

# PCDJ Reflex & Denon DN-HC4500/DN-S1200, DN-HS5500/DN-HD2500

## Midi channel assignments

When setting up the Denon HC4500/S1200/5500/HD2500 to work with Reflex we tried to make it as easy as possible. If you have one of the above Denon devices, you only have to plug it in and set it to midi mode by pressing the "MIDI" button.

In preferences you select the Denon ASIO driver set the buffer size and that's it. The 5500 has 2 layer of controls, so you can control 2 player with one 5500 controller.

When having more than one controller you must change the controllers midi channel, so the 1 controller should have chn1,2, (use layer 1) second also 1,2 (use layer 2), and the third 3,4 (use layer 1), with the exception of the S1200.

So the assignments look like this:

Controller 1 (ch 1,2):

Layer 1: Player 1

Layer 2: Player 2

Controller 2 (ch 1,2): (same as player 1)

Layer 1: Player 1

Layer 2: Player 2

Controller 3 (ch 3,4):

Layer 1: Player 3

Layer 2: Caseplayer

When you start up Reflex using multiple 5500 controllers you must set the second one to layer 2, or both will control player 1

### **For S1200:**

Controller 1 (ch 1)

Controller 2 (ch 3)

**\*Reflex "player 2" will not be used by the S1200's, so you can uncheck, "player 2" under the View tab**

Open Denon DJ ASIO App. and Enable USB Audio for both players

At startup and when the players are empty the track display shows the midi channel the controller is set to.

The 4500 assign itself to what midi channels its set to, 1,2 to player A and B,, 3,4 to player C and Library player, midi channel 5,6 is not used.

On startup the 4500 will show the Version number of input .dll and also Jog resolution and Jog transmit interval, so "Jog: 3,1480" means 3mS intervals, and 1480 data transmissions /revolution if its says "Jog:no data", the user has an old firmware version and should update.

### **Loading tracks and record case**

Scroll the record case with ROTARY or JOGWHEEL, press ROTARY to load, to unload press FLIP+ROTARY.

If playing and not in jog filter mode you can scroll record case with PLAYLIST+JOGWHEEL

ROTARY selects track, FLIP+ROTARY selects active cue

PLAYLIST toggles waitlist on/off

BACK+PLAYLIST toggles smartlist on/off

BACK+BEND plus/minus selects focus for waitlist or smartlist

PLAYLIST+ROTARY selects playlist

BACK+JOGMODE and BACK+PITCH/KEY = add delete from/to waitlist

### **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 stutter 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 stutter mode, or do FLIP+JOGWHEEL to start stutter editing.

Reflex has unlimited number of cue memory location, you the controllers can show up to 999 positions, use ROTARY to select what cue memory to use, it will display

current cue memory in the track number display (upper left corner of 4500 display, we have not yet access to the 5500 LCD, but hopefully soon that will be opened for us to use).

The hotstart shows cue memory 1-5 (1-3 on 5500), to store a hotstart use FLIP+HOTSTART btn or just HOTSTART will do if nothing is already stored, that will also select that cue memory to be the active one.

To delete a hotstart press BACK+HOTSTART, you can also delete active cue by pressing BACK+MEMO, punch in cue is done by pressing MEMO, to add new cue to list press FLIP+MEMO.

All cues are using quantization (align to grid) when player is running and you set them on the fly, when using stutter edit, its not.

Toggle grid with FLIP+CONT/SINGLE (its default off).

Quantize 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 when you want to jump around in a track while playing. 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, hold 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.

The ROTARY when playing can also be used to store cues on the fly, in any cue memory, while playing select a cue and to set a cue press FLIP+ROTARY, this way you can use more than the 5 hotstarts cues for fast access by turning the rotary and use PLAY,FLIP+PLAY and CUE button to trigger them, FLIP+ROTARY when playing works for all cues.

### **Looping**

You can do loop in 2 ways, first one is pressing A1 and a 4 beat loop will be created, second one is using A2 to set start of loop and B to end loop.

You can resize the loop while looping with the ROTARY and move it with FLIP+ROTARY, you can also cut it in half each time you press B button.

To reloop and exit use EXIT/RELOOP button, A/B TRIM is not used at the moment. Quantize is used unless disabled to adjust for time errors when using

loop in/out method (A2 and B), so it will enter perfectly in sync.

All loops and cues created with MEMO, A1 and A2, stores in cue memory 0, you have to move loops if you want loops from hotstarts

You store a loop to any hot start button. While looping, press and hold down EXIT/RELOOP button and press the wanted HOTSTART button to copy loop to hotstart.

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

## Effects

The effects are on the 5500 on the 3 button by the jog wheel, BRAKE, DUMP and REVERSE plus the FILTER button, on the 4500 its EFFECT1-3.

the 4500 has brake on EFFECT1, dump on EFFECT2, reverse on FLIP+EFFECT2, filter on EFFECT3.

The 5500 has a separate rotary for filter wet EFFECT\_ROTARY and freq control

FLIP+EFFECT\_ROTARY, the 4500 uses the wet/dry with JOGWHEEL

and freq control FLIP+JOGWHEEL. By pressing ROTARY BUTTON, the rotary will control gain, and FLIP+ROTARY controls bandwidth.

On the 4500 you can enable the scratch jogwheel by pressing the JOG MODE button while filter is active, to scratch or bend, and got back to filter

by pressing EFFECT3.

The brake effect can be interrupted at any time by pressing CUE or PLAY.

A short tap on the DUMP effect will lock it, and a hold and release will not lock, (momentary).

Flanger and Echo loop is not yet used on the 5500.

## Timestretch

The time stretch on the 5500 is enabled by pressing KEY ADJUST, it does NOT check if playing so it can be switch at any time

the orange led will lit up when activated, and you toggle LQ/HQ time stretch by holding down KEY ADJUST and pressing the EFFECTS ROTARY (dry/wet) BUTTON

on the left side of the controller, the HQ mode is indicated when the orange led starts to blink.

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

When switching between timestretch and pitch the hardware slider will become un-synced, you need to move toward where the value is and grab it, you can always

override this by holding down FLIP and move the slider, an un-synced state is indicated by blinking led by the bend (+) plus button.

To do pitch shift changes on the 4500 you press FLIP+EFFECT3, that will enable the ROTARY to change pitchshift.

On the 5500 you hold down KEY ADJUST while turning the ROTARY, to reset pitchshift to normal, just press the rotary button.

## Fastfwd/rev

The fast fwd/rev buttons will search in 2 speed fast and very fast use FLIP+>> or FLIP+<< to go fast, you can also tap the buttons to do jumps, it defaults

to 10 sec jumps, but in the 4500 you can change that by going in to the bend cfg menu (hold down JOGMODE when in bend mode)

## Scratching/Bending

Scratching on the 5500 is selected by pressing PLATTER SOURCE, The bend on the 5500 is set to dynamic auto increase, the 4500 can configure it in the bend cfg menu. The scratch menu also has a new feature, scratch dir: both or fwd only, it will mute on reverse, it also has the option now to turn off inertia. (note: you will need the upcoming May 2008 software for the platter to work, shipping HS5500 version v1000 will not work)

## Bpm matching

You can match to any player like this

Player A short press on TAP/SYNC button match to B

Player A holding down FLIP+short press on TAP/SYNC button match to C

Player B short press on TAP/SYNC button match to A

Player B holding down FLIP+short press on TAP/SYNC button match to C

Player C short press on TAP/SYNC button match to A

Player C holding down FLIP+short press on TAP/SYNC button match to B

You can also move the slider and when it sync with any other player the tap led will turn on, this work even between multiple

controllers, led is orange if locked with in the same controller, yellow if it lock to another controller player.

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

### **Auto sync**

The auto sync has been improved in many ways, to enable it press and hold down TAB/SYNC until it starts to blink, if you don't want to wait you can also use CONT/SINGLE+TAPSYNC 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 CONT/SINGLE+TAP/SYNC 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 CONT/SINGLE+BEND plus/minus to jump in half beats, you can also use FLIP+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 on the 4500 (except when holding down FLIP then it shows active cue)

To change the master slider with the controller press FLIP+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 FLIP move the slider back and press FLIP and continue changing the bpm master slider.

Quantize must be enabled for autoadjustments to work.

### **Mixer control using the 4500/5500**

Pressing FLIP+TITLE will toggle the controller to mixer mode, the pitch slider now controls volume and the pitch/tempo control is moved to the rotary control, this way you can use the controller as a mixer plus play control.

To cue to headphones, press PLAYLIST and it will start to blink to indicate that cue is on for that channel.

### **3rd player support with a 2player controller (2500/4500 only)**

With a 2 player controller it's also possible to control the third by pressing FLIP+PLAYLIST, then third player is switched to that side without stopping or changing 1 or 2 player, to go back press FLIP+PLAYLIST again.