).

If a bank has less than 9 samples, both sides of the Terminal Mix 4 will control the same samples. If a bank has more than 8 samples, the left side of the Terminal Mix 4 will control samples 1 to 8 and the right side samples 9 to 16.

The Leds of the Sampler buttons will be turned on if a sampler slot is available (loaded) and will blink is triggered.

Press the buttons to **trigger a sample**. Depending on the selected trigger mode, use **SHIFT** and the same pads **to stop the sample**.

## E. MIXER & BROWSER

27. **CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader.

28. **VOLUME.** Adjust the Volume of each channel.

29. **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 the same button for more than 2 seconds to unload the same deck.

Hold **SHIFT** down and then press one of these buttons to enable the **Fader Start** on a deck.

30. **PFL.** Press these buttons to send one (or more) channel to the Headphones Output channel.

31. **FILTER.** Use this knob to apply a **High/Low Pass Filter** to the deck. In middle position no filter is applied.

32. **EQ LOW.** Adjust the **Low** (Bass) frequencies for each mixer channel.

33. **EQ MID.** Adjust the **Mid** frequencies for each mixer channel.

34. **EQ HIGH.** Adjust the **High** (Treble) frequencies for each mixer channel.



35. **GAIN.** Adjust the **Gain** of each mixer channel.
36. **MASTER VOLUME.** Adjust the level of the Master Output of the TM4 Audio Interface. Hardware operation - movement not visible on the VirtualDJ GUI
37. **BOOTH VOLUME.** Adjust the level of the Booth Output of the TM4 Audio Interface. Hardware operation – movement not visible on the VirtualDJ GUI.
38. **HEADPHONES LEVEL.** Adjust the Volume of the Headphones Output of the TM4 Audio Interface. Hardware operation – movement not visible on the VirtualDJ GUI.
39. **HEADPHONES MIXING.** Adjust how the Channels and the Master Output blend at the Headphones Channel.
40. **SAMPLER VOLUME.** Adjust the Master Output Volume of the VirtualDJ Sampler
41. **CRATES.** 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**.
42. **VIEW** 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.
43. **BACK.** Set focus to the **previous Browser Window** (Folders List, Songs List and Sideview).
44. **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**.
45. **BROWSE ENC.** Scroll through files of 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.

## F. FRONT



46. **MIC INPUT.** Connect your 1/8" Microphone to this Input.
47. **MIC LEVEL/TONE.** Adjust the signal Level and the Tone of the Microphone Input. Hardware operations (not visible on the VirtualDJ GUI), however the Microphone Input can be routed into the software (see Recording)

- 48. INPUT ROUTING MIC.** Select with this switcher if the Microphone Input will be directly routed to the Master Output of the TM4 (MST position) or to the software mix (SW position).
- 49. INPUT ROUTING PHONO/LINE.** Select with this switcher if the Phone/Line Input (connection at the rear side) will be directly routed to the Master Output of the TM4 (MST position) or to the software mix (SW position).
- 50. LINE LEVEL.** Adjust the signal Level and the Tone of the Phone/Line Input. Hardware operations (not visible on the VirtualDJ GUI), however the Line/Phono Input can be routed into the software (see Recording)
- 51. CF ASSIGNS.** Define which mixer channels (decks) will be assigned as left (**A** position) or right (**B** position) 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.
- 52. CF CURVE.** Define how the crossfader will blend the mixer channels.(from Smooth to Cut/Scratch curve)
- 53. HEADPHONES TONE.** Adjust the tone of the Headphones Output Channel. Hardware Operation, not visible on the GUI of VirtualDJ.
- 54. HEADPHONES PHONES INPUT.** Connect a pair of Headphones to this socket (1/4" or 1/8"). The Volume of this Output is controlled by the knob at the top panel

## G. REAR



- 55. POWER:** The unit can be powered only via the USB connection, however a Power connection (using a proper AC/DC adaptor) is required to route the analogue inputs directly to the Master Output (stand-alone operation). While the power is switched off, plug the cable into TM4 first, and then plug the cable into a power outlet. Use the Power Switch to turn the TM4 on and off. Turn on the TM4 after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off TM4.
- 56. USB.** This USB connection sends and receives audio and control information from a connected computer.
- 57. MASTER OUTPUT BALANCED (TRS):** Connect this low-impedance TRS output to a PA system or powered monitors. The level of this output is controlled with the Master

knob on the top panel.

- 58. MASTER OUTPUT UNBALANCED (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.
- 59. 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.
- 60. SHIFT LOCK.** Choose if the **SHIFT** buttons on the top of the panel will behave temporary (while pressed) or toggle (on/off)
- 61. LINE/PHONO.** Select the appropriate position, depending on the analogue media source connected to the Input socket.
- 62. LINE INPUT.** Connect your audio sources to this input.

## H. INPUTS & RECORDING

The Terminal Mix 4 offers 2 stereo Inputs. An **LINEIN** 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 switchers to **MST** position) or through VirtualDJ (front switchers 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 along with the Microphone and LINE Inputs directly** from VirtualDJ record button (in the MASTER center panel). In this case, both the Microphone and LINE Inputs need to be in **SW Input** mode.

The Microphone Input is already part of the pre-defined audio configuration, therefore only a **Line In line needs to be manually added** to the audio configuration, as per the following image.

Source	SoundCard	Channel	
master	Reloop ASIO (ASIO)	Out 1 & 2	48000 Hz, Int16LSB, 16 ch
headphones	Reloop ASIO (ASIO)	Out 3 & 4	48000 Hz, Int16LSB, 16 ch
mic	Reloop ASIO (ASIO)	In 3 & 4	48000 Hz, Int16LSB, 16 ch
line in 1	Reloop ASIO (ASIO)	In 1 & 2	48000 Hz, Int16LSB, 16 ch
-- new --			

Note. If the Line or the Microphone Inputs are 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 4 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 **LINE** 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 an audio configuration with 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 4

INPUT

MICROPHONE

TIMECODE SIGNAL

LINE INPUT

Source	SoundCard	Channel	
master	Reloop ASIO (ASIO)	Out 1 & 2	48000 Hz, Int16LSB, 16 ch
headphones	Reloop ASIO (ASIO)	Out 3 & 4	48000 Hz, Int16LSB, 16 ch
mic	Reloop ASIO (ASIO)	In 3 & 4	48000 Hz, Int16LSB, 16 ch
timecode 1	Reloop ASIO (ASIO)	In 1 & 2	48000 Hz, Int16LSB, 16 ch
-- NEW --			

### **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 Center: <http://support.reloopdj.com/>

Reloop Terminal Mix 4 product page: <http://www.reloop.com/reloop-terminal-mix-4>

Reloop Terminal Mix 4 User Guide:

[http://www.reloop.com/media/catalog/product/pdf/2/2/4/224849\\_Reloop\\_IM.pdf](http://www.reloop.com/media/catalog/product/pdf/2/2/4/224849_Reloop_IM.pdf)

Hardware Integration Department



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