

PCDJ Red Mobile

Manual

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2 - Introduction

Red Mobile is the ultimate tool for mobile dj's. This manual describes the features that are available in a default installation of Red Mobile.

Each deck can load one song, which can be controlled by starting, stopping, cueing, looping and pitching it. Information such as title, artist, bit rate, bpm, song position and waveform is available on each deck. The BPM¹ indicates the tempo of the song and is used to match the tempo of different songs. Red Mobile can automatically detect this tempo for most songs.

In Red Mobile, each deck has an effects section to control that deck's effects. Built-in effects include a flanger, echo, filter, bitcrusher and gapper.

The mixer connects the two decks. You use the mixer to mix your songs. From this window, you can change volume, gain and cue volume. There also is a 3-band equalizer for each deck, as well as a crossfader. If you prefer to use an external mixer that you may already have, this is possible with Red Mobile as well.

Selecting songs is also very easy with the file browser/playlist that reads ID3v1 and ID3v2 tags for mp3's, as well as ogg, wma and flac.

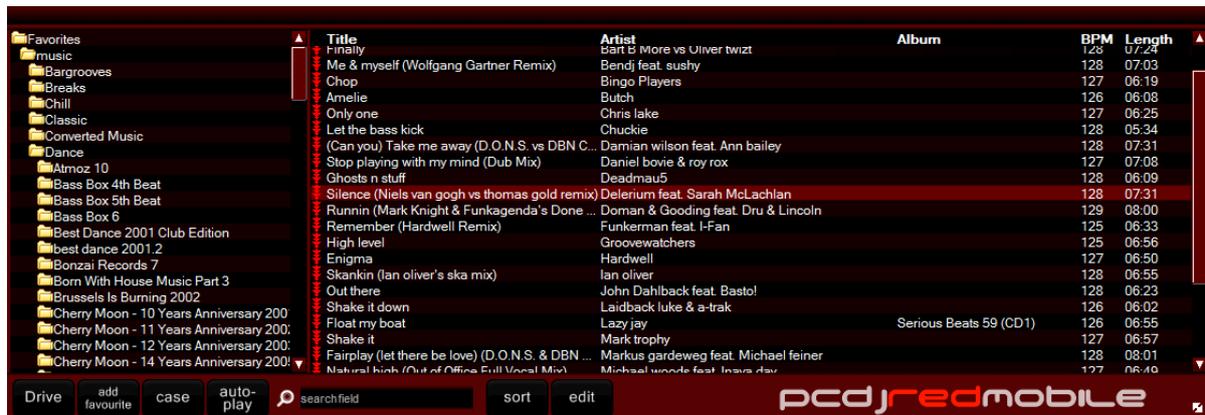
All information for each song is saved using ID3v2 tags, which means all information you need for the song is stored. (BPM, title, artist, length, cue points,...) Because the tag info is stored in a database, it is really easy to find a song by typing part of any of the tag fields.

Red Mobile also has native support for various external controllers such as the Hercules DJ Consoles, Behringer BCD-2000 and BCD-3000, EKS XP10 and XP5, Vestax VCI-100 and VCM-100, the Denon HC-4500, HS-5500 and S1200, the PCDJ DAC-2 and DAC-3.

¹ Beats per minute, indicates the tempo of a song

3 - The Playlist and File Browser

To get started you need to load songs first. This can be done with the playlist and file browser.



The File Browser

On the left you can select folder or cases, on the right you will see the music files found in the selected folder. To select a different drive, use the 'Drive' button. For easy access to your most used music directories, you can use the 'Add Favourite' button which allows you to add folders to the list that will always be shown.

If a directory does not contain any songs but has less than 4 subdirectories, the contents of these subdirectories are shown. For example, when you have a directory called 'Some Album' with subdirectories 'CD1' and 'CD2' the complete cd is shown when you select the 'Some Album' directory.

Once you have selected the directory you want to load a song from, you can either put the song in your playlist to play it later, or you can immediately load it to one of the decks.

To add the song to your playlist, right-click and select 'add to waitlist', or drag it to the playlist you want on the left. You can then continue to search for other songs you would like to play later.

To load a song from the browser directly to one of the decks, drag it to the deck you want to load it in, or right-click the song and select 'Load in Free Player', which will select the deck that is currently not playing a song. If no player is currently available (both players are already playing a song), the song is not loaded and you need to stop one of the players before you can load the song.

The file browser also allows you to delete and move files by right-clicking them. This makes it easier to manage your music library.

Searching

Enter any part of the song title, artist, cd or any other kind of data stored in the tag in the search field to search for it. Red Mobile will search in its tag cache, which consists of all folders you have browsed to from within Red Mobile and the folders manually added to the tag cache.

Tag Cache

To speed up browsing and to make it possible to do searches, Red Mobile stores the tag information such as title and artist in a database. Each folder that you browse to for the first time is automatically added to this database, and each time you restart Red Mobile, the folders you browse are checked again for new or deleted files.

When you are just starting with Red Mobile, or when you made a lot of changes like adding/removing files or editing tags with a different problem, it is a good idea to use the 'Build Tag Cache' option to let Red Mobile know about a folder and add all tags in this folder and its subfolders to the database.

After you select Menu->Build Tag Cache and select a folder, Red Mobile will start searching all songs and add them to the database. This is done in the background, so you can continue using Red Mobile while it is working. You will see that the background of the search box is colored yellow or

red while the tag cache is being built. You can even exit Red Mobile, and building of the tag cache will restart where it left off once you start Red Mobile again.

Record Cases

To make it easier to find and sort the music you want to play, you can sort your music in 'Record Cases'. You can create new crates or load existing ones using the 'Case' button at the bottom of the playlist window.

Record Cases are automatically saved when you exit Red Mobile. If you want, you can also manually add existing .m3u playlists to this button by copying them to c:\program files\Red Mobile\settings\username\playlists (in Windows XP)

c:\Users\username\Local Settings\Red Mobile\settings\username\playlists (in Windows Vista)

You can even sort the playlists in different subdirectories if you want.

There are a few default record cases which have a slightly different behavior. The first special record case is the **loadedsongs** playlist. It will start empty when you start Red Mobile, but when you load songs in any of the decks, those songs will be added to this playlist. The second special record case is the **waitlist**. With controllers such as the DAC-3, it is very easy to add songs to this record case, and to open it and load songs from it. It is also the record case that is used by default to automatically play songs from when AutoPlay is enabled.

Audio CD's

You can use your audio cd's directly from within Red Mobile, but there are a few things you need to know on how to load them. The first option is to drag&drop .cda files from the windows explorer onto the deck you wish to load the track in. The second option is to select your cd drive in the library. To see the tracks or update the list when you insert a new cd, you need to press F5. If an internet connection is available, Red Mobile will also try to look up the track titles in the [freedb database](#) and show them instead of the track numbers.

Windows Explorer or Other Music Library programs

If you rather use the windows explorer, you can use that as well. Drag songs in the playlist to add them to the playlist, or on one of the players to load a song. You can also use your favorite music library program, as long as it supports drag&drop to load a song, or is specifically made to work with Red Mobile.

Autoplay

By default, autoplay plays tracks from the 'waitlist' record case. Press 'case' and select waitlist to open the waitlist. To have autoplay play songs from another folder or record case, right-click the folder or case in the list on the left, and select 'Set Autoplay folder'

To activate or de-activate autoplay press the 'autoplay' button.

In Options->General you can configure how autoplay will work:

Basic: At the end of the song a crossfade is started to the other side. The duration of the crossfade is set using 'Fadetime'. You can also enter a negative number here to create a gap between a mix.

Beatmatching: The BPM will be automatically set and a beatmatching fade is attempted.

Fully Automatic: The fade time is ignored, depending on the BPM difference between the songs, either a beatmatching mix of 20 seconds is selected, or a quick mix of 3 seconds.

More...

Right-click the scrollbar to show the number of items in the playlist. Center-click (click with the scroll wheel) on an item to show more details such as the full path where the file is located.

4 - The Decks



Cueing

Red Mobile offers 3 methods for cueing. The first is djDecks mode, the second is CDJ mode and the third is PCDJ mode.

In **djDecks mode**, the play/pause button plays the song. When the button is pressed again while the song is playing, the current cue point will be set to the new position and the song is paused. The stop button will return the position to the current cue point and stop the song from playing. When the stop button is pressed again the position will be set back to the start of the song.

In **CDJ mode** the play/pause button also plays or pauses the song, but the cue point is not altered. To set the cue point, first pause the song, and then press the

stop/cue button. Pressing the stop/cue button while the song is playing will stop the song and return the position to the current cue point. When the song is stopped on a cue point, the stop/cue button will play the song for as long as the button is pressed, and return to the cue point when the button is released. If you want to keep the song playing, press the play button before releasing the cue button. (Of course this can't be done with the mouse only)

PCDJ mode is very similar to CDJ mode. The exception is that when you pause the song, and then move the jog wheel on your controller, the song will stutter-play to indicate the current position of the cue point. In PCDJ mode A the cue point will be set at the start of the stutter loop. In PCDJ mode B the cue point will be set at the end of the stutter loop, which is similar to other PCDJ products.

The keyboard shortcuts are F2 for play/pause and F3 for cue/stop for deck 1, and F6 and F7 for deck 2. To move a cue point, stop the song and click and drag the jog wheel up or down. If you want to use the keyboard, the shortcuts are q and w for deck 1 and e and r for deck 2.

Cue Points

To store a cue point first press the red record button, then select one of the eight cue point slots. When you want to return to that position later, simply click the number of the cue point you want. To remove a cue point, first click the delete button (X), then click the cue point to delete.

Pitch and Pitch Range

The speed of the song can be changed with the vertical slider next to the jog wheel. Left-clicking will simply change the pitch, right-clicking will reset the pitch to normal speed. Use the 'Sync' button to synchronize the bpm to the other deck.

The default pitch range is 8%. By clicking the pitch range, you can select between 8, 16, 24, 50 or 100% pitch range.

Position

You can seek to any position in the song by clicking on a position in the position bar. You will see a visual overview of the track in the position bar. A more detailed overview of the music is shown in the area above the position bar.

Looping

If you want to loop some beats, press the number of beats you want to loop. To deactivate the loop, press the number again. The loop will only work well if the bpm was successfully detected. By default, the loop's end point will be the current play position, so that you have heard what you want to loop before you press the button. Some people prefer to set the start point of the loop when clicking, so if you want this you can configure this on the 'General' tab of the options dialog.

BPM Display



BPM means Beats Per Minute, and is an indication of the tempo of a song. This value can be used to correctly start loops and to synchronize the tempo of two songs. Usually the BPM is automatically detected, and no additional action is required to use it. Sometimes the automatic BPM detection may not be accurate enough. In this case you can edit the BPM manually by double-clicking the title/artist info field. Below the BPM there is a second BPM value. This is the BPM that Red Mobile has automatically detected. The percentage next to it indicates the accuracy of the detection.

Automatic BPM Detection

The Automatic BPM Detection is enabled by default, but you can turn it off in the options if you don't want to use it. The detection is started as soon as the song is loaded in the deck. After the bpm is set, it is stored in the ID3v2 tag so you don't need to set it again later.

Jog Wheel

The jog wheel can be used to temporarily speed up or slow down the song to get it synchronized with another song. Click the jog wheel, and keep it pressed while moving the mouse up or down to speed up or slow down the song. The more you move your mouse, the more the song will slow up or down. As soon as you release the mouse button, the pitch will return to where it was before. You can also use the right mouse button on the jog wheel to do some mouse scratching.

5 - The Mixer Window



Volume

The crossfader can be used to fade from one deck to the other. Use left mouse button to set the fader to the centre, or use middle mouse button to fade to a position. On top of each VU meter you also have a volume fader for each deck.

To increase the volume even more for softly recorded songs, you can use the gain. If Replaygain is enabled the gain will be automatically calculated for each song so that all songs sound equally loud.

To hear the song through your headphones for pre-listening, use the headphone button, or the volume knob below the headphone icon.

Equalizer

Each deck has a three-band equalizer labeled 'hi', 'low' and 'mid'.

6 - Effects



The effects included are a flanger, echo, gapper, loop, filter and bitcrusher. You can select an effect by clicking the FX button. You can assign a different effect to a slot by clicking the effect name. To enable an effect, press the 'power' button. The parameters that can be controlled depend on the effect. All effects are tempo-synchronized.

Flanger

First press the power button to enable the effect, and then use the strength knob to control the amount of the effect, and use the length button to control the length of the effect.

Echo

The depth slider controls how much of the sound is echoed. You normally shouldn't set it at 100%, because that will make the sound go louder and louder, until you only get a lot of noise. The length button controls the length of the echo.

Gapper

The gapper is an effect that quickly turns the sound on and off. The speed can be selected with the length slider, or by right-clicking the slider. The depth slider controls the strength of the effect.

Tempo Control



To use this effect, simply turn it on with its button. When turned on, whenever you change the speed of the record, the pitch remains the same (so your songs will sound faster, but not higher). This is quite useful when you have 2 records that you want to match together that are very different in speed.

Filter

First enable it by pressing the power button, and then use the low-hi slider to filter the sound. When you move the slider to the left, you will cut off high frequencies first, and when you move the slider to the right, you will first cut off the low frequencies.

Use the bandwidth setting to specify the resonance of the filter. (Lower means more resonance)

Bitcrusher

This effect actually introduces specific kinds of distortion. The bits parameter changes the amount of bits used to represent one sample. The crush parameter specifies how much to reduce the samplerate of the sound. The downsampling is done with a very simple algorithm that also introduces some new sounds. The easiest way to understand what it does is simply trying it.

7 - Beat-matching

When you have loaded two songs with their BPM set, you probably want to synchronize them so the beats run together.

Start one song. Start the other song. Click on the 'Sync' button on the other player (the one you don't hear yet) to synchronize the beats. Now slowly fade to the other song until you can hear the beat very silent. They probably aren't synchronized; this is what we still have to do.

The easiest way to do this is to use the 'jog wheel' on the other player. Press the jog wheel button and hold the button pressed. When you slide your mouse up or down, the pitch will go up or down as well. When you release the mouse button, the pitch will go to its original state. Now slide up or down until the beats are synchronized. Hearing if a beat is before or after the other beat requires some skill, but you will learn this after a lot of practice.

Now you can continue fading to the other player. Because the BPM's you have set might not be 100% correct (both players might be about 0.1/0.2 BPM different) you might have to fine-tune a little while mixing. If it seems one song keeps running slower or faster than the other, you should change the pitch using the pitch bar. Try not to slide more than 5% up or down while the song is playing, because this will probably be audible.

8 - Audio Output Configuration

Output Driver

On the Options->In/Out tab you first have to select the output driver. If your soundcard supports ASIO, then it is recommended to select this, since this will give you the lowest latency and best sound quality. If this choice is not available, you should use DirectSound. If you hear a lot of crackle/noise when playing, this is probably because the latency was set too low. For DirectSound and Windows Audio Session, this can be increased by using the BufferSize option. For ASIO you can do this by opening the ASIO Control Panel.

Using Red Mobile' internal mixer

If you mix just with your computer, or with a controller such as a midi controller, you need to use Red Mobile' internal mixer. Several Output Modes are available depending on your configuration:

- If your soundcard has 4-speaker output (front and rear), you can use the front speaker out for your speakers and the rear speaker out for your headphone.
To get this working correctly, make sure that your speaker configuration is set to 5.1 surround speakers. You can do this in Control Panel->Sounds And Audio Devices->Speaker Settings->Advanced
- If you have 2 soundcards, you can send the master output to one soundcard and the headphone output to the other soundcard.
- If you have a soundcard with multiple outputs and an ASIO driver, you can select which output is used for the master output, and which is used for pre-listening.
- If your soundcard has only one output, you can split the left and right channel so that the left channel will be the master output and the right channel will be the headphone output.

These modes can be selected in Options->In/Out->Output Mode.

With pre-listening, you can use headphones to synchronize beats without the audience hearing it.

External mixer

To use an external mixer with Red Mobile, you can use one of the following output modes:

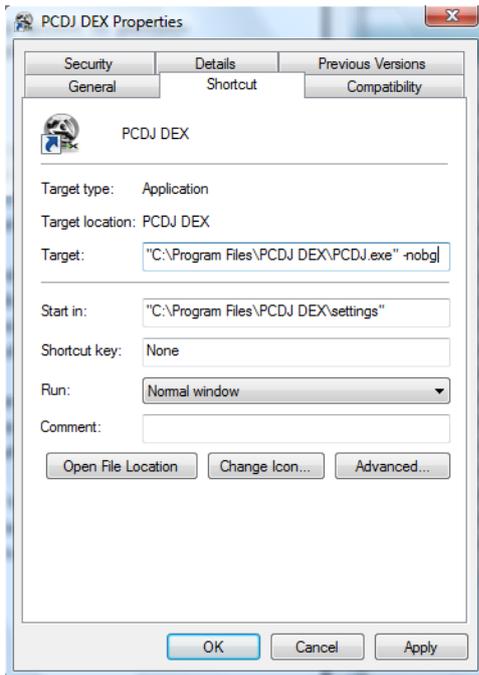
- One soundcard; player1->front, player2->rear
To get this working correctly, make sure that your speaker configuration is set to 5.1 surround speakers. You can do this in Control Panel->Sounds And Audio Devices->Speaker Settings->Advanced
- One soundcard; player1->left, player2->right
This option cannot be selected directly, but can be achieved by using 'Master Only' output mode, and pan one player left and the other right.
Panning can be done on the effect window when the 'panning' effect is selected.
- Two soundcards: player1->card1, player2->card2
- One soundcard with ASIO: Each deck to a different output

If you are using an external mixer, you can just set Red Mobile' crossfader in the center so that you can use your mixer's faders to control the volume. Red Mobile does this by default at start-up when you selected one of the external mixer output modes.

There also is an option to disable the crossfader entirely to make sure that you don't use it by accident when using an external mixer.

9 - Command-line parameters

Command-line parameters



Some advanced options can only be selected by adding a command line parameter to the Red Mobile shortcut. To do this, right-click the Red Mobile shortcut and select 'properties'. There you will be able to add these parameters in the 'Target' text box.

-nobg – This will hide the background

-nopl – This will hide the playlist window

-playlistsdir:"Path" – Change 'Path' to any foldername to store the record cases there. By default this is C:\Program Files\PCDJ Red Mobile\settings\username\playlists

10 - Keyboard Shortcuts

Default Shortcuts

There are some keyboard shortcuts that make it easier to do some things than by using the mouse. Please note that while the playlist is selected, some shortcuts may not work. Press ESC to toggle the focus between playlist and mixer.

Keypad:4, 6	Fade to left deck, fade to right deck.
5	Set the slider to the center
1,3	Cut player 1, player 2 volume as long as the key is pressed.
8,2	Fade a small part to left or right deck
Left arrow	Will play the song in reverse.
Right arrow	Fast forward at a speed of 150%
F1	Open search window. Press ESC to close.
F2->F4	Play/Pause, Stop, Loop 4 beats on/off for player 1
F6->F8	Play/Pause, Stop, Loop 4 beats on/off for player 2
F9->F10	Pitch 0.1% down, Pitch 0.1% up for player 1, use CTRL for 0.02%
F11->F12	Pitch 0.1% down, Pitch 0.1% up for player 2, use CTRL for 0.02%
q, w	Move Cue point for player 1 back or forward
e, r	Move Cue point for player 2 back or forward
u,i	Pitch Bend Down, Up for Player 1
o,p	Pitch Bend Down, Up for Player 2
Home	Set Main Volume to 0%
End	Pause all songs
Page Up	Increase Main Volume
Page Down	Decrease Main Volume
a,z s,x d,c	Increase, Decrease equalizer Low Mid High for Player 1
f,v g,b h,n	Increase, Decrease equalizer Low Mid High for Player 2
	Use in combination with ctrl (0.25) or shift (0.125) for slower increase and decrease of the equalizer.
1,2	As long as you keep the number pressed, that song will loop 4 beats. Use in combination with ctrl, alt or shift to change the length of the loop.
3,4	Play the song starting from the cue point for as long as you hold the key pressed. (Stutter effect)
ALT+up/down arrow	Scroll in the file browser, even if one of the decks is selected
ALT+left/right arrow	Load the selected song in the left or the right player
CTRL+up/down	Scroll in the playlist, even if one of the decks is selected
CTRL+left/right	Load the selected song in the left or the right player
CTRL+q	Previews the selected song in the cue channel. Press again to stop
CTRL+w/CTRL+e	Seeks forwards/backwards in the preview song
ESC	Switch focus between playlist and decks

11 - External Controllers

Hercules DJ Console

Configuration - Sound Device

You can choose to use another sound card that you may already have, or you can use the Hercules DJ Console 1 or DJ Console Mk2 as a sound device.

To do this, you need to configure the audio device in Red Mobile. You can find this configuration in Options->In/Out

Select 24-bit if you want to use at most one input, or select 16-bit if you want to use 2 inputs on the Hercules Control Panel.

Configuration - Controller

To use the DJ console's controls, you have to activate it in the Red Mobile configuration as well. To do this, open the options window, and select the **General** tab.

There you can check the **Hercules DJ Console** option. On the DJ Console config panel, you can then connect/disconnect the hercules dj console.

You can also choose if you want to use the dj console to control the decks, or to use it as a complete effect panel.

General Use

The **play/pause buttons** and the **cue button** work in the same way as on screen or using the keyboard shortcuts.

Use the **Track FWD/BCK** buttons to scroll through the loaded track.

By default the **crossfader** will fade from one deck to the other, and the two **vertical faders** will control the volume of each deck. You can also configure them to control the pitch.

The **Pitch endless rotary knob** can be used to increase/decrease the pitch in small steps to make small adjustments to correct the pitch. If you have selected to use the faders to control the pitch, then these knobs will control the channel's volume gain.

The **Bass, Medium and Treble** knobs control the equalizer to cut or boost low, mid or high frequencies.

The **Auto Beat** button will synchronize the tempo of the deck to match the other deck. At this point the beats are not aligned automatically yet, this is something you have to do yourself using the jog wheel or pitch bend buttons.

The **pitch bend buttons** can be used to temporarily speed up or slow down the speed of the deck, so that the two songs can be aligned.

The **Jog Wheel** can be used for the same function. As long as you spin it, the song will slow up or down depending on the direction you turn it in.

When the song is not playing, the jog wheel will move the current cue point.

Use the **Master Tempo** button to select what the jog wheel will do. If the led is off, the jog wheel can be used for pitch bending. If the led is on the jog wheel can be used for scratching. When the led is flashing, you can use the jog wheel to scroll through the playlist.

The **joystick** in the center can be used to send the sound of a deck to the headphones for pre-listening. If you push it to the left-top, the left deck will be heard through the headphones. If you push it to the left-bottom the left deck will not be heard through the headphones. The right side does the same for the right deck.

Holding the **button under the joystick** for a second and releasing it will load the selected song from playlist or browser to the selected deck.

Effects

The DJ Console also has three effect buttons. The **first effect button** will activate/deactivate a 4-beat loop. The **second effect buttons** will activate/deactivate the flanger effect. The **third effect button** will activate the gapper effect for as long as the button is pressed.

By pressing the **triangular button** you can also select some other effect modes.

-When the **Cue** led is flashing, pressing one of the three buttons will select cue point 1, 2 or 3.

-When the **Loop** led is flashing, the buttons will start a loop of a different length

Hercules DJ Console RMX

Configuration - Sound Device

You can choose to use another sound card that you may already have, or you can use the Hercules DJ Console RMX as a sound device.

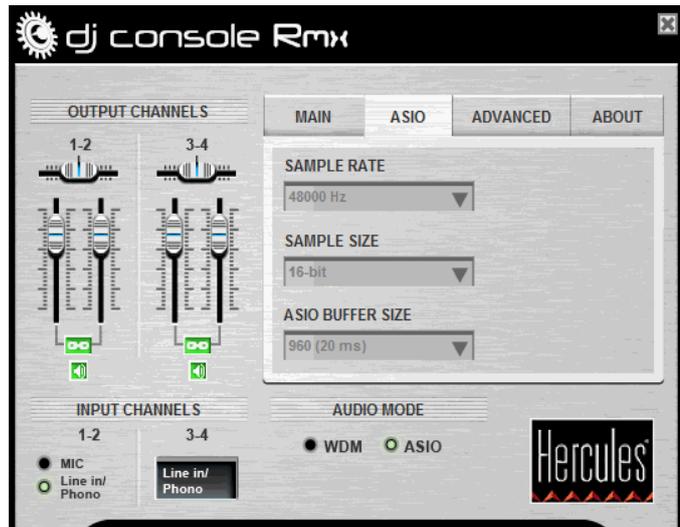
To do this, you need to configure the audio device in PCDJ Red Mobile. You can find this configuration in Options->In/Out. Check the 'Streaming ASIO' option if you have less than 1GB RAM. See the PCDJ Red Mobile documentation for more information about this mode.

Select 24-bit if you want to use at most one input, or select 16-bit if you want to use 2 inputs.

Configuration - Controller

To use the DJ console's controls, you have to activate it in the PCDJ Red Mobile configuration as well. To do this, open the options window, and select the **General** tab.

There you can check the **Hercules DJ Console RMX** option. On the DJ Console config panel, you can then connect/disconnect the hercules dj console.



General Use

The **play/pause buttons** and the **stop button** work in the same way as on screen or using the keyboard shortcuts.

Use the **Fast Forward/Back** buttons to seek through the loaded track.

The **crossfader** will fade from one deck to the other, and the outer two **vertical faders** will control the volume of each deck. The **pitch faders** will control the pitch. By default they are in relative mode, which means they move the pitch up or down relative to the current pitch.

The **Bass, Medium and Treble** knobs control the equalizer to cut or boost low, mid or high frequencies.

The **kill switches** will temporarily completely cut the low, mid or high frequencies until the button is pressed again.

The **Sync** button will synchronize the tempo of the deck to match the other deck. At this point the beats are not aligned automatically yet, this is something you have to do yourself using the jog wheel.

The **Jog Wheel** can be used to temporarily increase or decrease the pitch. As long as you spin it, the song will slow up or down depending on the direction you spin it.

When the song is not playing, the jog wheel will move the current cue point.

Use the **Scratch** button to select what the jog wheels will do. If scratch mode is enabled, the jog wheel will scratch the sound, if scratch mode is disabled, the jog wheel will be used for pitch bending.

The **cue select** button can be used to send the deck's sound to the headphones.

Loops and Cue Points

Loops and cues can both be controlled with the six numbered buttons.

The **CUE** button at the bottom will select either Cue or Loop mode.

When the **CUE** button is disabled, use **1** and **4** to set a Loop In and a Loop Out point. Loop Out will also exit an existing loop.

While holding **1** you can use the jog wheel to move the loop forwards or backwards.

Use **2** and **5** to start or stop a 4 or 8 beat loop.

Use **3** and **6** to decrease or increase the length of the current loop.

When the **CUE** button is enabled, press buttons 1 to 6 to load one of six stored cue points.

To store a cue point, hold the CUE button and then press one of the 6 buttons.

EKS XP10 / EKS XP5

Configuration - Sound Device

You can choose to use another sound card that you may already have, or you can use one or two EKS XP10's as sound card. To do this, you need to configure the audio device in Red Mobile. You can find this configuration in Options->In/Out

If you have only one XP10, select 0 - Master Output as output mode and select the XP10 as sound card 1

It will usually be called 'USB Speakers'

If you have 2 XP10's, select output mode 4, and select the 2 xp10's as Sound Card 1 and Sound Card 2.

They will usually be called 'USB Speakers' with a number after it.

Configuration - Controller

To use the XP10's controls, you have to activate it in the Red Mobile configuration as well. To do this, open the options window, and select the **General** tab.

There you can check the **EKS XP10** option. On the xp10 config panel, you can then connect/disconnect the xp10.

Up to three xp10's can be automatically detected and used. By default they will be configured to control deck 1, deck 2 and deck 3.

-Pitch Slider Relative mode will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

General Use

The **play** and **cue** buttons work the same as the on-screen buttons. The exact functions depend on the Cue mode set in Options->General. For more information, read the PCDJ Red Mobile manual. Use the **pitch slider** to adjust the pitch of each deck. Note that this slider works relative to the current pitch. This means that you can use PCDJ Red Mobile's auto beat match function, and then adjust the pitch slightly with the pitch slider if necessary.

With the **Pitch Mode** button you can switch between relative and absolute pitch slider mode.

With the **right and left arrow** buttons, you can scroll through the track. Pressing forward will move the song position about 30 seconds forward, pressing backwards will move the song position about 10 seconds backwards.

The **Play Mode** button will toggle the jog wheel mode between pitch bend mode and vinyl simulation mode.

In simulation mode, holding your finger on the jog wheel will stop the track, and moving it forwards or backwards will scratch the track.

In pitch bend mode, the pitch will be temporarily increased or decreased.

In both modes, the outer ring of the jog wheel can be used for pitch bending.

The **Loop** button will stop a loop if one is activated, or start a 4-beat loop otherwise.

The **Reverse** button will temporarily reverse song playback until the button is released.

The **Brake/Spin Up** button will simulate a slow turntable brake or spin up.

Cue Points and Deck Selection

As mentioned, you can use the **Cue** button to go back to the current cue point, or to the start of the song.

You can also store and retrieve up to 4 cue points per song.

If you have selected the **A,B,C,D** buttons to control the cue points, you can set the current cue point to cue point 1,2,3 or 4 by pressing button **A,B,C or D**.

To store a cue point, first press the 'CueRec' button on screen, then press one of the 4 buttons to store the current position to that cuepoint.

If you have selected '**Select Deck**' as option for the **A,B,C,D** buttons, then the buttons will select which deck will be controlled by your XP10. This allows you to control up to 3 decks with just one XP10. Press A to control deck 1, B to control deck 2 or C to control deck 3.

Loops

As explained in the previous part, the **Loop** button can be used to start/stop a 4-beat loop.

Use the **up and down arrows** to halve or double the length of the current loop.

To specify a loop yourself, press the **Loop In** button to select the start point of the loop, and press the **Loop Out** button to select the end point of the loop, after which the loop will be activated.

Playlist

Press the **Playlist** button to toggle the jog wheel to playlist mode.

Turn the jog wheel to scroll through the list. Press the **OK** button to load the selected song, or to open the selected folder.

Use the **Menu** button to switch between the playlist, the folder list and the files list.

When you are finished, use the Playlist button again to activate the decks.

Behringer BCD-2000 and BCD-3000

Configuration - Sound Device

You can choose to use another sound card that you may already have, or you can use the BCD-2000 as a sound device.

To do this, you need to configure the audio device in Red Mobile. You can find this configuration in Options->In/Out

By default, using the jog wheel while the song is paused will move the current cue.

Configuration - Controller

To use the BCD-2000's controls, you have to activate it in the Red Mobile configuration as well. To do this, open the options window, and select the **General** tab.

There you can check the **Behringer BCD-2000** option. On the bcd-2000 config panel, you can then connect/disconnect the bcd-2000.

-The **PFL Mix knob fades between channels** sets the behaviour of the PFL Mix knob. If this option is selected, then the volume will gradually fade from cueing one deck to cueing the other. In the center position you will hear both decks.

If this option is not selected, then the pfl mix knob will switch between deck a and deck b. In the center position, neither will be audible.

-**Disable Synch Button flashing** will disable the synch button from flashing on the beat if you find this distracting or inaccurate.

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

-**Default Effect** sets the default effect when starting Red Mobile to be controlled by the effect section on the bcd.

General Use

Use the **play** button to start or pause a track. Pausing a track will also set the current cue point.

Use the **cue** button to stop the track. This will return it's position to the current cue point.

The **crossfader** and **volume** sliders will adjust the volume as expected, and so will the **low, mid and high** equalizer knobs and **kill** switches.

The **pitch bend + and -** will temporarily bend the pitch of the track up or down for beatmatching. As soon as you release the button, the pitch will return to it's original value. The longer you hold the button, the more the pitch will change.

Use the **pitch slider** to adjust the pitch of each deck. Note that this slider works relative to the current pitch. Which means that you can use Red Mobile' auto beat match function, and then adjust the pitch slightly with the pitch slider if necessary.

If you want to make very small adjustments to the pitch, you can also hold the **To Top** button and use the **Pitch Bend + and -** buttons, to change the pitch by $\pm 0.05\%$

With the **search forwards/backwards** buttons, you can scroll through the track. Pressing forward will move the song position about 30 seconds forward, pressing backwards will move the song position about 10 seconds backwards.

You can hold the fwd/bck search button to scroll through the song. The longer you hold them, the faster it will skip.

The **Sync Slave** button will adjust the pitch to match the other decks' bpm. Holding the button for more than a second and then releasing it will reset the pitch to 0%.

The **Scratch** button switches between all modes for the jog wheel. When the led is off, the **jog wheel** can be used to bend the pitch up or down when the track is playing. When the track is paused, it will move the cue point. When the led is on, the jog wheel can be used for scratching while the track is playing. When the led is flashing, you can use the jog wheel to scroll through the

playlist (see later).

You can use the **Loop In/End** button to start/stop a 4-beat loop. The led on the **Loop Out** button will show if the loop is enabled or not.

Hold the **Analog Input** button for about a second to activate the line input on that deck. Note that on the BCD, the Mic Input and Phono Input A are sharing the same input, so only one of the two can be used simultaneously.

Use the **On Air** button to enable the mic. Internally, it will be loaded to Red Mobile' third deck, so by opening it you can even apply any effect you want to the mic input on screen.

Use the **Master/Split** button to switch between hearing the master output through the headphones or the cue output. Hold the button pressed for about a second to activate split mode, where one side of the headphones is the master output, and the other is the cue output.

The **PFL Mix** button can be used to select which side you want to hear in the headphones.

Cue Points

As mentioned, you can use the **Cue** button to go back to the current cue point, or to the start of the song.

You can also store and retrieve up to 4 cue points per song.

To do this, hold the **Cue** button pressed, and also press one of the **effect buttons (A,B,C,D)** to load cue point 1,2,3 or 4

To store a cue point, first press **To Top + Cue** to activate CueRec mode. Once cuerec mode is activated, you will see buttons A,B,C and D flashing.

Press button **A,B,C or D** to store the current cue point to cue position 1,2,3 or 4.

Loops

As explained in the previous part, the **Loop In/End** button can be used to start/stop a 4-beat loop. More advanced looping is possible though, by using the **Loop Out** button.

While holding the **Loop Out** button, here are the other options you have:

- Press one of the **effect buttons (A,B,C,D)** to start a 2, 4, 8 or 16 beat loop.
- Press the **bend +** button to double the loop length, or **bend -** to halve the loop length.
- Use the **jog wheel** to move the loop forwards or backwards
- Press **To Top** to switch between short loops and long loops. When short loops are selected, the effect buttons will start 1/4th, 1/2th, 1 and 2 beat loops instead.
- Use **Search Back/Fwd** buttons to change the loop length by a small amount

Effects

The effects are controlled with the top row of knobs and buttons. Since the effects are separate for each deck, knob A and B and button A and button B control deck A's effect, knob C and D and button C and D control deck B's effect.

The first thing to do is select the effect you want to use. You can do this by holding the **To Top** button and then pressing effect button **A, B, C, or D**. You can select a different effect for each deck by using that deck's to top button.

Effect A: Flanger. Enable the flanger by using the first button. The strength of the effect can be set with the first knob. The second knob can be used to fix the flanger at it's current position.

Effect B: Echo. Since this effect is always enabled, make sure you first set the first knob to the far left before selecting this effect. Then use the first knob to select the amount of echo, and the second knob to select the length. The length will be fixed to a multiple number of beats (1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8)

You can use the second button to hold the echo buffer, which means that when you later use the first knob to stop the effect, you can later on use the same sample by using the first knob again. With the first button you can disable the source sound, leaving only the echo audible.

Effect C: Gapper. Press the first button to enable/disable. The moment you press to enable defines where the gap will start. Use the first knob to define the strength. The second button switches between 1/4th and 1/2th beat gapper length. Use the second knob to select the shape.

Effect D: Filter. Before enabling this, set the first and second knob to the center. Then enable the effect with the first button. Use the first knob to filter the sound. When using it from center to left,

it will first cut the high frequency sounds, then the low frequency sounds. When using it from center to right, it will first cut the low frequencies.

With the second knob you can specify the feedback. Moving this knob more to the left will make the effect sound stronger.

Effect A+B: Third Deck. See the last section of this documentation.

Effect A+C: Bitcrusher. Set the first knob to the left and the second to the right before enabling to have no effect. Enable this effect using the first effect button. The first knob will set the downsample parameter, the second knob will set the bit-depth parameter.

Effect A+D: Custom EffectThe custom effect can be configured by selecting 'custom' on the Red Mobile BCD-2000 config panel.

Playlist

Use the **Scratch** button to scroll through the jog wheel modes, until the scratch led flashes, which is the playlist mode.

You can now use the **low, mid and high kill switches** to select which list to scroll in (playlist, directory browser or file browser)

Scrolling is done with the **jog wheel**.

When you have selected a song, press the **To Top** button to load the song.

If a song is already loaded and playing in a deck, you have to hold the to top button for at least 1 second to load a song in this deck, to prevent accidentally stopping a playing song.

Vestax VCI-100, VCM-100

Configuration - Controller

To use the VCI-100's controls, you have to activate it in the Red Mobile configuration. To do this, open the options window, and select the **General** tab.

There you can check the **Vestax VCI-100** option. On the VCI-100 config panel, you can then connect/disconnect the vci-100.

-**Disable Synch Button flashing** will disable the synch button from flashing on the beat if you find this distracting or inaccurate.

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

-The VCM-100 is also supported, and it is also possible to use 2 VCI-100's (or 1 VCI-100 and 1 VCM-100) together to control 4 decks.

General Use

Use the **play/stop** button to start or pause a track. Pausing a track will also set the current cue point.

Use the **cue/play** button to stop the track. This will return it's position to the current cue point.

The **crossfader**, **volume** sliders and **stereo balance** knobs will adjust the volume and stereo balance as expected.

The **low**, **mid low** and **mid hi** knobs control the low, mid and high equalizer

Use the **pitch slider** to adjust the pitch of each deck. Note that this slider works relative to the current pitch. Which means that you can use Red Mobile' auto beat match function, and then adjust the pitch slightly with the pitch slider if necessary.

The **Sync** button will adjust the pitch to match the other decks' bpm. Holding the button for more than a second and then releasing it will reset the pitch to 0%.

The **Vinyl Mode** button switches between vinyl mode and mix mode for the jog wheel. When the led is off, the **jog wheel** can be used to bend the pitch up or down when the track is playing. When the track is paused, it will move the cue point. When the led is on, the jog wheel can be used for scratching while the track is playing. Using the outer part of the jog wheel will always result in pitch bending.

You can use the **Loop*4** button to start/stop a 4-beat loop.

The **Master Level** knob will control Red Mobile' master volume, the **Monitor Level** will control the cue volume.

The **Monitor Select** knob controls the amount of the master output that is sent to the monitor output.

The **Cue** button next to the equalizer knobs toggles that output to be sent to the monitor output.

Cue Points

To load a previously saved cue point, hold the CuePause button, and then press one of the four small buttons at the top to load one of 4 cue points.

To store a cue point, hold the Set Cue button and press one of the four small buttons to store it to that location.

Before loading or storing cue points, make sure that the first of the three larger buttons at the top is enabled.

Loops

As explained in the previous part, the **Loop*4** button can be used to start/stop a 4-beat loop. More advanced looping is possible though, by using the **Key** button.

While holding the **Key** button pressed, here are the other options you have:

- Press one of the **small loop function buttons** to start a 2, 4, 8 or 16 beat loop.
- Press the playlist up or down button to double or halve the loop length.
- Use the center part of the **jog wheel** to move the loop forwards or backwards
- Use the outer part of the **jog wheel** to change the length of the loop
- Press the first of the 3 buttons to select long loop lengths (2,4,8 or 16 beats)
- Press the second of the 3 buttons to select short loop lengths (1/4, 1/2, 1 or 2 beats)

Loops can also be stored and later retrieved. To do this, press the third button on the left-top of the vci.

- Use CUE/PAUSE + one of the four small buttons to load a stored loop, or
- Use Set Cue + one of the four small buttons to store the current loop

Effects

The effects are controlled with the 'effect parameter' knobs and buttons.

The **select** button selects how the knobs and buttons control the effects.

When set to **A** or **B** the 4 knobs and buttons control the current effect of either deck A or deck B.

When set to **mas** the first 2 knobs and buttons control the current effect for deck A, and the second 2 knobs and buttons control the effect for deck B

Most effects can be enabled/disabled by either using the **Effect** button next to the equalizer knobs, or by pressing the **second effect parameter button**.

The first thing to do is select the effect you want to use. You can do this by holding the **Effect Select** button (in mas mode, the up button selects deck A's effect, and the down button selects deck B's effect) and pressing one of the 4 **small loop buttons**.

Effect A: Flanger. The strength of the effect can be set with the first knob. The first button can be used to fix the flanger at it's current position.

Effect B: Echo. Since this effect is always enabled, make sure you first set the first knob to the far left before selecting this effect. Then use the first knob to select the amount of echo, and the second knob to select the length. The length will be fixed to a multiple number of beats (1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8)

You can use the first button to hold the echo buffer, which means that when you later use the first knob to stop the effect, you can later on use the same sample by using the first knob again.

Effect C: Bitcrusher. The first knob controls the downsampling, with the effect increasing from left to right.

The second knob controls the bit-depth, with the effect increasing from right to left.

Effect D: Filter. This effect can be used with the **hi EQ** knob.

When using it from center to left, it will first cut the high frequency sounds, then the low frequency sounds. When using it from center to right, it will first cut the low frequencies.

With the first effect knob you can specify the feedback. Moving this knob more to the left will make the effect sound stronger.

Playlist

Use the **Up** and **Down** buttons to select a song in the playlist. Press **Preview** once to preview the song, and press it a second time to stop the preview.

Hold up and down simultaneously to switch between the lists (playlist, file selection and folder selection)

Press the **Load A** or **Load B** button to load the selected song in deck A or deck B.

Denon DN-HC4500, DN-HS5500, DN-S1200

Configuration - Controller

To use your Denon controller's controls, you have to activate it in the PCDJ Red Mobile configuration. To do this, open the options window, and select the **General** tab.

There you can check the **Denon Controllers** option.

-**Use Pitch Slider as Volume Slider** allows you to use the pitch slider to control the volume instead of the pitch

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Constant Pitch Bend** When enabled, the pitch bend buttons will do a bend of a fixed percentage, rather than speeding up or slowing down the longer you keep them pressed.

-**Disable HC-4500 touch sensitivity** By default, when in scratch mode you need to press the jog wheel to scratch.

With this option enabled, scratching will start as soon as you move the jog wheel, even without pressing it.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

-If you have 2 controllers you can select each of them by using the drop-down controls.

With the numbers after them you can assign which decks that unit will control.

If you have 2 DN-S1200's or 2 HS-5500's and you want the first to control deck 1 and the second to control deck 2, select 1/2 for both units. On the unit itself, configure the first one for channel 1, and the second for channel 2.

General Use

The way the **Play/Pause** and **Cue** buttons work depend on the cue mode configuration in PCDJ Red Mobile. (Menu, Options, General)

-In **CDJ Mode**:

Play/Pause will start or stop playback. The cue point will not be affected.

Cue will return the position to the current cue point when the song was playing.

When the song is not playing and the song is at the current cue point, playback will start for as long as you hold the cue button. When you release the cue button, the position will return to the cue point.

When the song is not at the cue point, the cue point position will be changed.

-In **PCDJ Red Mobile mode**:

Play/Pause will start or stop playback. When playback is stopped, the cue point is set to that position.

Cue will return the position to the cue point and stop playback.

When pressing cue again the position will be set to the start of the song.

The **Sync** button will adjust the pitch to match the other decks' bpm. Holding the button for more than a second will reset the pitch to 0%.

The **Jog Mode** button switches between scratch mode, pitch bend mode and track browsing mode for the jog wheel.

The **Pitch/Key** button will toggle tempocontrol on or off.

When you hold the button pressed for 1 second, the pitch range can be adjusted by turning the parameter knob.

The **Fast Search** buttons can be used to seek forward or backwards in the current song.

The **Pitch Bend** buttons will temporarily bend the pitch up or down.

Pressing the **Time** button will switch between Elapsed and Remaining time display, and will also temporarily show the track length in the display.

Press the **Cont/Single** button for 1 second to switch the display between pitch and bpm display.

Cue Points

When you first connect the device, the function keys will be set in cuepoint mode. Pressing a button will instantly load the cue point and set the position on that cue point. To store a cue point, press **Memo** and then press one of the function keys to store the current position to a cue point.

Press **Memo** again to cancel storing a cue point.

To access more cue points, use the parameter knob to scroll through all 20 cue points.

Loops

Press **A1** to set the loop-in point, then press **B** to set the loop-out point.

The loop-out point will automatically be beat-aligned.

Alternatively, when no loop is started, press and hold **B** and press one of the function keys to start a loop with a predefined length. Function key 3 will start a 4-beat loop.

When a loop is started, press **Exit/ReLoop** to exit the loop. **Holding A1** while a loop is started allows you to move the start of the loop using the jog wheel.

Holding **B** while a loop is started allows you to change the length of the loop. You can use the jog wheel for continuous changes, press the function keys to select a predefined length, or use the parameter knob to halve or double the loop length.

Effects

Effects can be selected with the three effect buttons.

Which effect is controlled by which effect button can be assigned from the config window.

You can also change what effect a button controls by holding the effect button pressed, and then press one of the 5 function keys.

Effect Startup/Brake With this button, you can select a few single-click effects.

Click the button once, and the led should light up. Now use the parameter knob to select **Brake**, **Reverse** or **Backspin**.

Press the parameter knob to start/stop the effect.

You can click the jog wheel up or down to change the length of the brake and startup effect.

Effect Filter Press the parameter knob to enable/disable this effect.

Use the jog wheel to change the frequency. Moving the jog wheel clockwise will filter frequencies from low to high.

Moving the jog wheel counter-clockwise will filter frequencies from high to low.

Effect Echo Use the parameter knob to select the length of the echo, and the jog wheel to select the strength.

Effect Flanger Use the parameter knob to toggle the effect on or off and to select the length of the flanger, and the jog wheel to select the strength.

Effect Bitcrusher Use the parameter knob to toggle the effect on or off and the jog wheel to select the strength.

Cue Points Use the parameter knob to select one of 20 cue points. Press the parameter knob to load a cue point, or when in write mode (with Memo) to store a cue point.

PCDJ DAC-2

Configuration - Controller

To use the PCDJ DAC-2's controls, you have to activate it first. To do this, open the options window, and select the **General** tab.

There you can check the **PCDJ DAC-2** option and press the Config button.

Select the correct COM-port for your DAC-2 and press 'Connect'.

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

General Use

The way the **Play/Pause** and **Cue** buttons work depend on the cue mode configuration. (Menu, Options, General)

SHIFT+Play/Pause will start or stop the song slowly, like a turntable spinning up or down.

The **+/- buttons** will bend the pitch up or down. When the song is not playing, you can use them to move the cue point forwards or backwards.

SHIFT+ +/- buttons will do a larger pitch bend.

Match will match the bpm of the song with the bpm of the song in the other deck.

Hold down the button for 1 second to reset the pitch to 0%.

SHIFT+Match will switch between BPM and Pitch display. Because there are only 2 digits available, the first '1' for BPM's greater than 100 is not shown.

Waitlist + Match will change pitch range

Waitlist + FX will enable scratch mode with the jog wheel.

Loop sets the start of a loop. The led will flash until loop is pressed again.

Loop will then set the end of a loop. It is automatically aligned to a number of beats.

Shift + Loop Out sets the end of a loop, but not beat-aligned.

Loop will exit a loop when it was started.

FWD and BACK buttons will load select a cue point.

Playlist

While a song is not playing:

GROUP + outer jog wheel will scroll through the folder list.

Outer Jog Wheel will scroll through the list of files.

Load will load the currently selected song to the deck.

GROUP + Load will open the selected folder or playlist

Shift + Waitlist will open the waitlist, or switch back to the previous folder.

Waitlist + Load will add the selected song to the waitlist.

PCDJ DAC-3

Configuration - Controller

To use the PCDJ DAC-3's controls, you have to activate it in the PCDJ Red Mobile configuration. To do this, open the options window, and select the **General** tab.

There you can check the **PCDJ DAC-3** option.

-**Pitch Slider Relative mode** will switch between a relative or an absolute pitch slider. Absolute means that the center of the pitch slider will always be 0%. This means it can't be used in combination with automatic bpm matching. Relative mode is default, and it means that the pitch will increase/decrease from the current pitch as you move the pitch slider, whatever absolute position the pitch slider was on. This means that the center position on the pitch slider may not always be 0% song pitch.

-**Jog Wheel sensitivity** sets the sensitivity of the jog wheel. The default is 100, increasing it will make the pitch respond harder on small wheel movements.

General Use

The way the **Play/Pause** and **Cue** buttons work depend on the cue mode configuration in PCDJ Red Mobile. (Menu, Options, General)

-In **CDJ Mode**:

Play/Pause will start or stop playback. The cue point will not be affected.

Cue will return the position to the current cue point when the song was playing.

When the song is not playing and the song is at the current cue point, playback will start for as long as you hold the cue button. When you release the cue button, the position will return to the cue point.

When the song is not at the cue point, the cue point position will be changed.

-In **PCDJ Red Mobile mode**:

Play/Pause will start or stop playback. When playback is stopped, the cue point is set to that position.

Cue will return the position to the cue point and stop playback.

When pressing cue again the position will be set to the start of the song.

SHIFT+Play/Pause will start or stop the song slowly, like a turntable spinning up or down.

The **+/- buttons** will bend the pitch up or down. When the song is not playing, you can use them to move the cue point forwards or backwards.

SHIFT will bend the pitch faster.

R will activate/deactivate reverse playing.

SHIFT+R will start an automatic backspin.

MT will activate/deactive master tempo.

SHIFT+MT will switch the pitch slider between pitch and volume.

Match will match the bpm of the song with the bpm of the song in the other deck.

Hold down the button for 1 second to reset the pitch to 0%.

SHIFT+Match will switch between BPM and Pitch display.

Seek forward/backward can be used to seek through the song.

Waitlist + Match will change pitch range

Waitlist + CP will enable scratch mode with the jog wheel.

When Scratch Mode is enabled the display will flash CONTINUE

Time Display will toggle display between remaining and elapsed time

Loop In sets the start of a loop. The in led will flash until loop out is pressed.

Loop Out sets the end of a loop. It is automatically aligned to a number of beats.
Shift + Loop Out sets the end of a loop, but not beat-aligned.
Reloop will exit a loop.

Cue Points 1 to 10 will load the selected cue point.
Shift + 1 to 10 will store the current position in the selected cue point slot.

Mix Now will fade to the other deck. If it was not playing yet it will start playing.
Shift + Mix Now will set the fade speed.

Effects

You can toggle the default effect selected in the DAC-3 configuration on or off by pressing the **FX** button on the DAC-3.

Playlist

Recordcase up/down buttons will scroll through the current folder or playlist.
Folder + Up/Down will scroll through the folder list.
Shift + Up/Down will scroll through the playlist in certain playlist modes.
Load will load the currently selected song to the deck.
Folder + Load will open the selected folder or playlist
Shift + Load will load the song selected in the playlist
Shift + Waitlist will open the waitlist, or switch back to the previous folder.
Waitlist + Load will add the selected song to the waitlist.

Shift + Jog Wheel will scroll through the current folder or playlist.
Folder + Jog Wheel will scroll through the folder list

12 - Options

There are a lot of options available to configure how Red Mobile works. When you start Red Mobile for the first time, a lot of the options will already be set optimal, based on your computer's speed and memory.

In/Out

Output Driver:

- **DirectSound:** This is the default output mode. It works with almost any soundcard, but the latency is higher than with ASIO.
- **waveOut:** Use only when you are experiencing problems with DirectSound. Not recommended, usually very high latency.
- **ASIO:** Only available on soundcards that support ASIO. This is recommended for lowest latency and highest quality.²

Output Mode:

1. **Master Output:** Will just send the sound to the output.
2. **Master to front, Headphone to rear:** Use this with a 3D sound card (make sure speaker mode is set to 4 speakers). The Master will go to the front output, the Headphone output will go to the rear output
3. **Master to left, Headphone to right:** If you can split the stereo output to 2 mono signals, this will work the same as the previous mode, but also on non-3d soundcards.
4. **Player1 to front, Player2 to rear:** Also with a 3d sound card in 4 speaker mode, use this to mix the sound with an external mixer.
5. **Player1: card 1, Player2: card 2:** Use this when you have two soundcards and an external mixer.
6. **Master: Card 1, Headphones: Card 2:** Use this when you have two soundcards, and you don't want to use an external mixer.

Sampling rate: Default is 44100 Hz. On SoundBlaster cards, 48000 Hz is recommended for optimal sound quality.

Buffer Size: (Milliseconds) Increase the buffer size if the audio stutters or skips. Decrease it to decrease latency. This has no effect when output mode is ASIO.

Streaming Mode: Strongly recommended if you have 512MB RAM or less. This will load only a part of the file into memory instead of the whole file. Another advantage is that you don't have to wait until the complete file is loaded before you can seek to a different position in the track.

ASIO Control Panel: Open the control panel of the selected ASIO device. Can be used to configure buffer size and sample rate.

Inputs: Select the inputs of your soundcard you want to use for passing sound through (such as a mic)

² http://en.wikipedia.org/wiki/Audio_stream_input_output

Sound

Mixer Quality: Setting the mixer to “Highest Quality” will improve the sound quality, especially on pitch changes. Higher quality will also use more processing power. If you have a very fast pc, you can manually enter “Insane Quality” for even better quality.

Output: Mono or Stereo. In ASIO mode, mono will require only half as much memory.

ASIO CPU Load: This can range from about 10 to 100. The higher you set it, the faster the song will load but the more likely it will be that the sound will start to skip while loading. Default is 55.

Memory per stream: This sets the amount of memory Red Mobile can allocate for each deck. Recommended maximum is about 1/4th of the amount of memory you have.

Maximum Memory per stream: When Streaming Mode is disabled, this determines the maximum amount of memory to allocate for one deck. If the song is longer than this, then the file is opened in Streaming Mode instead.

Equalizer Type: This will change how the equalizer sounds. Try both and see which you like best.

Auto Gain: To make sure that all your songs sound equally loud, you can enable this option. If you want to use this, it is also recommended to enable the ‘real time calculation’ check box. This will perform the necessary calculations to determine how loud each song sounds automatically when the song is loaded. This is only done the first time you play the mp3. After that, the result of the calculation is stored in the tag.

Note that this feature takes some processing power when the loudness information is not yet available. Disabling the ‘Real Time Calculation’ will only set the correct gain when replay gain information is available in the tag. When it is not available, the song will be normalized to peak volume. More information about the algorithm used can be found online.³

DC Filter: This filters the ‘Direct Current’ from the main output. By applying effects or by mixing 2 songs, it is possible that some direct current is added to the sound, which is not really good for your amplifier or speakers.

Odb Limiter: This limits the output volume at maximum volume. It does not alter the sound quality as long as the output doesn’t clip. When the output would clip, this filter decreases the volume resulting in a smoother sound. It is recommended to leave this option on for best sound quality.

Cue output before effects and eq: When enabled, the sound you hear in the headphones will not be altered by the effects or equalizer. When disabled, you will hear the sound exactly as you will hear it through the speakers when you turn up the volume.

³ <http://www.replaygain.org>

General

Calculate BPM: Automatically calculates the bpm for each player. Also enable the alternative method if you want to detect DnB,RnB,rap,rock,... correctly. Disable the alternative method if you experience sound stuttering.

Disable Auto BPM Matching: By default, Red Mobile will try to match the bpm of two songs by changing the pitch as soon as you load the song. If you don't want this to happen automatically, enable this option.

Disable Crossfader: This will disable the crossfader. Useful if you use an external mixer so you can't accidentally move Red Mobile's internal crossfader.

Disable warning when loading a new track in a playing deck: If you try to load a song in a deck that is already playing, a warning is shown, which can be disabled with this option.

Auto Cue: This will automatically set the cue point to where the music starts. This is useful when your songs have some seconds of silence at the beginning.

Activating loop sets start of loop: By default, when you start a song, you set the end of the loop, so that you loop what you already heard. With this option, activating a loop sets the start of the loop, so that you will loop what will be coming next.

Logging: There are three types of log files that can be written, containing the songs played during a set. Text and m3u playlist logs are stored in the Red Mobile\logs\username folder, and are named per date. Text logs also contain the hour and the start of the session the songs were played in. A scrobber.log file can be used to update your [last.fm](http://www.last.fm/) statistics.⁴

DMC1/DAC2: If you have such a hardware controller, you can use it with Red Mobile by enabling this setting. Support for this hardware is not very complete.

Hercules DJ Console: If you have such a controller, you can use it in Red Mobile.

EKS XP10: If you have such a controller, you can use it in Red Mobile.

Behringer BCD2000: If you have such a controller, you can use it in Red Mobile.

Vestax VCI-100: If you have such a controller, you can use it in Red Mobile.

Save ID3v2 tags: Will save changes to the tags of mp3, ogg and flac files on exiting. Tag changes include title, artist, ... information, as well as cue points, bpm and gain information. Waveform information is not stored in the tag, but in Red Mobile's own tag database. If this option is disabled, changes will still be stored to the tag cache, but this can be cleared upon upgrading or removing Red Mobile.

Get Length while browsing: Songs that have not been opened yet will not show their length in the file browser. To show the length of these files, enable this option. Note that this will open each of these files, which might make browsing a little slower.

⁴ <http://www.last.fm/>