

VERSION

8

Operation Guide

# VIRTUALDJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE

# stanton CMP.800



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# Installation

## Firmware & Drivers

No drivers is required to be installed nor a firmware update is available at the time this manual is written, however verify with the product's webpage at <http://www.stantondj.com/stanton-media-players/cmp800.html>

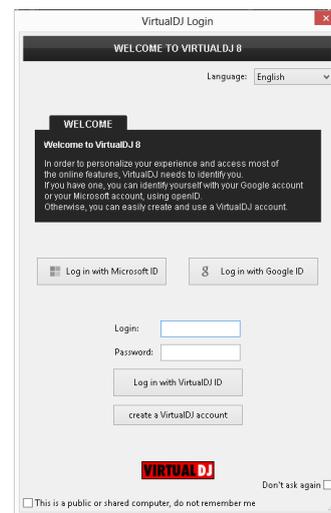
## VirtualDJ 8 Setup

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 Controller** or a **Subscription License** is required to use the Stanton CMP.800 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>



**Connect** your American Stanton CMP.800 to your computer using the provided **USB** cable and power On the unit.

A **detection** window will appear next, asking to verify the proper connection.



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

## Advanced Setup

### MIDI Operation

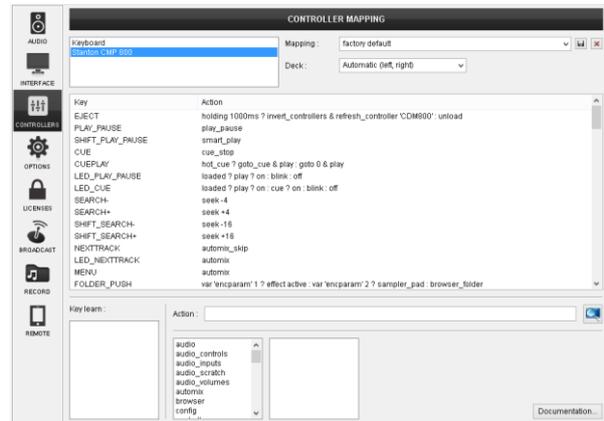
The unit should be visible in the CONTROLLERS tab of Config and the “factory default” available/selected from the Mappings drop-down list.

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 CMP.800 unit (if more than 1 is connected) will be additionally displayed in this window, and any modifications in the mapping file will affect all units.*

Find more details at

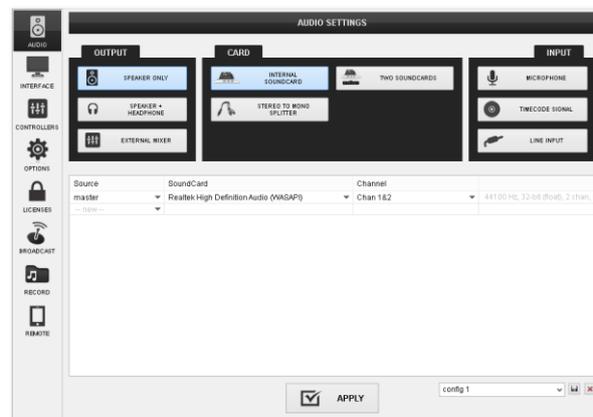
<http://www.virtualdj.com/wiki/VDJscript.html>



### AUDIO Setup

The unit is **not offering a built-in audio interface** (sound card), therefore no special button for the Stanton CMP.800 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.stantondj.com/pdf/manuals/CMP800%20manual\\_English.pdf](http://www.stantondj.com/pdf/manuals/CMP800%20manual_English.pdf)

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.** Press and hold this button for more than 1 second to set the Stanton CMP.800 to MIDI mode and allow to the unit to control a VirtualDJ deck. Notice that the unit will still be detected as a MIDI device, however it will not control any VirtualDJ operation if the unit is not on MIDI mode.

**S. SHIFT.** Press and hold this button to access secondary functions of other controls on the CMP.800.

- 1. PLAY.** Plays / Pauses the track. Hold **SHIFT** and then press this button to enable/disable **Smart Play**
- 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 press this button to stop the deck at the **beginning of the track**

- 3. CUE PLAY.** Press this button to **jump the track to the last used Cue Point** (If you did not set a Cue Point, then it will return to the beginning of the track.) and **continue playing** from that point.
- 4. SEARCH.** Use these buttons to **move** the loaded track forward/backwards by **4 beats** (seek). Hold **SHIFT** down and then use these buttons to **move** the loaded track forward/backwards by **16 beats** (fast seek).
- 5. MIX NEXT.** When Automix is enabled (led will be on), use this button to force automatic mixing with the next track of the Automix List.
- 6. MENU.** Use this button to cycle through the available **side panels** (Effects, HotCues and Loops) of the default 2 decks skin of VirtualDJ 8. Hold **SHIFT** down and then use this button to cycle through the available **center panels** of the default 2 and 4 decks skins of VirtualDJ 8 (MIXER, VIDEO, SCRATCH and MASTER)
- 7. REV.** Press this button down to **play the track in reverse**. Hold **SHIFT** down and then use this button to play in reverse but when disabled the track will continue to play from the position it would have been if the button was never pressed (**sensor**).
- 8. TRACK.** Use this encoder to **scroll through** the **tracks** of **Songs List**. **Push** the encoder to **load** the selected **track** to the deck.  
Hold **SHIFT** down and then use this encoder to **scroll** through the tracks of the **Sideview**. Hold **SHIFT** down and then **push** the encoder to **load** the selected track **to the Automix list** of Sideview

- 9. FOLDER.** Use this encoder to **scroll through** the **Folders** list of the Browser. **Push** the encoder to **open/close subfolders**.  
Hold **SHIFT** down and then use this encoder to cycle through the available **windows** of the **Sideview** (Automix, Sidelist, Sampler, Karaoke and Clones/Shortcuts). Hold **SHIFT** down and then push the encoder to **open/close** the **Sideview** window of Browser
- 10. PLAYER.** Use these buttons to select which software **deck** will be **controlled** by each one of the Stanton CMP.800 players. The LCD screen will display the selected deck (PLAYER A for deck 1 or PLAYER B for deck 2)
- 11. EJECT.** Press this button to **unload** the deck
- 12. SGL/CONT.** Use this button to enable/disable the **Automix** on the selected deck.
- 13. TIME.** Use this button to **cycle the Time Display** format of the default 2 decks VirtualDJ GUI (Remain, Elapsed and Total).  
*Note: No time display or any other information is available for the LCD screen of the CMP.800 (firmware limitation).*
- 14. LOOP SET <.** Press this button to **half** the size (in beats) of the **Loop**.
- 15. LOOP LEDS.** These leds will indicate the size of the triggered loop in beats. Starting from left the red leds will show sizes of 1/2, 1, 2, 4, 8 and 16 beats. The first led will light green if a ¼ loop is selected and the last led will light up green if a 32 beats loop is selected
- 16. LOOP SET >.** Press this button to **double** the size (in beats) of the **Loop**.
- 17. LOOP SET.** Use this button to enable/disable an **auto-loop** of a predefined size in beats (red led will be turned on when enabled).  
Hold SHIFT down and then use this button to enable/disable the **Smart Loop** mode. If enabled, the green led will be turned on and VirtualDJ will automatically adjust the length of the manual loop (using IN and OUT) to the nearest size in order a seamless (on beat) loop to be offered.
- 18. HOLD.** Press this button to enable/disable the **temporary effect mode**. If enabled (led will blink), the triggered effects will act temporary (while pressed)
- 19. X PRM.TIME.** If an effect is enabled, press this button and then use the jogwheel to adjust the **1<sup>st</sup> parameter** of the triggered **effect**. The led of this button will blink while this operation is selected. Press again to return the jog to its normal mode.
- 20. ECHO.** Press this button to enable/disable the **Echo** effect on this deck
- 21. FLANGER.** Press this button to enable/disable the **Flanger** effect on this deck
- 22. FILTER.** Press this button to enable/disable the HPF/LPF **Filter** effect on this deck

- 23. Y PRM.RATIO.** If an effect is enabled, press this button and then use the jogwheel to adjust the **2<sup>nd</sup> parameter** of the triggered **effect**. The led of this button will blink while this operation is selected. Press again to return the jog to its normal mode.
- 24. BEAT LOOP.** Press this button to enable/disable the **Beat Grid** effect on this deck
- 25. START TIME.** Use this knob to define the startup speed (the time that the software jogwheel will take in order to gain its normal speed when the track is started)
- 26. STOP TIME.** Use this knob to define the brake speed (the time that the software jogwheel will take in order the track to stop completely when paused)
- 27. IN.** Press this button to **set a Loop In** (Entry point).  
Hold **SHIFT** down and then press this button to set the Jogwheel to **Loop In mode** and (fine) adjust the Loop In point using the jog (36) when a loop is enabled. The Led of the button will blink to indicate the Loop In Wheel mode. Press again to return the Jogwheel to Jog mode
- 28. OUT.** Press this button to **set a Loop Out** (Exit point).  
Hold **SHIFT** down and then press this button to set the Jogwheel to **Loop Out mode** and (fine) adjust the Loop Out point using the jog (36) when a loop is enabled. The Led of the button will blink to indicate the Loop Out Wheel mode. Press again to return the Jogwheel to Jog mode.
- 29. RELOOP.** Press this button to **exit a Loop** if enabled or trigger the last used/saved loop if not (**reloop**).  
Hold **SHIFT** down and then press this button down to set the Jogwheel to **Loop Move mode** and (fine) adjust the size of the loop using the jog (36) when a loop is enabled. The Led of the button will blink to indicate the Loop move Wheel mode. Press again to return the Jogwheel to Jog mode.
- 30. WHEEL MODE.** Use this button to cycle through **PITCH BEND** (CD) mode, **VINYL** (Scratch) or **Touch Return** mode. The 3 colored leds will indicate the selected mode each time.  
In **PITCH BEND** mode, use the Jogwheel to bend (temporary speed up – slow down the tempo of the track).  
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 **Touch Return** mode, each time you **touch** the jogwheel (the touch-sensitive part), the track **will jump to the previously stored/used Cue point** and will continue to scratch from that position.
- 31. TEMPO RANGE.** Press this button to select the next available **range** for the **Pitch Fader** (available values  $\pm 6\%$ ,  $\pm 10\%$ ,  $\pm 16\%$  and  $\pm 100\%$ ).  
The **Leds** above this button will indicate the selected pitch range.
- 32. 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.

- 33. 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.
- 34. 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.
- 35. TAP.** (SYNC) Press this button repeatedly (on tempo) to **manually tap** the tempo of the track  
Hold **SHIFT** down and then use this button to 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**.
- 36. JOG.** Touch sensitive jogwheel. Use the jogwheel to scratch (in SCRATCH mode is selected), pitch bend (in PITCH BEND mode) or CUE jump (Touch Return mode). Hold **SHIFT** down and then use the jogwheel to **fast seek** through the track.  
The Jogwheel also offers Loop In, Loop Out and Loop Move adjustment (see IN, Out and RELOOP buttons)
- 37. SAMPLE.** Press this button to set the 4 numbered buttons (38) to **Sampler mode**. Hold **SHIFT** down and then use this button to select and load the **next** available **bank** of the VirtualDJ Sampler.
- 38. BUT1-4.** The 4 numbered buttons offer different functions depending on the selected mode.
- In HotCue mode** (default mode), the 4 numbered buttons **assign a Hot Cue Point (1 to 4)** 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.
- In HotCue Clear mode** (blue leds will blink if a HotCue is assigned) press any of the 4 numbered buttons to **delete** its assigned Hot Cue Point.
- In HotCue Save mode** press any of the 4 numbered buttons to **assign a Hot Cue Point (1 to 4)** without returning the track that position (set on the fly)
- In Sampler mode** the 4 numbered buttons will **trigger a Sample (1 to 4)** from the selected Bank of VirtualDJ. The Leds of these buttons will be turned on red if a sample slot is loaded and will blink if triggered  
Hold **SHIFT** down and then press a button to **stop** the corresponding **sample** (useful if the selected Sampler Trigger mode is set to Stutter or Unmute)
- 39. SAVE** Press this button to set the 4 numbered buttons (38) to **HotCue Save mode**
- 40. CLEAR.** Press this button to set the 4 numbered buttons (38) to **HotCue Clear mode**

## 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>

Stanton web-page: <http://www.stantondj.com/>

Stanton Contact: <http://www.stantondj.com/contact-stanton.html>

Stanton CMP.800 product page:

<http://www.stantondj.com/stanton-media-players/cmp800.html>

Stanton CMP.800 User Guide:

[http://www.stantondj.com/pdf/manuals/CMP800%20manual\\_English.pdf](http://www.stantondj.com/pdf/manuals/CMP800%20manual_English.pdf)

Hardware Integration Department



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