

VERSION

8

Operation Guide

VIRTUAL DJ

AUDIO & VIDEO MIXING
DJ SOFTWARE



beatpad



Table of Contents

INSTALLATION	3
Firmware & Drivers	3
VirtualDJ 8 Setup	3
Advanced Setup.....	4
A. MIXER & BROWSER	6
B. DECK CONTROLS	7
C. EFFECTS & LOOPS	9
D. PADS	9
HotCues mode	10
Bounce Loop (Roll) mode	10
Instant FX mode.....	10
Sampler mode.....	11
F. FRONT	11
G. REAR	12
H. INPUTS & RECORDING	13

INSTALLATION

Firmware & Drivers

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

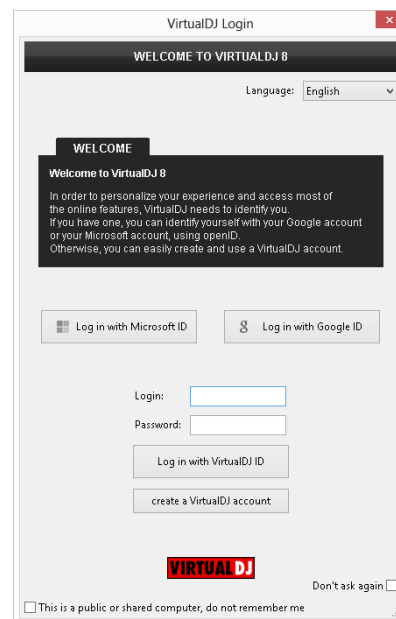
Drivers (for Windows only): Install the latest Reloop ASIO drivers from <http://www.reloop.com/reloop-beatpad>

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



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

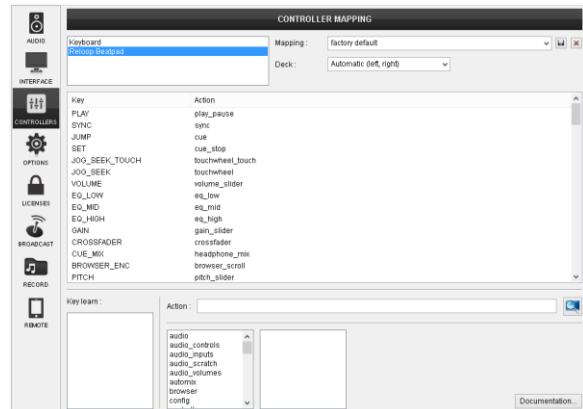
Advanced Setup

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>

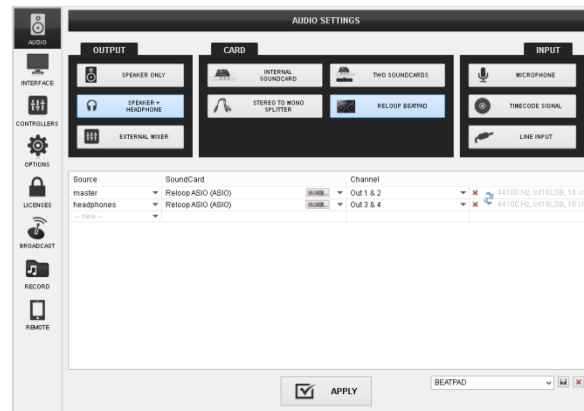


AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

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

http://www.reloop.com/media/catalog/product/pdf/2/2/6/226018_Reloop_IM.pdf



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

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



A. MIXER & BROWSER

1. **CROSSFADER.** Blends audio between left and right mixer channels.
2. **VOLUME.** Adjust the Volume of each channel. If Fader Start is enabled (3) the deck will stop at the previously used Cue if the Volume Fader reaches the minimum position and will start playing if the Volume fader moves from the minimum position.
3. **LOAD.** Press these buttons to **load the selected track** from the Browser to left or right deck. 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. The LED of the button will blink if Fader Start is enabled
4. **PFL.** Press these buttons to send each channel to the Headphones Output channel for pre-listening. Hold **SHIFT** down and then use these buttons to define which deck is **selected** (A,B indicators at the 2 decks default GUI of VirtualDJ)
5. **EQ LOW.** Adjust the **Low** (Bass) frequencies for each mixer channel.
6. **EQ MID.** Adjust the **Mid** frequencies for each mixer channel.
7. **EQ HIGH.** Adjust the **High** (Treble) frequencies for each mixer channel.
8. **GAIN.** Adjust the **Gain** of each mixer channel.
9. **MASTER VOLUME.** Adjust the level of the Master Output. Hardware operation - movement not visible on the VirtualDJ GUI
10. **HEADPHONES MIXING.** Adjust how the Channels and the Master Output blend at the Headphones Channel.
11. **HEADPHONES LEVEL.** Adjust the Volume Output of the Headphones Channel. Hardware operation – movement not visible on the VirtualDJ GUI.



12. AUX LEVEL. Adjust the Volume of the AUX Input. Hardware operation – movement not visible on the VirtualDJ GUI.

13. REC. Use this button to record your mixing with VirtualDJ.

14. BROWSE ENC. Scroll through files or folders. **Push** the encoder to set **focus** to the **next** available/visible **Browser window** (Folders, Songs List and Sideview).

Hold **SHIFT** down and then use the encoder to **cycle** through the available views of the **Sideview** (Automix, Sidelist, Karaoke, Sampler and Clones).

If focus is on the Folders list, hold **SHIFT** down and then **push** the encoder to **open/close** the subfolders. If focus is on the Songs List, hold **SHIFT** down and then push the encoder to **add** the selected **track to the Automix** List. If the focus is on the Automix List, hold **SHIFT** down and then **push** the encoder to **start/stop** the **Automix**.

B. DECK CONTROLS

S. SHIFT. Press and hold this button to access secondary functions of other controls on the Beatpad. The SHIFT button can operate as a **toggle** or a **momentary** one depending on the SHIFT switcher ().

15. PLAY/PAUSE. Plays / Pauses the track. Hold **SHIFT** down and then press this button to play the track in reverse. When released the track will continue to play from the position it would have been if the button was never pressed (**sensor**)

16. CUE JUMP. 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** and **continue to play** from that position.

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 (15) and then release both buttons.

Hold **SHIFT** down and then press this button to **stop** the track with a gradual **brake effect**.

17. SET CUE. This button has the same functionality as the JUMP CUE (16) with the difference that the deck will stop to the Cue point if the deck is playing.

Hold **SHIFT** down and then press this button to enable/disable Master Tempo (**Key-lock**)

18. SYNC. Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase.

Hold **SHIFT** down and then press this button to return and stop the deck at the beginning of the track.

19. JOGWHEEL. Touch sensitive platter for scratching (SCRATCH mode), bending (CD Mode) or Seek mode. In Scratch mode, use the jogwheel to scratch and the outer ring to bend. If the JOG SEEK mode is enabled use the jogwheel to navigate through the track (seek mode)

The jogwheel offers **multi-color leds**, which will show the playing marker, the song progress bar (in SEEK mode), and other colored combinations depending on the applied effect, loop, loop roll or Filter.

20. PITCH BEND Use these buttons **temporary slow-down/speed up the tempo** of the track. Once the buttons are released the track will continue to play at the tempo designated by the pitch fader.

Hold **SHIFT** down and then use these buttons to **jump 1 beat backwards or forward** (Beat Jump)

21. PITCH. Controls the track's playback **tempo**. The **red led** indicates that the pitch fader of the unit is on **zero** (center) position

22. JOG SCRATCH. Use this button to toggle between the **Scratch** (Vinyl) and **Bend** (CD) Jogwheel mode.

23. JOG SEEK. Use this button to set the Jogwheel to SEEK mode. If the Seek mode is enabled, use the jogwheel to fast seek through the track.

C. EFFECTS & LOOPS

24. FX ON. Use this button to enable/disable the selected effect.

Hold **SHIFT** down and then use the **left FXON** button to **trigger** the selected **Video Transition** and the **right FXON** button to **trigger** the selected **Master Video Effect**.



25. FX SELECT. Use this encoder to **select an Effect** for this deck. **Push** the encoder to **open/close** the **GUI** of the selected effect.

Hold **SHIFT** down and then use the **left FX SELECT** encoder to **select a Video Transition** and the **right FX SELECT** encoder to **select a Master Video Effect**.

Hold **SHIFT** down and then **push** the **left** encoder to open/close the **GUI** of the selected **Video Transition** and the **right** encoder to open/close the **GUI** of the selected **Master Video Effect**.

26. FX PARAM. Use this knob to control the **1st parameter** of the selected effect. Hold **SHIFT** down and use this knob to control the **2nd parameter** of the selected effect.

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

Hold **SHIFT** down and use this knob to adjust the **key** of the track. In middle position the track will have its original value.

28. LOOP SIZE. 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 **trigger** the selected size **loop**. Hold **SHIFT** down and then push the encoder to toggle between normal and **Roll Loop mode**.

29. LOOP. 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.

D. PADS

The 4 Performance Pads (31) offer **4 different modes**, depending on the **PAD MODE** buttons (30).

HotCues mode

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

Each one of the 4 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.



Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point.

Bounce Loop (Roll) mode

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

Press (and keep down) any of the 4 pads to trigger a **momentary Loop Roll** of a different size (in beats) 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.



The size of the applied Loop Roll can be adjusted with the LOOP SIZE (28) encoder as well.

Instant FX mode

Press the **INSTANT FX** mode button to set the PADS to **Effects mode**.

Press (and keep down) any of the 4 pads to apply a **momentary Effect** (Beat Grid, Flanger, Reverb or Backspin) as per the image.

The parameters of these effects can be adjusted from the FX PARAM knob (26).



Sampler mode

Press the **SAMPLER** 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 5 samples, both sides of the Beatpad will control the same samples. If a bank has more than 4 samples, the left side of the Beatpad will control samples 1 to 4 and the right side samples 5 to 8.

The LEDs of the Pads will tend to get the assigned color of each sample, however the colors may not match perfectly due to the limited offered colors of the Pads.

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

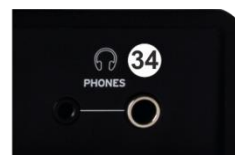
If the SAMPLER mode is selected, press **and hold down** the same Mode button to receive the **Sampler parameters**.

Use **Pads 1 and 2** to select the previous and next available **Sampler Bank**.

Use **Pads 3 and 4** to select the next sampler **trigger mode** (On/off, Hold, Stutter and Unmute)



F. FRONT



32. MIC INPUT. Connect a 1/4" microphone to this input. This input's audio signal is routed directly to the Program Mix and Cue Mix.

33. MIC LEVEL. Adjust the gain of the microphone input channel.

34. HEADPHONES SOCKET. Connect your 1/4" headphones to this output for cueing and mix monitoring.

G. REAR



- 35. AUX INPUT.** Connect your audio sources to this RCA input. The input can accept both line and phono-level signals, depending on the switcher next to the Input.
- 36. MASTER OUTPUT (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.
- 37. MASTER OUTPUT (XLR):** Connect this low-impedance XLR output to a PA system or powered monitors. The level of this output is controlled with the Master knob on the top panel.
- 38. SHIFT LOCK:** Define if the SHIFT buttons (S) will operate as toggle or momentary (while pressed).
- 39. LED DIMMER:** Adjust the brightness of the Leds when those are at the OFF position (dimmed).
- 40. USB.** This USB connection sends and receives audio and control information from a connected computer.
- 41. POWER:** Use the included power cable to connect the Beatpad to a power outlet. While the power is switched off, plug the cable into the Beatpad first, and then plug the cable into a power outlet. Use the Power Switch to turn the NS7II on and off. Turn on NS7II after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off NS7II.
- 42. POWER BUTTON.** Use the Power Switch to turn the Beatpad on and off. Turn on Beatpad after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off Beatpad.

H. INPUTS & RECORDING

The Beatpad offers 2 Inputs, an **AUX** at the rear side and a **Microphone** Input at the front. However none of these Inputs can be routed to the software mixer and recorded (or broadcasted).

The input signal of both Inputs is directly routed to the Master Output of the Beatpad (Hardware inputs).

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 Beatpad product page: <http://www.reloop.com/reloop-beatpad>

Reloop Beatpad User Guide:

http://www.reloop.com/media/catalog/product/pdf/2/2/6/226018_Reloop_IM.pdf

Hardware Integration Department



2014 - ATOMIX PRODUCTIONS

Reproduction of this manual in full or in part without written permission from Atomix Productions is prohibited.