

## Behringer BCD-2000/3000 With DEX & RED Mobile 1.1

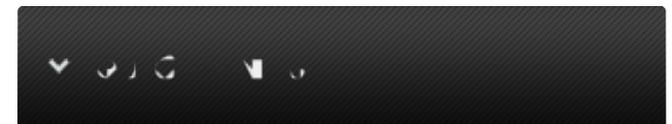


You can choose to use another sound card that you may already have, or you can use the BCD-2000 as a sound device.

To do this, you need to configure the audio device in DEX/RED Mobile. You can find this configuration



Monday – Friday 10am to 5pm EST



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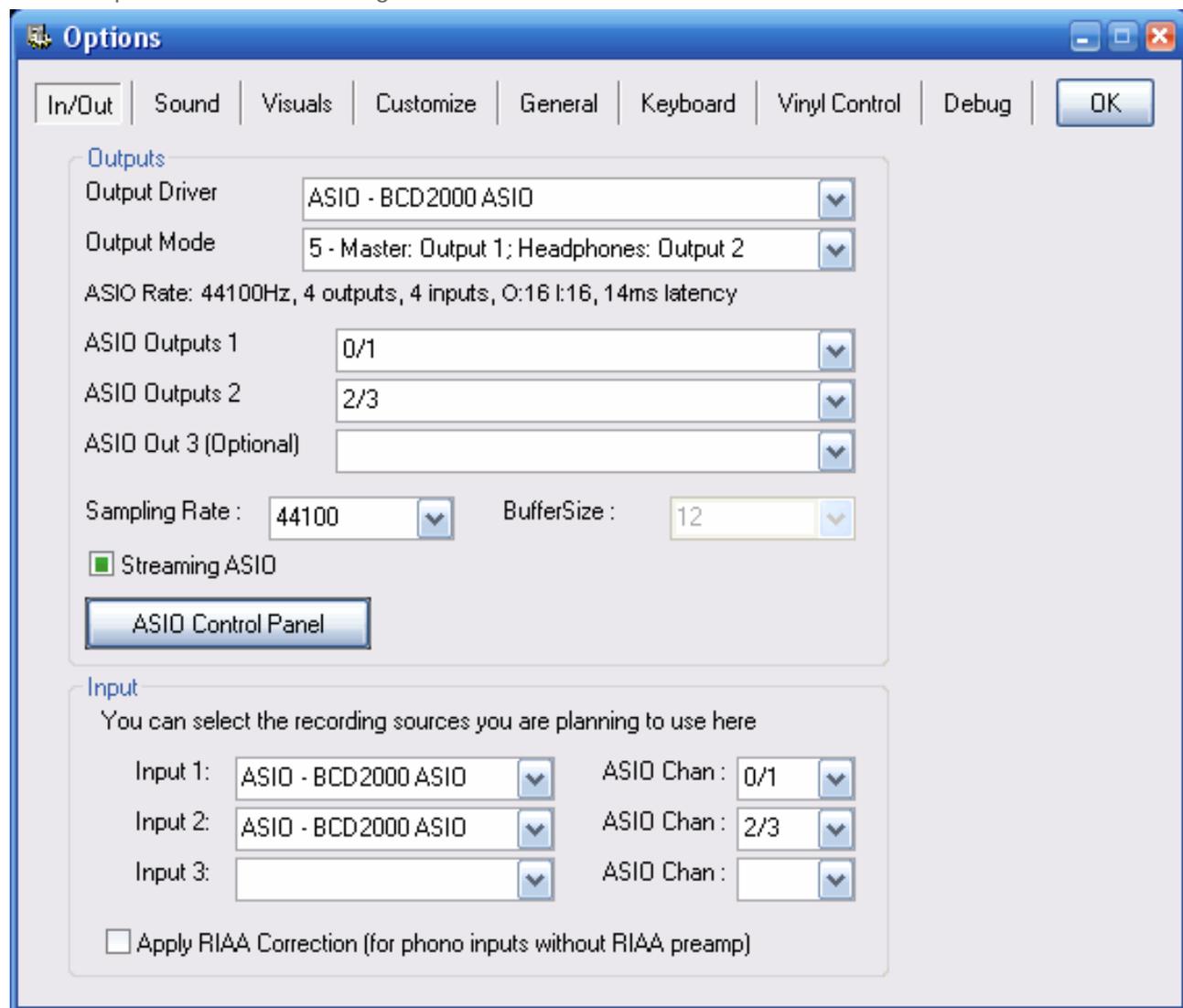
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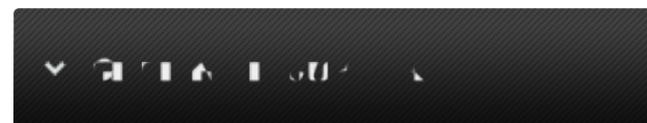
in Options->In/Out

Here's a picture of how the configuration should look like:



Check the Streaming ASIO option if you have 512 MB RAM or less. See the DEX/RED Mobile documentation for more information about this mode.

By default, using the jog wheel while the song is paused will move the current cue point without playing any sound. If you want to hear this movement as well, you can enable the Play Sound while Cueing option on the General tab.



LIVE CHAT  
NOT AVAILABLE

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## Configuration – Controller

To use the BCD-2000's controls, you have to activate it in the DEX/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 behavior 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 DEX/RED Mobile to be controlled by the effect section on the bcd.

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## 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 beat matching. As soon as you release the button, the pitch will return to its 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 DEX/RED Mobile's 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.

If you use DEX Vinyl Control features then you can activate/deactivate vinyl control by pressing To Top and the Analog Input button simultaneously.

Use the On Air button to enable the mic. Internally, it will be loaded to DEX's' 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.

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## 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 Cue Rec mode. Once cue rec 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
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## 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 Effect. The custom effect can be configured by selecting 'custom' on the DEX/RED Mobile BCD-2000 config panel.

## Third Deck

Besides using the effect knobs and buttons to control the DEX effects, you can also use them to control the third deck. To do this, first select the third deck mode by pressing To Top, Effect Button A and Effect Button B simultaneously, and in this order. Now the four buttons and four knobs can be used to control the third deck.

Button A: Play/Pause third deck

Button B: Stop/Cue third deck

Button C: Pitch Bend Down

Button D: Pitch Bend Up

Knob A: Volume

Knob B: Cue volume

Knob C: Low Equalizer

Knob D: High Equalizer

## 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.



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