

VERSION

8

Operation Guide

VIRTUAL DJ

AUDIO & VIDEO MIXING
DJ SOFTWARE



beatmix 2



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INSTALLATION

Firmware & Drivers

Firmware: Update the firmware of the unit to the latest version from <http://www.reloop.com/reloop-beatmix-2>

Drivers (for Windows only): Install the latest Reloop ASIO drivers from <http://www.reloop.com/reloop-beatmix-2>

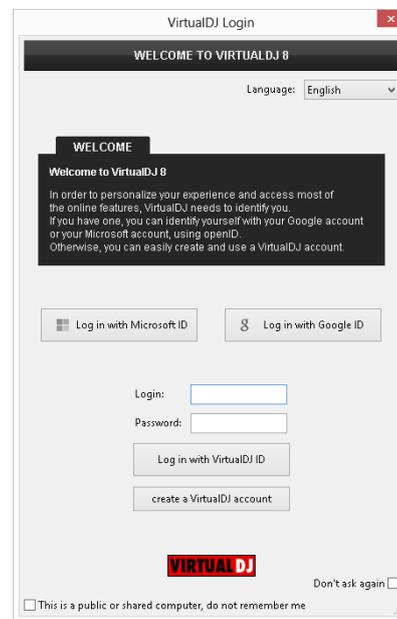
No drivers are required for Mac OSX computers

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 Beatmix 2. 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 Beatmix 2. You can still change that from Settings->AUDIO tab.

Click on the “Use Soundcard” button and connect your amplifier or a pair of powered speakers at the Master Output of the unit and your Headphones at the front socket.

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



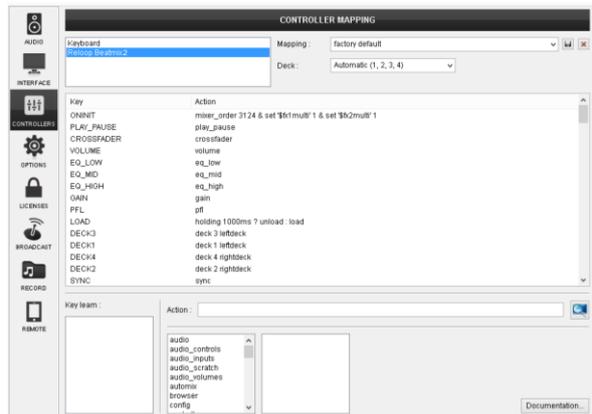
Advanced Setup

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.

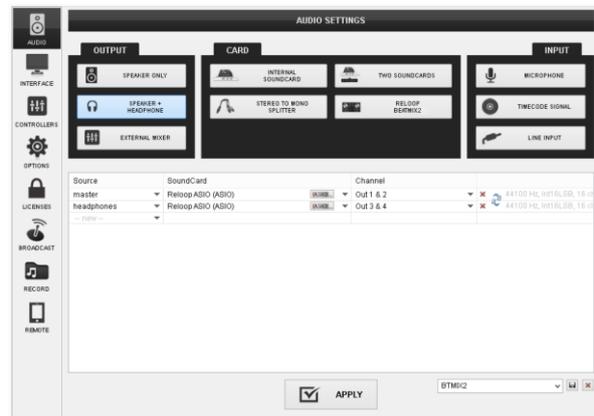
Find more details at

<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.



A. TRANSPORT



1. **SHIFT**. Press and hold this button to access secondary functions of other controls on the Beatmix 2.
2. **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** (for 4 decks skins).
3. **CUP**. Press this button to **return** to the last paused position and **play** the track from there when the button is **released**. Hold **SHIFT** down and then press this button to select the **next** available **pitch range**
4. **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.

Press and hold Shift and then press this button to return to the beginning of the track.

5. **PLAY/PAUSE**. **Play / Pause** the track. Hold **SHIFT** down and then press and **hold** this button to **play** the track in **reverse**. Once the button is released, the track will continue to play from the position it would have been if the reverse play was never triggered (**cancel**)

B. TEMPO & JOG

6. **PITCH.** Controls the track's playback **tempo**. The **blue led** indicates that the pitch fader of the unit is on **zero** (center) position
7. **PITCH-.** Press and keep holding this button down to temporary **slowdown** the speed of the track. Hold **SHIFT** down and then press this button to select the **Single FX mode** (see EFFECTS)
8. **PITCH+.** Press and keep holding this button down to temporary **speed up** the track. Hold **SHIFT** down and then press this button to select the **Multi FX mode** (see EFFECTS)



9. **JOGWHEEL.** Touch sensitive platter for scratching (vinyl mode), bending (CD Mode) or Seek mode. Touch the 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)

C. EFFECTS



The Reloop Beatmix 2 offers 2 modes for the Effects control. In the **Multi Effect mode**, the effect units offer control for **3 Effect slots** with 1 effect parameter for each, while the **Single Effect mode** offers a **single Effect slot** but more effect parameters. Use the **SHIFT+PITCH-/+** (9/10) buttons to choose one or the other mode.

10. FX1 knob.

In **Multi Effect mode** the knob controls the **1st parameter** of the selected effect of **FX Slot 1**. Hold **SHIFT** down and use this knob to select the next effect for the Effect Slot 1. When the knob is at the minimum **position (0%)**, the effect is **not active (off)**. At any other position the effect is active (on).

In **Single Effect mode** the knob controls the **1st parameter** of the selected effect. Hold **SHIFT** down and then use this knob to control the **4th parameter** of the selected Effect

11. FX2 knob.

In **Multi Effect mode** the knob controls the **1st parameter** of the selected effect of **FX Slot 2**. Hold **SHIFT** down and use this knob to select the next effect for the Effect Slot 2. When the knob is at the minimum **position (0%)**, the effect is **not active (off)**. At any other position the effect is active (on).

In **Single Effect mode** the knob controls the **2nd parameter** of the selected effect. Hold **SHIFT** down and then use this knob to control the **5th parameter** of the selected Effect

12. FX3 knob.

In **Multi Effect mode** the knob controls the **1st parameter** of the selected effect of **FX Slot 3**. Hold **SHIFT** down and use this knob to select the next effect for the Effect Slot 3. When the knob is at the minimum **position (0%)**, the effect is **not active (off)**. At any other position the effect is active (on).

In **Single Effect mode** the knob controls the **3rd parameter** of the selected effect. Hold **SHIFT** down and then use this knob to control the **6th parameter** of the selected Effect

13. BEATS ENC.

In **Multi Effect mode** turn the encoder to **move** the track forward or backwards by **1 beat**. Push the encoder to manually tap the tempo of the track.

In **Single Effect mode** turn the encoder to **select** the **Effect**. Push the encoder to **activate** (on/off) the selected Effect.

In **both modes**, hold **SHIFT** down and then turn the encoder to **adjust (shift)** the **CBG** of the track. Hold **SHIFT** down and then **push** the encoder to **set** the current track's position as **Fist (Down) Beat**.

D. PADS

Pads (14) offer **3 different modes**, depending on the **PAD MODE** buttons (15). Press PAD MODE button **A** to receive the **HotCues-Loop mode**. Press the PAD MODE button **B** to receive the **Sampler mode**. Press **both** PAD MODE buttons **A and B** at the same time (both Leds will be on) to receive the **HotCues-Sampler mode**



HotCues-Loop mode

Press the PAD MODE button **A** to set the PADS to **Hotcues-Loop mode**.

Each one of the **4 top pads** 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 up blue.

Each one of the **4 bottom pads** triggers a **loop** of a **different size** (in beats), as per the image.



Hold **SHIFT** down and then press one of the 4 top pads to **delete** its assigned Hot Cue Point.

Hold **SHIFT** and then use the 4 bottom pads to set and trigger a manual loop.

Pad **Nr.5** is assigned as a **smart loop button**. Press the pad to set a **Loop In** (Entry) point. Press the same pad again to set a **Loop Out** (Exit) point and trigger the manual loop. Press once again to **exit** the loop.

Use Pads **Nr.6 and 7** to **half** and **double** the **size** of the Loop.

Use Pad **Nr.8** to trigger the last used Loop (**reloop**)



Sampler mode

Press the PAD MODE button **B** to set the PADS to **Sampler mode**.

Each one of the 8 pads **triggers a sample slot** from the selected Sampler Bank of VirtualDJ. If a bank has less than 9 samples, both sides of the Beatmix 2 will control the same samples. If a bank has more than 8 samples, the left side of the Beatmix 2 will control samples 1 to 8 and the right side samples 9 to 16. The Leds of the pads will be on if a sampler slot is loaded and will blink if plays.



Hold **SHIFT** down to receive additional parameters of the Sampler.

Use **Pads 1 to 4** to select the 4 first (default) banks of VirtualDJ Sampler

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



HotCues-Sampler mode

Press both the PAD MODE buttons **A** and **B** to set the PADS to **HotCues-Sampler mode**.

Each one of the **4 top pads** 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 up blue.

Each one of the 4 bottom pads **triggers** a **sample slot** from the selected Sampler Bank of VirtualDJ. If a bank has less than 9 samples, both sides of the Beatmix 2 will control the same samples. If a bank has more than 8 samples, the left side of the Beatmix 2 will control samples 1 to 4 and the right side samples 9 to 12. The Leds of the pads will be on if a sampler slot is loaded and will blink if plays.



Hold **SHIFT** down and then press one of the 4 top pads to **delete** its assigned Hot Cue Point.

Hold **SHIFT** down and use the bottom Pads to **select** the 4 first (default) **banks** of VirtualDJ Sampler



E. MIXER & BROWSER

16. **CROSSFADER.** Blends audio between the channels assigned to the left and right side of the crossfader.
17. **VOLUME.** Adjust the Volume of each channel.
18. **SAMPLER VOLUME.** Adjust the Volume of the Master Sampler Output.
19. **CUE.** Press these buttons to send each channel/deck to the Headphones Output Channel (PFL)
20. **LOAD.** Press these buttons to load the selected track from the Browser to left or right deck. Hold **SHIFT** down and then press one of these buttons to enable the **Fader Start** on a deck.
21. **EQ LOW.** Adjust the **Low** (Bass) frequencies for each mixer channel.
22. **EQ MID.** Adjust the **Mid** frequencies for each mixer channel.
23. **EQ HIGH.** Adjust the **High** (Treble) frequencies for each mixer channel.
24. **GAIN.** Adjust the **Gain** of each mixer channel.
25. **MASTER VOLUME.** Adjust the level of the Master Output. Hardware operation - movement not visible on the VirtualDJ GUI
26. **HEADPHONES LEVEL.** Adjust the Volume Output of the Headphones Channel.



27. **HEADPHONES MIXING.** Adjust how the Channels and the Master Output blend at the Headphones Channel.
28. **BROWSE ENC.** **Scroll** through files of folders. **Push** the encoder to set focus to the **Songs List**.
Hold **SHIFT** down and then use the encoder to set **focus to the SideView** and cycle through the available **views** (Automix, Sidelist, Sampler, Karaoke, Clones) Hold **SHIFT** down and then **push** the encoder to **open/close the Sideview**.

17. **BACK**. Press this button to **set focus to the Folders List**. If focus is on the Folders List, use this button to **open/close subfolders**.
 Hold **SHIFT** down and then use this button to set focus to the **previous Browser Window** (Folders List, Songs List and Sideview).

F. INPUTS & RECORDING

The Reeloc Beatmix 2 does not offer any Input Channels for the built-in audio interface. Even though a **Microphone** Socket is offered at the front side of the unit, the signal is **directly routed through the Master Output** of the unit, therefore no Microphone line can be added in the audio configuration and the internal recording of VirtualDJ will not be able to record that.

If you still need to **record** or broadcast both your **mix and the Microphone**, the Master Output of the Beatmix 2 needs to be also routed to **an Input** of a **different sound card** (using apparently a Splitter Cable), and manually create the following audio setup.

Source	SoundCard	Channel	
master	Reeloc ASIO (ASIO)	Chan 1&2	44100 Hz, 32-bit (float), 2 chan, 896 samples
headphones	Reeloc ASIO (ASIO)	Out 3 & 4	44100 Hz, Int16LSB, 16 chan out, 16 chan in,
record	Realtek High Definition Audio (WASAPI)	In 1 & 2	44100 Hz, Int16LSB, 16 chan out, 16 chan in,
-- NEW --			

For further software settings please refer to the User Guides of VirtualDJ 8.
<http://www.virtualdj.com/wiki/PDFManuals.html>

Hardware Integration Department

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