

PCDJ Reflex DAC-3 Function List

Auto assign

Reflex is Plug and Play. Meaning it will automatically detect up to 2 Dac3 controllers and assign them to players A, B, C and Case Player. On startup the version number of the plug-in will be displayed (currently 1.0.0.0) for a second and then the LCD windows will go to its empty state, with track indicator showing the assign player (1-4).

Loading Tracks and Library

Selecting and loading a track: Scroll the Library with the JOGWHEEL on non playing side then press LOAD to load. To unload track press SHIFT+LOAD.

WAITLIST toggles Waitlist on/off

SHIFT+WAITLIST toggles Smartlist on/off

FOLDER toggles focus Smartlist/Tracklist

UP/DOWN steps playlist

Play and Setting Cues

Cue and play buttons are multi functional and works the same as in LE, that is, Play toggles play/pause and when in pause the jog does studder editing, and you hit CUE to store.

If you are already cued and want to adjust the cue, you can use BEND+- to move cue in very small steps, this also work in studder mode, or do SHIFT+JOGWHEEL to start studder editng.

Reflex has unlimited number of cue memory location, you the controllers can show up to 99 positions, use FOLDERBTN+BEND to select what cue memory to use, it will display current cue memory in the track number display (upper left corner of DAC3 display).

The hotstart shows cue memory 1-10, to store a hotstart use SHIFT+HOTSTART button, that will also select that cue memory to be the active one. To delete a hostart press CUE+HOTSTART, you can also delete active cue by pressing CUE+FOLDERBTN, punch in cue is done by pressing SHIFT+CUE, to add new cue to list press FOLDERBTN+CUE.

All cues are using quantization unless you turn that feature off, by pressing AUTO+WAITLIST (its default off). Quantize will make the cues be put on the Beatgrid, but also adjusts the small timing errors that happens when manually triggering cues, this way you can jump around in the track and the beat will be perfect, this works even without the auto sync turned off (See auto sync section). Its recommended to turn quantize on (indicated by LCD beat text), to help set the cues and make the jumps correct. .

Quantize is off by default, as this feature could be mis-understood as a latency problem. Since quantize only allows retriggering on half beats resolution. If you can't trigger cues fast enough quantize is probably on since it will only go max speed of 1/2 beat triggers, if turned off you will go instantly as fast as you can press the button. By pressing CUE when player is stopped, the player will play as long as you hold down cue, if you want it to continue, press and hold down Play and then let go of Cue.

You can also hold down cue and sample by pressing play on and off.

Looping

You can loop in 2 ways, first one is pressing AUTO+LOOPIN and a 4 beat loop will be created, second one is using LOOPIN to set start of loop and LOOPOUT to end loop.

You can expand the loop while looping with SHIFT+LOOPOUT, cut it in half with LOOPOUT, and move it with SHIFT+LOOPIN and SHIFT+RELOOP.

To reloop and exit use /RELOOP button. Quantize is used unless disabled to adjust for time errors when using loop in/out method, so it will enter perfectly in sync.

You can store a loop to any hot start while looping and then pressing and holding down RELOOP button and pressing the wanted HOTSTART button.

Now each time you hit that hostart it will start to loop.

Effects

The DAC3 has brake on APPLY+LOOPIN, dump on R btn, reverse on SHIFT+R, filter on FX btn. If the autopilot led is on (toggle with APPLY btn), then the JOGWHEEL is used for dry wet control, and SHIFT+JOGWHEEL for freq control. You select what filter to use with FX+BEND, bandwidth is controlled with APPLY+BEND, gain with APPLY+UP/DOWN.

The brake effect can be interrupted at any time by pressing CUE or PLAY, and drag from paused mode (play blinking) will slowly start the player.

A short tap on the dump (R button) effect will lock it, and a hold and releases will not lock.

Timestretch

The time stretch on the DAC3 is enabled by pressing MT btn, it does NOT check if playing so it can be switched at any time. The red LED will light up when activated, and you toggle LQ/HQ time stretch with SHIFT+MT, the HQ mode is indicated when the red mt led starts to blink.

On both controllers you can switch to +-100 range by holding down SHIFT and the moving the slider.

When switching between timestretch and pitch the hardware slider will become unsynced, you need to move towards where the value is and grab it. You can always override this by holding down SHIFT and move the slider, unsynced state is indicated by a blinking LCD "outro" text.

To do pitch shift changes on the DAC3 you press and hold MT while moving jogwheel, and when you let go of the MT button it will return to normal pitch.

Fastfwd/rev

The fast fwd/rev buttons will search in 2 speed fast and very fast use SHIFT+FFWD/FREV btn to go fast, you can also tap the buttons to do jumps, it has 2 step sizes, 10 sec or SHIFT+tap for 5sec jumps.

Scratching/Bending

Scratching on the DAC3 is selected by pressing CP button and moving the jogwheel, bend button uses static non auto increased bending.

If not pressing CP the jogwheel bends, faster rotation more bending.

Bpm matching

You can match to any player like this:

Player A short press on MATCH button match to B

Player A holding down SHIFT+short press on MATCH button match to C

Player B short press on MATCH button match to A

Player B holding down SHIFT+short press on MATCH button match to C

Player C short press on MATCH button match to A

Player C holding down SHIFT+short press on MATCH button match to B

You can also move the slider and when it sync with any other player the match led will turn on, this works even between multiple controllers.

The grab window is 0.5 bpm, so it really easy to get it to lock compared to LE.

Auto sync

To enable it press and hold down MATCH until the BEAT LCD symbol starts to blink, if you don't want to wait you can also use AUTO+MATCH to enable autosync. Added commands are available to do a quick hard lock to the grid so you don't have to wait since the autosync only allows max 1.5% changes, and you trigger hardlock by pressing AUTO+MATCH when lock is already enabled, this will quick lock the player and then go back to tiny adjustments only. Since the beat grid is a 1/2 beat resolution sometimes it will lock to the wrong half beat, use WAITLIST+BEND plus/minus to jump in half beats, you can also use SHIFT+BEND to jump whole beats.

The slider at the top of the Reflex window can be used to change all players locked to master section.

The adjustments being made to a track is indicated in the track display (except when holding down FOLDER btn then it shows active cue).

To change the master slider with the controller press SHIFT+SLIDER when player is locked to master sync and with it you can change the bpm up and down, if slider reaches the end just release SHIFT move the slider back and press SHIFT and continue changing the bpm master slider.

Mixer control

Pressing APPLY+MATCH will toggle the controller to mixer mode, the pitch slider now controls volume and you have to use the "white boy button" to sync players, since you can no longer change the pitch, but this way you can use the controller as a mixer plus play control. The mixer mode is indicated by blinking loopin led.

Hotstart 10 works as mixer cue on/off, so there are only 9 hotstarts in mixer mode.

3rd player support with a 2player controller

With a 2 player controller it is also possible to control the third by pressing APPLY+LOAD, then third player is switch to that side without stopping or changing 1 o 2 player, to go back press APPLY+LOAD again. 3rd player mode is indicated with 3 leds lit up (loopin,out, reloop).

Mixnow function

The MIXNOW button will move the mixer crossfade to its opposite side, if on zero it starts go to the right side, you can always stop it by pressing MIXNOW again or grab crossfade with the mouse, or center it back to zero with SHIFT+MIXNOW.