VIRTUAL DJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

Numark

MIXTRACK II

atomix
PRODUCTIONS
SOUND TECHNOLOGY PROVIDER

Table of Contents

INSTALLATION

Firmware & Drivers

No drivers are required to be installed and no firmware update is currently available. Mixtrack II is a USB Class compliant device, however always check the Numark website for any updated notifications
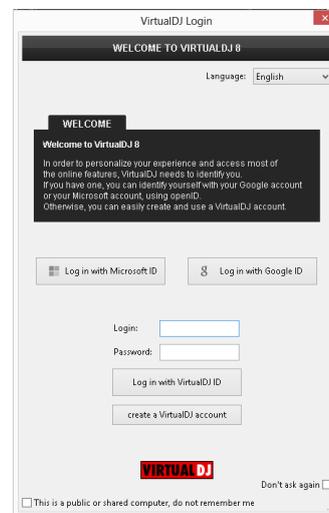http://www.numark.com/product/mixtrack-ii

Simply connect the Mixtrack II USB socket (E) with a USB port of your computer and let your Operating system to install the necessary OS drivers.

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 Numark Mixtrack II. 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

A detection window will appear next, asking to verify the proper connection. Click to **OK**.
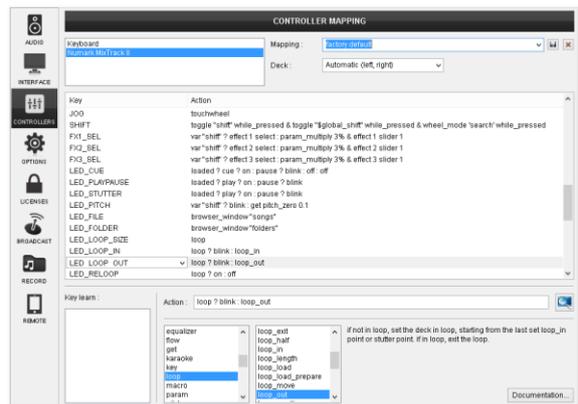
The unit is now **ready** to operate.

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.
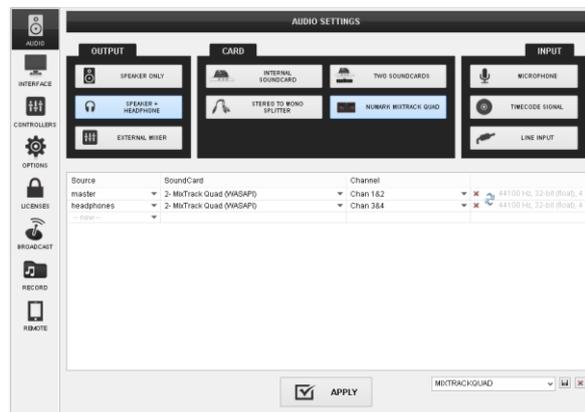
Find more details at
http://www.virtualdj.com/wiki/VDJscript.html

AUDIO Setup

The unit is not offering any **pre-defined** Audio configuration, as no built-in audio interface is offered. Depending on the sound card you need to use, manually create the necessary Master and Headphones audio configuration. See more in Advanced Audio Setup
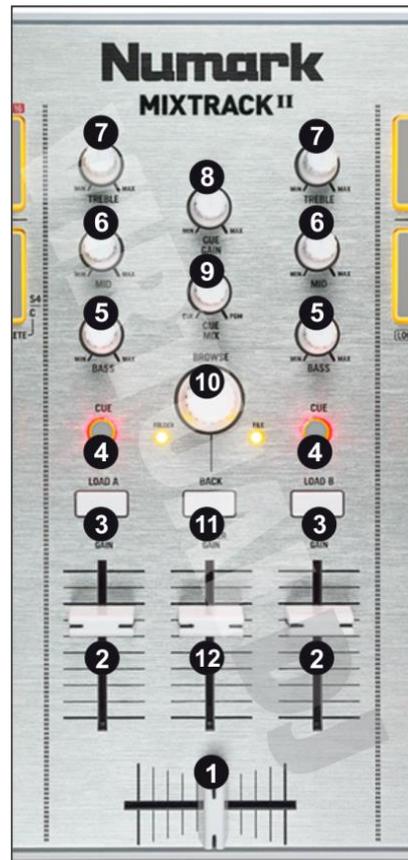
For further VirtualDJ settings and features please refer to the User Guides of VirtualDJ 8.
http://www.virtualdj.com/wiki/PDFManuals.html

A. MIXER

1. **CROSSFADER.** Blends audio between the left and right channels.

2. **VOLUME.** Channel Volume Faders

3. **LOAD**. Press these buttons to **load** the selected track from Browser to the **left** or **right deck**. Hold **SHIFT** down and then use these buttons **to unload** the same deck.

4. **PFL/CUE.** Press these buttons to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit.

5. **EQ LOW.** Adjusts the low (bass) frequencies of the corresponding software deck.

6. **EQ MID.** Adjusts the middle (mid) frequencies of the corresponding software deck.

7. **EQ HI.** Adjusts the high (treble) frequencies of the corresponding software deck.

8. **CUE GAIN**. Adjusts the volume level of the headphone output.

9. **CUE MIX**: Turn to mix between Cue and Master in the Headphone channel. When all the way to the left, only channels routed to Cue will be heard. When all the way to the right, only the Master Output will be heard.

10. **BROWSE**. Use this encoder to **scroll** through files or folders depending on the focused Browser window. Hold **SHIFT** down and use the BROWSER encoder to cycle through the available **views of** the **Sideview** (Automix, Sidelist, Karaoke, Sampler and Clone-Shortcuts).
When focus is on the Folders list**, push** the Encoder to set the focus to the **Songs Browser Window**. If focus is on any other Browser window, push the encoder to load the selected track to the next available/free software deck. The Leds on the sides of the encoder will indicate which Browser Window is focused.
Hold **SHIFT** down and then **push** the encoder to **open/close** the **SideView** window of Browser.

11. **BACK**. Press this button to set focus to the **next** available **Browser window**. Hold **SHIFT** down and then press this button to **open/close subfolders**.

12. **MASTER GAIN**: Adjusts the Master Output Volume

B. DECKS

13. STUTTER. Press this button to play-stutter the track from the last cued position.

14. PLAY. Plays / Pauses the track.

15. CUE. When the Deck is paused, you can set a 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.

16. 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 press this button to set this deck as **Master Deck**.

17. SCRATCH. Press this button to set the Jogwheel to **Vinyl** (Scratch) or **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).

18. JOG. Touch sensitive jogwheel. Use the jogwheel to scratch (if Vinyl mode is selected) or pitch bend. Hold SHIFT down and then use the jogwheel to fast seek through the track.
The Jogwheel also offers Loop In and Loop Out point adjustment (see Manual Loop Pads mode)

19. SHIFT. Press and hold this button to access secondary functions (mainly in orange lettering) of other controls on the Mixtrack II

20. 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 used.

The Led right next to the pitch fader will be lit if the pitch is at the zero (middle position) and will blink if the values of the software and hardware pitch don't match.

21. **PITCHBEND-**. Press and **hold** down this button to **temporary slowdown** the song while pressed. When released, the track playback will return to the speed designated by the Pitch Fader

Hold **SHIFT** down and then 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.

22. **PITCHBEND+**. Press and **hold** down this button to **temporary speed up** the song while pressed. When released, the track playback will return to the speed designated by the Pitch Fader

Hold SHIFT down and then press this button to adjust the **range** of the **Pitch** Fader (to ±6%, ±8%, ±10%, ±12%, ±20%, ±25%, ±33%, ±50%, and ±100%).

C. EFFECTS & UPPER PADS

The upper 4 PADs (24) of the Mixtrack II offer **multi-slot Effect** controls and Quick Loops if SHIFT button is pressed.

Effects & Beats

23. **FX1 Enc.** Use this encoder to control the **1ˢᵗ parameter** of the selected Effect on **FX Slot 1**. Hold **SHIFT** down and then use this knob to select the Effect on **FX Slot 1**.

FX2 Enc. Use this encoder to control the **1ˢᵗ parameter** of the selected Effect on **FX Slot 2**. Hold **SHIFT** down and then use this knob to select the Effect on **FX Slot 2**.

FX3 Enc. Use this encoder to control the **1ˢᵗ parameter** of the selected Effect on **FX Slot 3**. Hold **SHIFT** down and then use this knob to select the Effect on **FX Slot 3**.

24. **FX1 ON:** Press this button to **trigger** the selected **Effect on FX Slot 1.**

Multi FX mode – 2 Decks default GUI

FX2 ON: Press this button to

trigger the selected **Effect on FX Slot 2.**

FX3 ON: Press this button to **trigger** the selected **Effect on FX Slot 3.**

Multi FX mode – 4 Decks default GUI

25. **BEATS.** Use this encoder to **move** forward/backwards **the track by 1 beat** per step. Hold SHIFT down and then use the encoder to **shift the CBG** (Beatgrid) of the track forward/backwards **by 1 beat** per step.

26. **TAP.** Press this PAD to **manually tap the tempo** of the track (if necessary). If the track is paused, one press of the button will move the First Beat to the current position. If the track is paying at least 4 taps (on the tempo) is required for the new tempo to be calculated.

Quick Loops

Press and **hold SHIFT** (19) down and then use the 4 upper PADs (24) to **trigger a Loop** of different beats size (1, 2, 4 and 16 beats) as per the image.

D. LOWER PADS

The lower 4 PADs (27) of the Mixtrack II offer **Loop, Sampler and HotCues** controls depending on the selected mode

Manual Loop mode

Hold SHIFT down and then press the 1st PAD from left to set the lower PADs **to Manual Loop mode**. The small orange led right below the 1st PAD will be lit to indicate the selected mode.

Press the **1st** PAD to set a **Loop In** (Entry) point and then press the **2nd** PAD to set the **Loop Out** (Exit) point and trigger a manual loop.
If a Loop is enabled press the 1st or 2nd PADs to **set the Jogwheel to Loop In or Loop Out mode** and then use the jogwheel to fine adjust the Entry and Exit points of the Loop. The Leds of the PADs will blink to indicate the selected mode.

Either press the same PADs or exit the Loop in order the jogwheel to return to the Jog mode.

Use the **3rd** PAD to **exit** the Loop (if triggered) or trigger the last enabled Loop (**re-loop**).

Press the **4th** PAD to **half** the size of the Loop or hold down SHIFT and then press the same PAD to **double** its **size.**

Sampler mode

Hold SHIFT down and then press the 2nd PAD from left to set the lower PADs **to Sampler mode**. The small orange led right below the 2nd PAD will be lit to indicate the selected mode.

Each one of the 4 lower PADs (27) will **trigger a Sample** from the selected Bank of VirtualDJ. If the selected bank has less than 5 samples (slots), both sides of the Mixtrack II will control the same samples. If a bank has more than 4 samples (slots), the left side of the Mixtrack II will control samples 1 to 4 and the right side samples 5 to 8.

The Leds of the 4 PADs will be lit if a Sampler slot is loaded and will blink if the slot is playing.

Hold SHIFT down and then press the 4th PAD from left to select and load the next available Sampler Bank.

HotCues mode

Hold SHIFT down and then press the 3rd PAD from left to set the lower PADs **to HotCues mode**. The small orange led right below the 3rd PAD will be lit to indicate the selected mode.

Each one of the 4 lower PADs (27) **assigns 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. To return to that Hot Cue Point, simply press it.

Hold **SHIFT** (18) down and then press the **4th** PAD from left to enter the **Delete** HotCue mode. The Leds of the 4 Pads will blink (if a HotCue is assigned). Press the Pads to delete its assigned HotCue. Hold SHIFT and then press the 4th PAD to return to the HotCues mode.
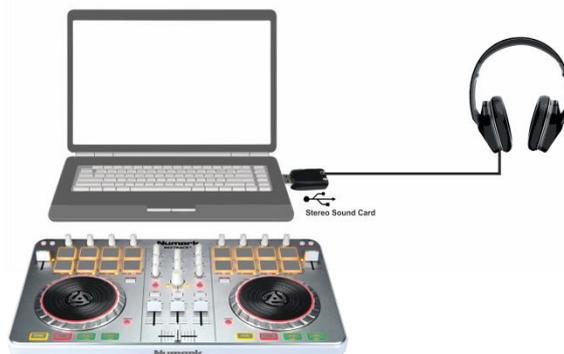
Advanced Audio Setup

The unit is not offering any **pre-defined** audio configuration, as no built-in audio interface is offered. Depending on the sound card you need to use, manually create the necessary **Master and Headphones audio configuration**.

Using the built-in sound card of your computer

In case you wish to use headphones, so that you can play one track to the crowd and listen to the next track in headphones; you will need to utilize one of the following configurations.

a) Your computer has a **single stereo output** and you wish to listen to the Master Output through your computer's built-in speakers. In this case, you will need a **single stereo USB sound card** to connect your Headphones.

Connections

Speakers & Headphones with USB sound card - Connections
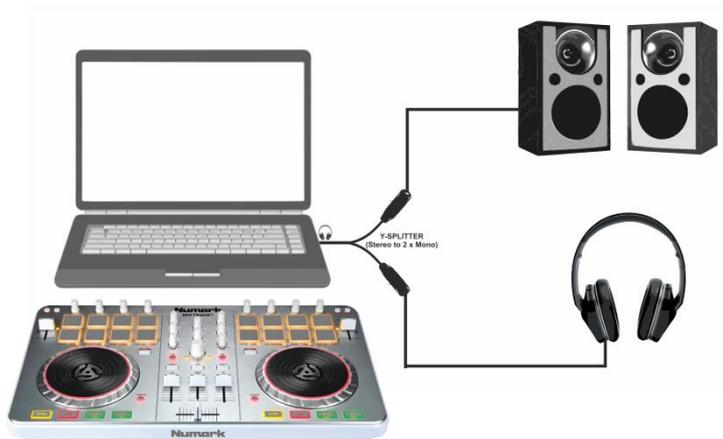
Audio Setup
Select the **SPEAKER+HEADPHONE** and **TWO SOUND CARDS** options. VirtualDJ will then route the Master Output to the 1st stereo channel of your computer's built-in sound card and Headphones to the 1st stereo channel of your USB sound card. Click **APPLY**

Speakers & Headphones with USB sound card - Audio Setup

b) Your computer has a single stereo output and you wish to listen to the Master Output though external amplified speakers. In this case a **Y-Splitter** cable (adaptor) **Stereo to 2 Mono Outputs** is required. Connect the cable to your computer's sound output and one end to your speakers and the other to Headphones.
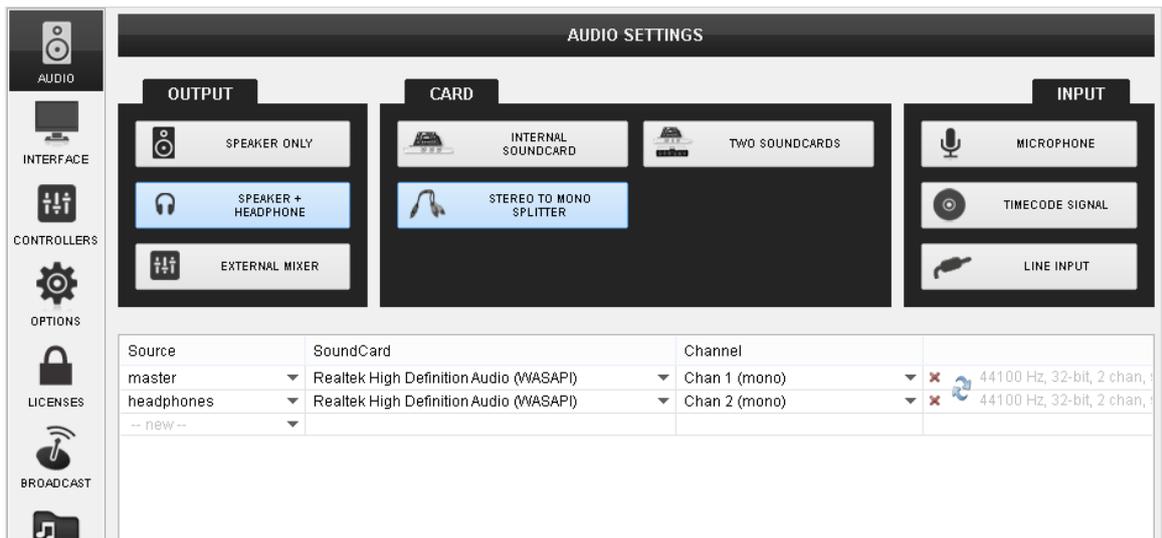
Connections

Speakers & Headphones with Y-Splitter - Connections

Audio Setup
Select the **SPEAKER+HEADPHONE** and **STEREO TO MONO SPLITTER** options.
VirtualDJ will then route the Master Output to the 1st mono channel and Headphones to the 2nd mono channel of your computer's built-in sound card. Click **APPLY**
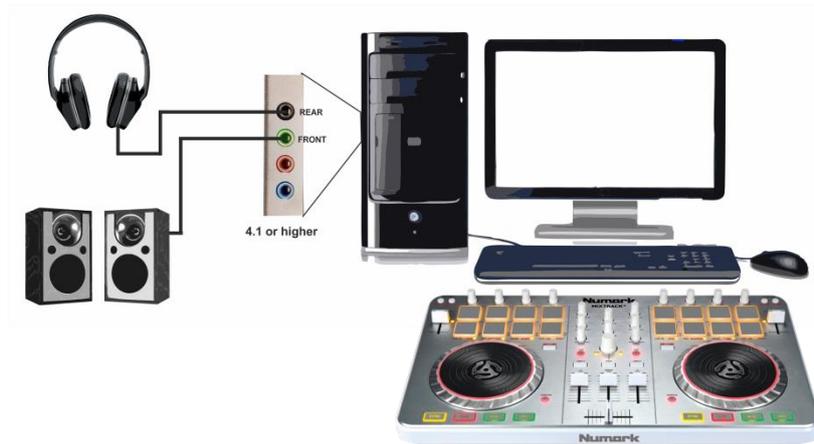

Speakers & Headphones with Y-Splitter - Audio setup

Since the audio Output on both Speakers and Headphones will be Mono, this type of configuration is <u>not recommended</u>.

c) Your computer has a built-in **soundcard** with at least **2 stereo outputs** (4.1 or higher)

Connections

Speakers & Headphones with 4.1 or higher - Connections

Audio Setup
Select the **SPEAKER+HEADPHONE** and **INTERNAL SOUND CARD** options. VirtualDJ will then route the Master Output to the 1st stereo channel and Headphones to the 2nd stereo channel of your computer's built-in sound card. Click **APPLY**

Speakers & Headphones with 4.1 or higher - Audio setup

Using a USB multi-channel sound card

The **recommended** audio configuration and connection for proper monitoring with the Numark Mixtrack II is to use a multi-channel USB sound interface with **at least 2 stereo channels** such as the **Numark DJ IO 2** http://www.numark.com/product/djio-2

The Numark DJIO2 is a USB class compliant audio interface so no drivers are required to be installed. Simply connect the DJIO2 with a USB port of your computer and follow the connections below.

Connections

Audio Setup
The Numark DJIO2 has a pre-defined audio configuration and a special button will be available at the CARD tab of the AUDIO setup window. Simply click on that button in order the audio configuration with Master and Headphones to be created.
Click **APPLY**

Speakers & Headphones with Numark DJIO2 - Audio setup

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

Numark web-page: http://www.numark.com
Numark Support Center: http://www.numark.com/support
Numark Mixtrack II product page: http://www.numark.com/product/mixtrack-ii
Numark Mixtrack II User Guide:
http://www.numark.com/images/product_downloads/Mixtrack_II_-_User_Guide_-_v1.0.pdf

Hardware Integration Department

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