

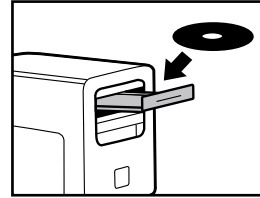


# ***DJControl MP3 LE***

 GETTING STARTED WITH DJCONTROL MP3 LE AND DJUCED™ 18°



## INSTALLATION

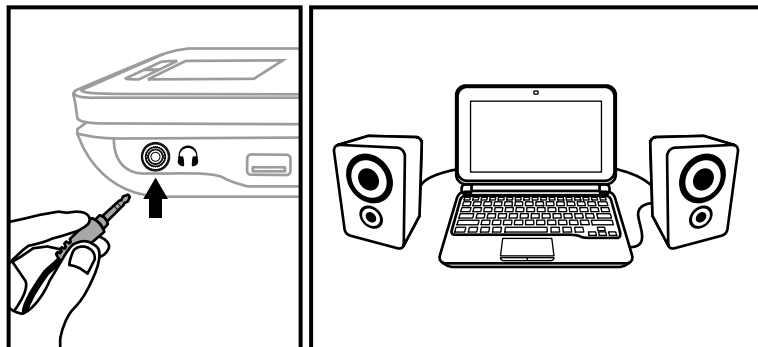


- Insert the CD-ROM.
- Run the installer program.
- Follow the instructions.

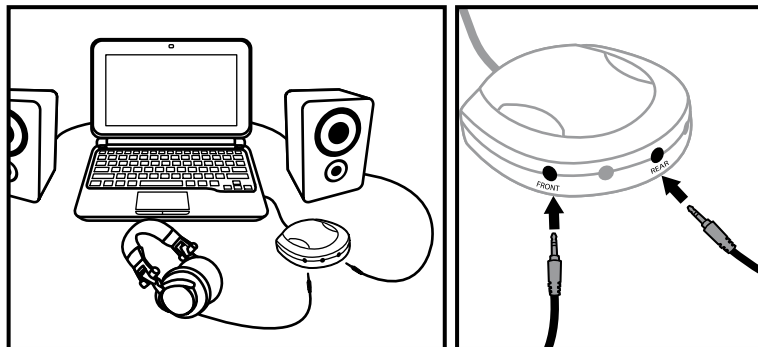


## 1 - CONNECTING SPEAKERS AND HEADPHONES

### 1.1 Connection to your computer's stereo sound card.



### 1.2 Connection to an external multichannel sound card.



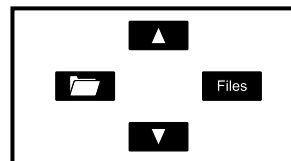
On most mass market soundcards, pre-amplification is carried out on outputs 1-2. Therefore, you should direct the "headphones" sound to outputs 1-2 and your mix to outputs 3-4.



Make sure not to connect anything to the headphones output, as doing so may affect the proper functioning of the other outputs.

## 2 - LOADING YOUR MUSIC IN DJUCED™ 18°

Use the following buttons to browse through folders and files.



Browse through the list of folders or through files:



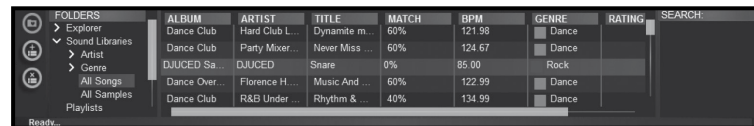
Expand/collapse folder's tree structure:



Access the list of files in a folder:



### 2.1 Browse to the location where your music files are stored on your computer.



2.2 Once you have reached the track that you want to use (the track is highlighted), press **Load A** to load the track on deck A, or press **Load B** to load the track on deck B. DJUCED™ 18° automatically analyzes the BPM (number of beats per minute) of the track you have loaded, and places a Cue point on the first beat of the track.



**DJUCED™ 18° lets you play the most popular audio file formats (mp3, wav, wma, aif...) if the codec is installed on your computer. Install iTunes, Windows Media Player... if they are not already installed on your system.**

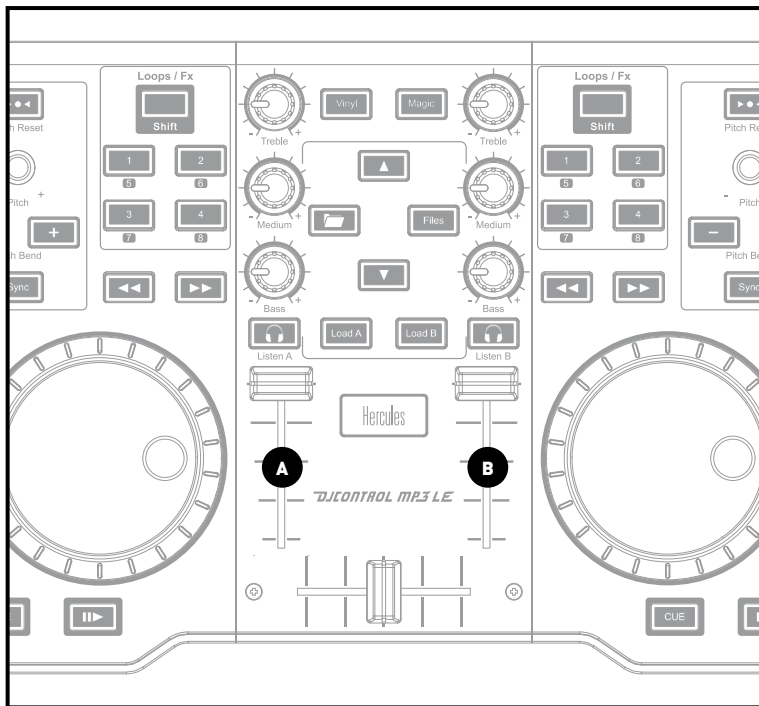
### 3 - PREVIEWING A TRACK


Previewing lets you prepare the next track to be played (following the track that you are currently playing for your audience). You can use previewing to beatmatch the next track to be played, or pause the track at a precise spot so that playback will start from this exact position. Or you can place a Cue point, which will let you start playback of the track from that point (please also see section 6 – USING CUE POINTS).

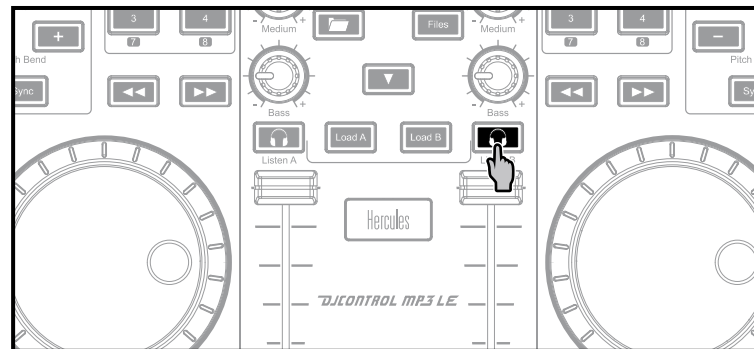


To preview a track, you must have a multichannel sound card.

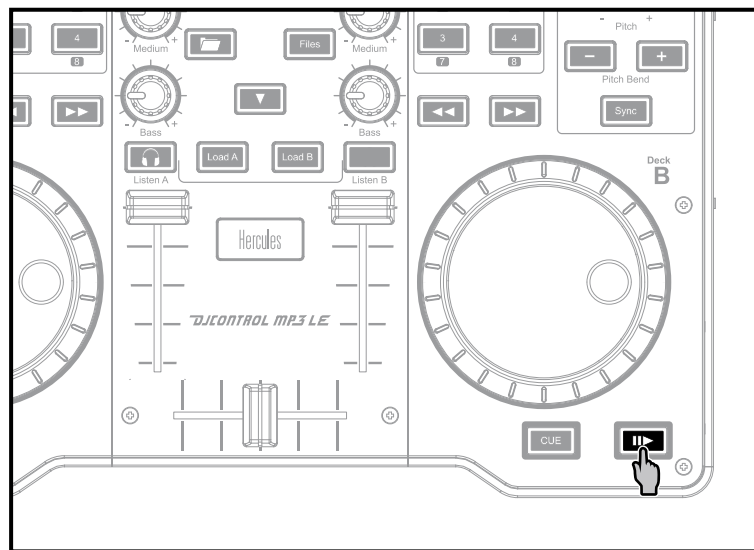
3.1 You are playing a track on deck A, and want to preview the next track on deck B.



3.2 Press the  button on deck B (the deck on which the track that you want to preview is loaded).



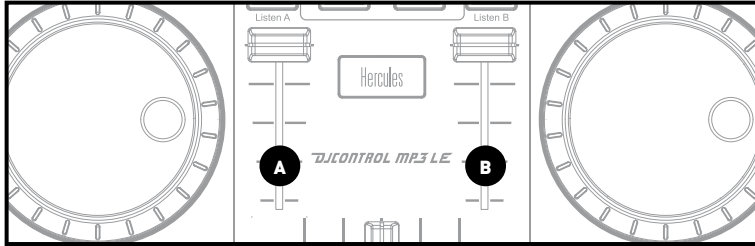
3.3 Start playing the track to be previewed on deck B. Prepare the track (beatmatch the track, place a Cue point...).



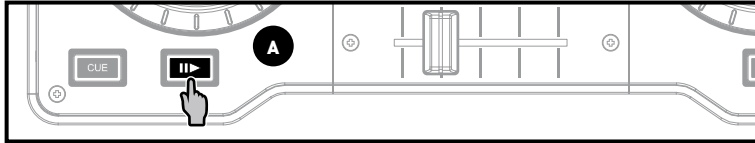
## 4 - MIXING TRACKS

Mixing tracks means to link up songs, one after another, without any gaps or silences between them.

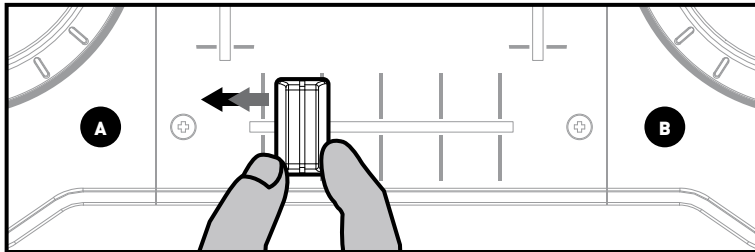
4.1 You have loaded a track on each deck (A and B). Position the volume faders as shown below.



4.2 You start off by playing the track on deck A.

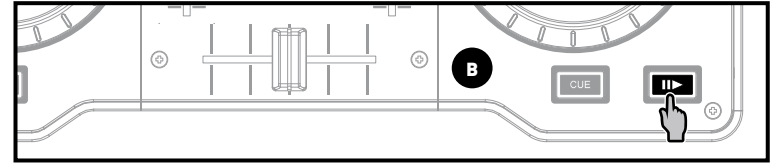


4.3 Set the crossfader to the side of the deck on which the track is playing (here, to the left).

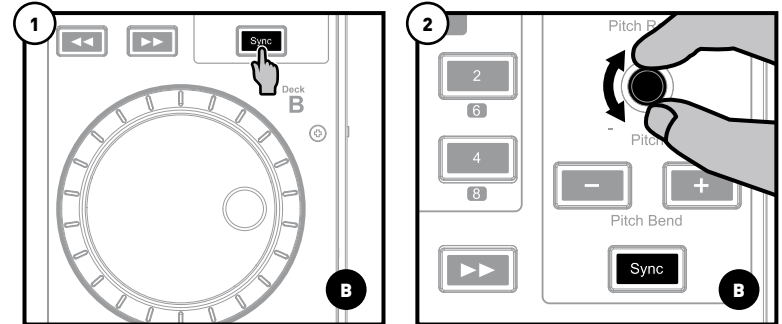


4.4 Select previewing on deck B (please see 3. Previewing a track).

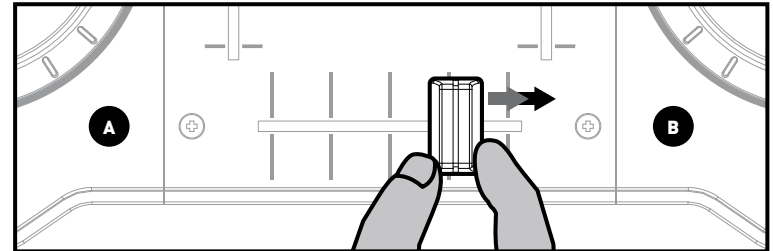
4.5 Before the end of the track being played, start playing the track loaded on deck B.



4.6 To ensure a transition at the same tempo, synchronize the BPM (number of beats per minute) of the track that you are getting ready to play. Here, press the **Sync** button on deck B (1) to make the BPM of this track match the BPM of the track that will be finishing (on deck A). Or you can adjust the BPM to match the BPM of the track on deck A using the pitch encoder (2).



4.7 To make the transition, progressively move the crossfader toward the deck on which the new track is being played (here, to the right).



## 5 - EFFECTS AND LOOPS

An effect (Fx) is a filter (or a combination of filters) which modifies the sound: echo, reverb...

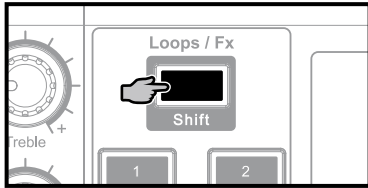
A loop is a part of a track whose beginning and end you define, and which is played repeatedly.

### 5.1 Applying an effect on a track that is loaded and playing.

Press the **Shift** button to access Fx mode.

If the **Shift** button is not lit up, you are in Loops mode.

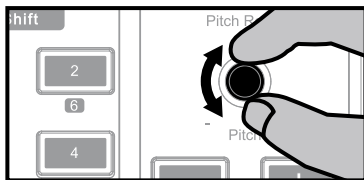
If the **Shift** button is lit up, you are in Fx mode (= effects).



In Effects mode, press a button to apply an effect, or multiple buttons to apply a combination of effects. The corresponding effect or effects are displayed in DJUCED™ 18°.



Turn the encoder to modulate the corresponding effect.

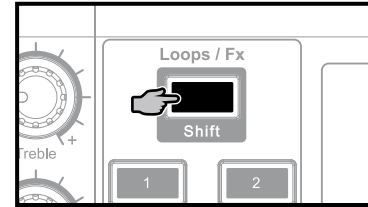


### 5.2 Creating and playing a loop from a track that is loaded and playing.

Press the **Shift** button to access Loops mode.

If the **Shift** button is not lit up, you are in Loops mode.

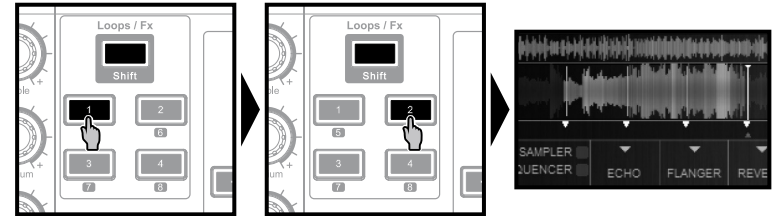
If the **Shift** button is lit up, you are in Fx mode (= effects).



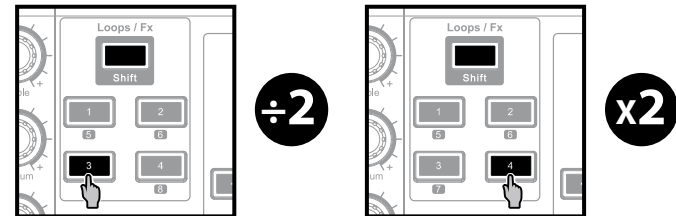
In Loops mode, when a track is playing, press button 1 to create the start of the loop (or "loop in" point), and then press button 2 at the moment where you want to mark the end of the loop (or "loop out" point).

**Use the vertical lines in DJUCED™ 18° (1 line = 1 beat), as well as the music being played, to help you determine the best place for the end of the loop.**

DJUCED™ 18° plays a part of the track as a loop. Press button 2 to exit the loop and return to normal playback.



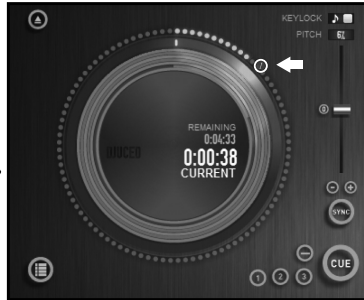
Press button 3 to divide the loop length in half, and button 4 to double the length of the loop.



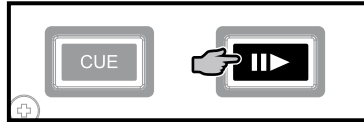
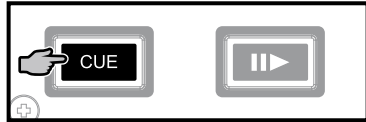
## 6 - USING CUE POINTS

A **Cue point** is a marker that you can place in a music track. It lets you start playback of the track from that point.

**6.1** While a track is playing, stop playback by pressing the **||▶** button. Then place a Cue point by pressing the **CUE** button.

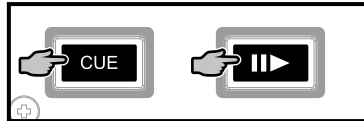


**6.2** To go to a Cue point you have already placed, start playback and press the **CUE** button. When you release the **CUE** button, playback stops. To continue playback from the Cue point, press the **||▶** button and release the **CUE** button.



**6.3** When you press the **CUE** button, playback starts from the last Cue point you have placed in the track, and stops when you release the button.

To go to a Cue point and start playback, press **CUE** + **||▶**.

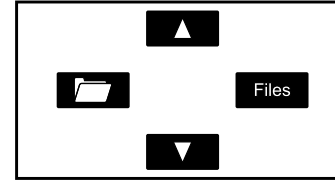


Click on **⊖** (in DJUCED™ 18°) to delete a Cue point.

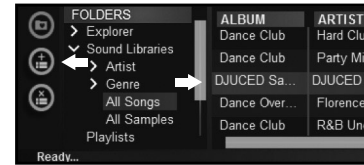


## 7 - CREATING A PLAYLIST

Highlight one of the tracks that you want to add to the playlist, using these buttons:



The **ⓘ** button appears on the left.

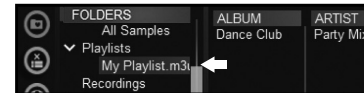


Click the **ⓘ** button to create a playlist.

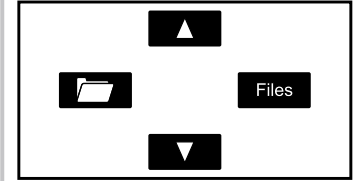
Enter a name for the playlist, then click OK.



The new playlist appears in the Playlists folder.



Return to the folder containing your music, using these buttons:



In DJUCED™ 18°, select one or more tracks using your mouse.

**By holding down the SHIFT key on your computer's keyboard, you can select several consecutive files. Drag and drop the selected files into the playlist you have created (here, "My Playlist").**

