

## AA DP2 Setup In DEX / Red Mobile (1.1)



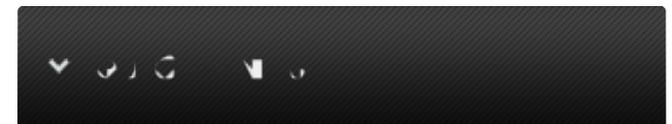
### Driver Installation

In order to use the controller and sound card you must install the Asio and Midi drivers. DO NOT connect the DP-2 before running the driver installer as Windows may then install it's built in generic Midi driver instead of the American Audio driver causing connectivity issues. If you do connect before running the driver installer you should (with the DP2 connected) go to Control Panel->Device Manager->Sound and Game Controllers and uninstall the DP-2 Audio and Midi device (right click->uninstall). Disconnect the DP-2 then run the American Audio Driver Installer and follow the On-screen instructions.

You should check your machine to find out if you have a 32 or 64 bit version of windows to determine what version of the DP-2 driver to install on your machine. [Click here to learn how to do this.](#)



Monday – Friday 10am to 5pm EST



▶ [Software Support](#)

▶ [Hardware Support](#)

▶ [General Support](#)

▶ [FAQ System](#)

▶ [Return Policy](#)

For XP and Vista: Please browse the install CD that was packaged with the DP-2 and install either the 32 or 64 bit.

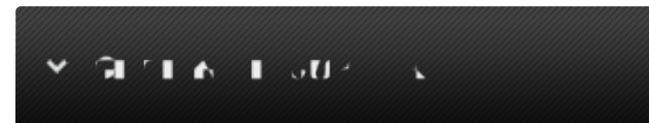
For Windows 7: [You must download and install either the 32 or 64 bit driver from this page.](#)

---

## Midi Configuration

To use the DP2's controls, you have to activate it in the DEX configuration. To do this, open the options window, and select the General tab.

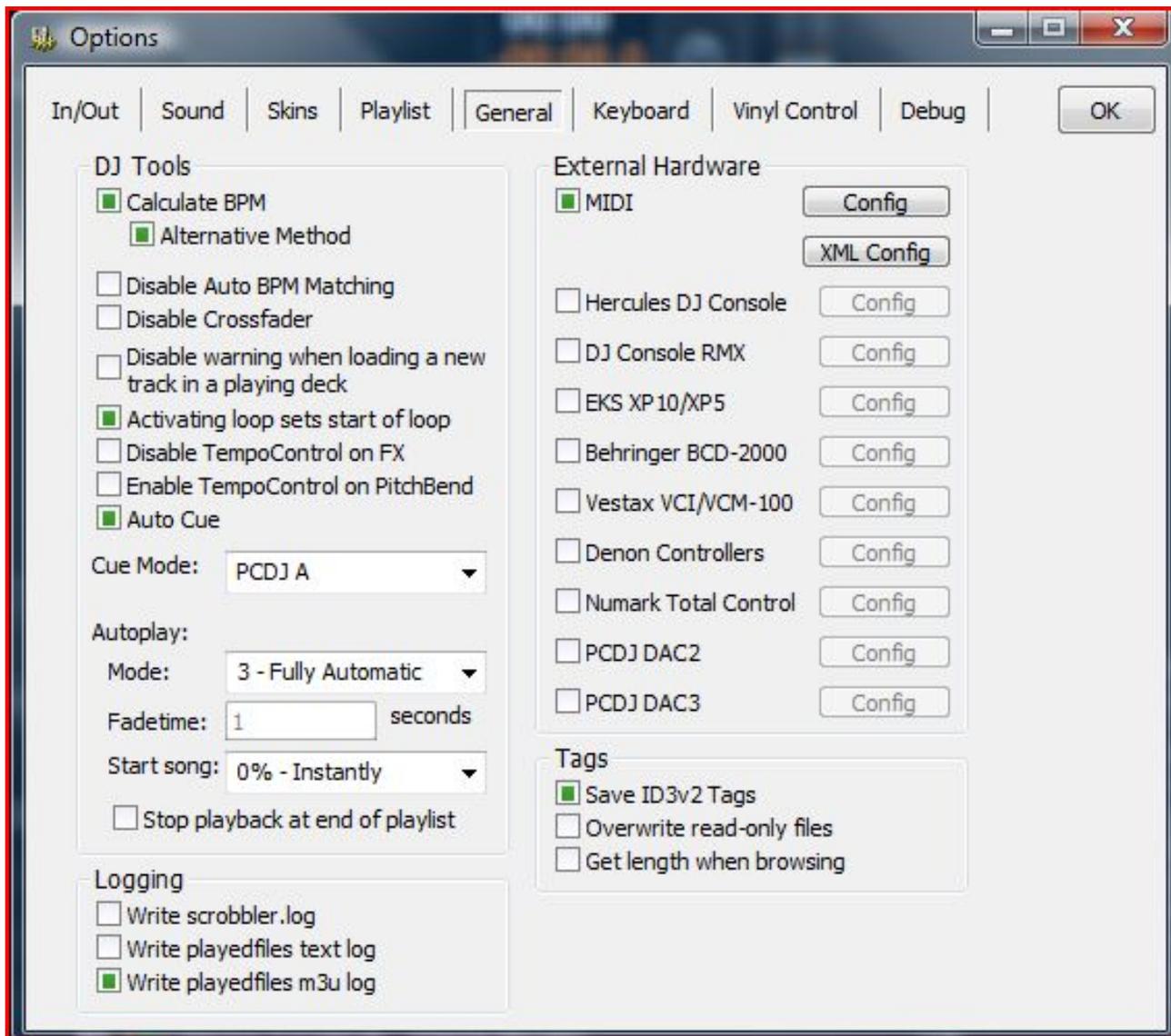
There, activate the Midi checkbox, then click the 'XML Config' button.



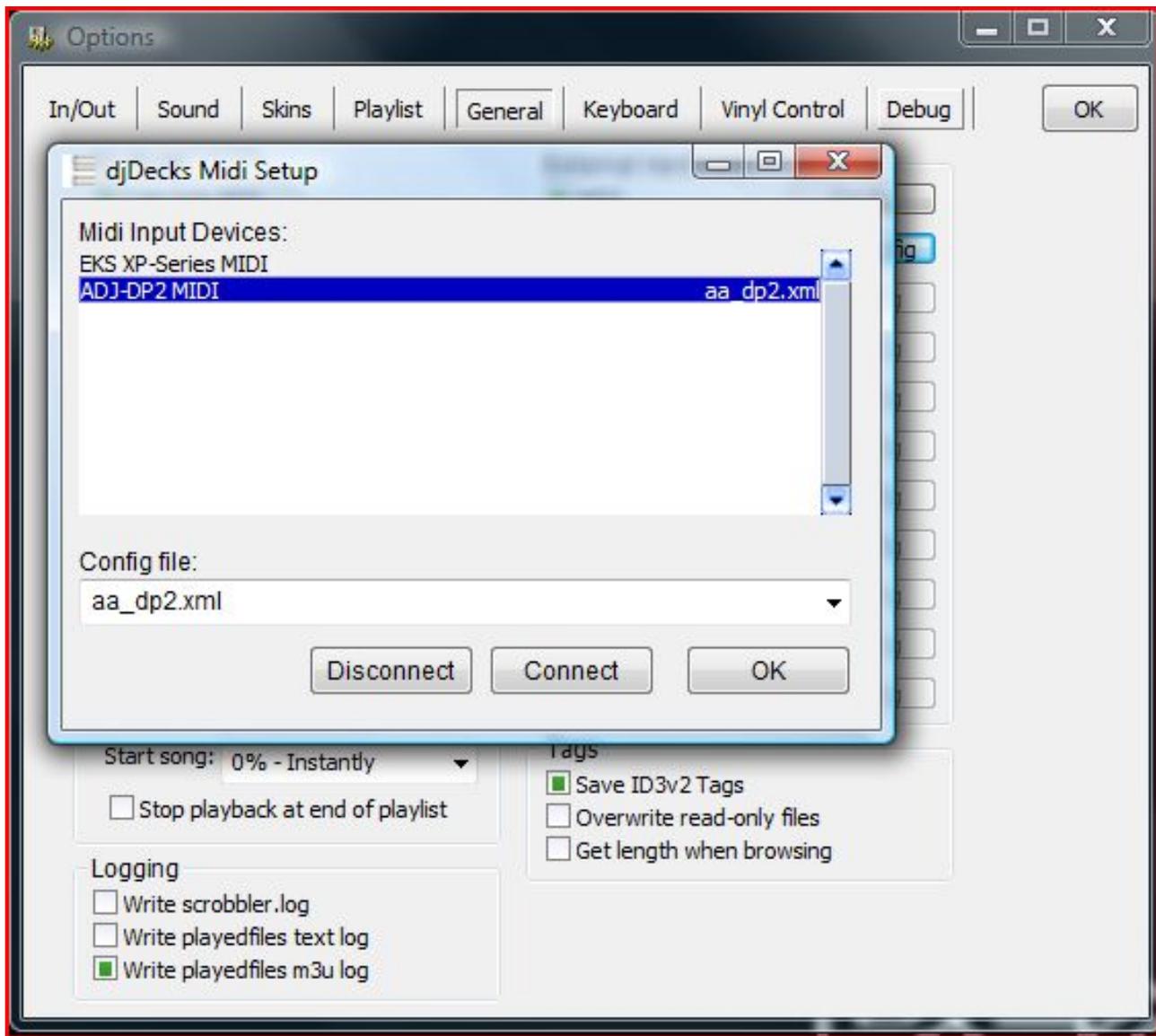
---

LIVE CHAT  
NOT AVAILABLE

---



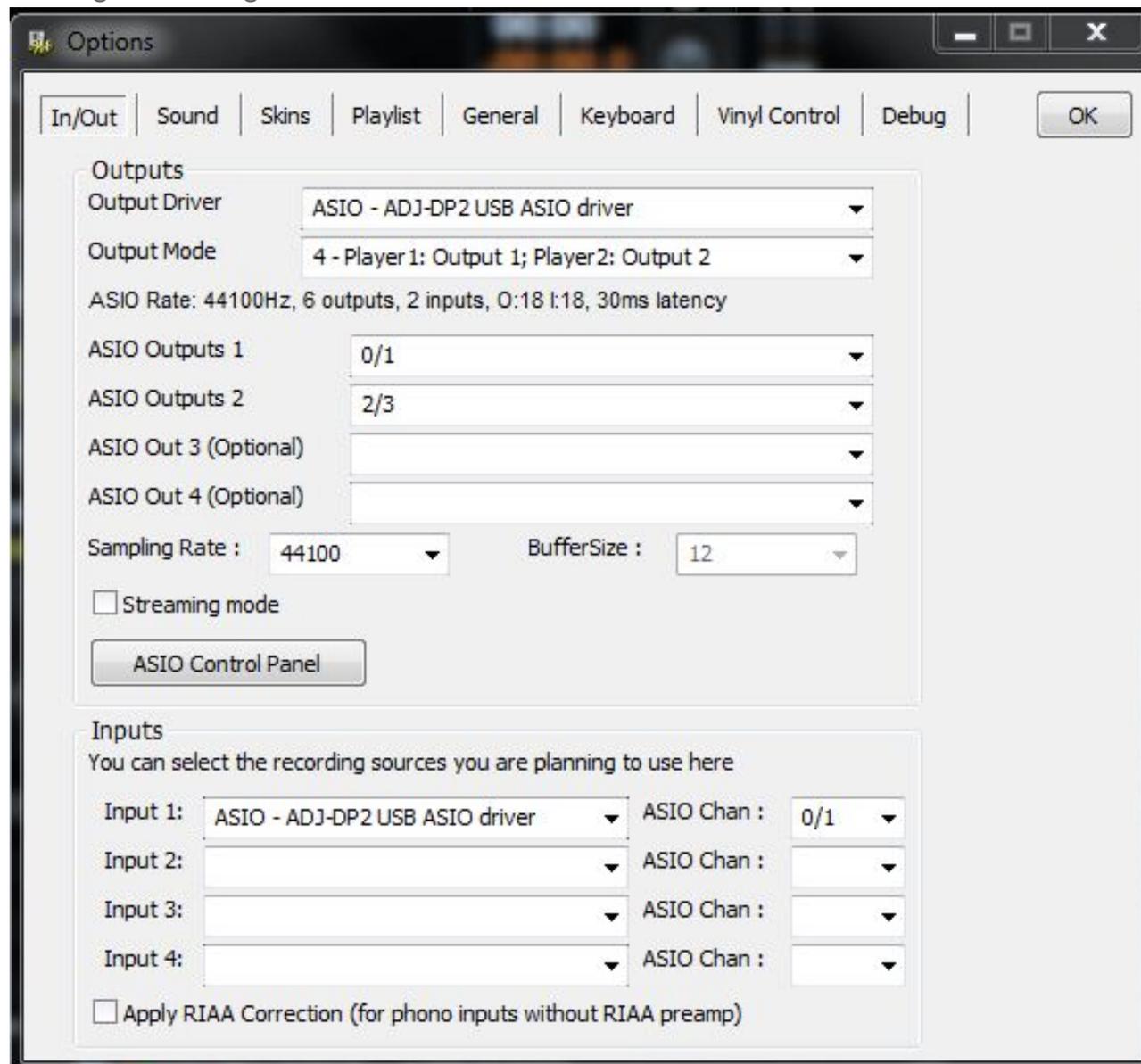
Now select the DP-2 from the list, and select the aa\_dp2.xml configuration from the drop-down box. Finally, click 'Connect' to connect the device.



## Sound Configuration

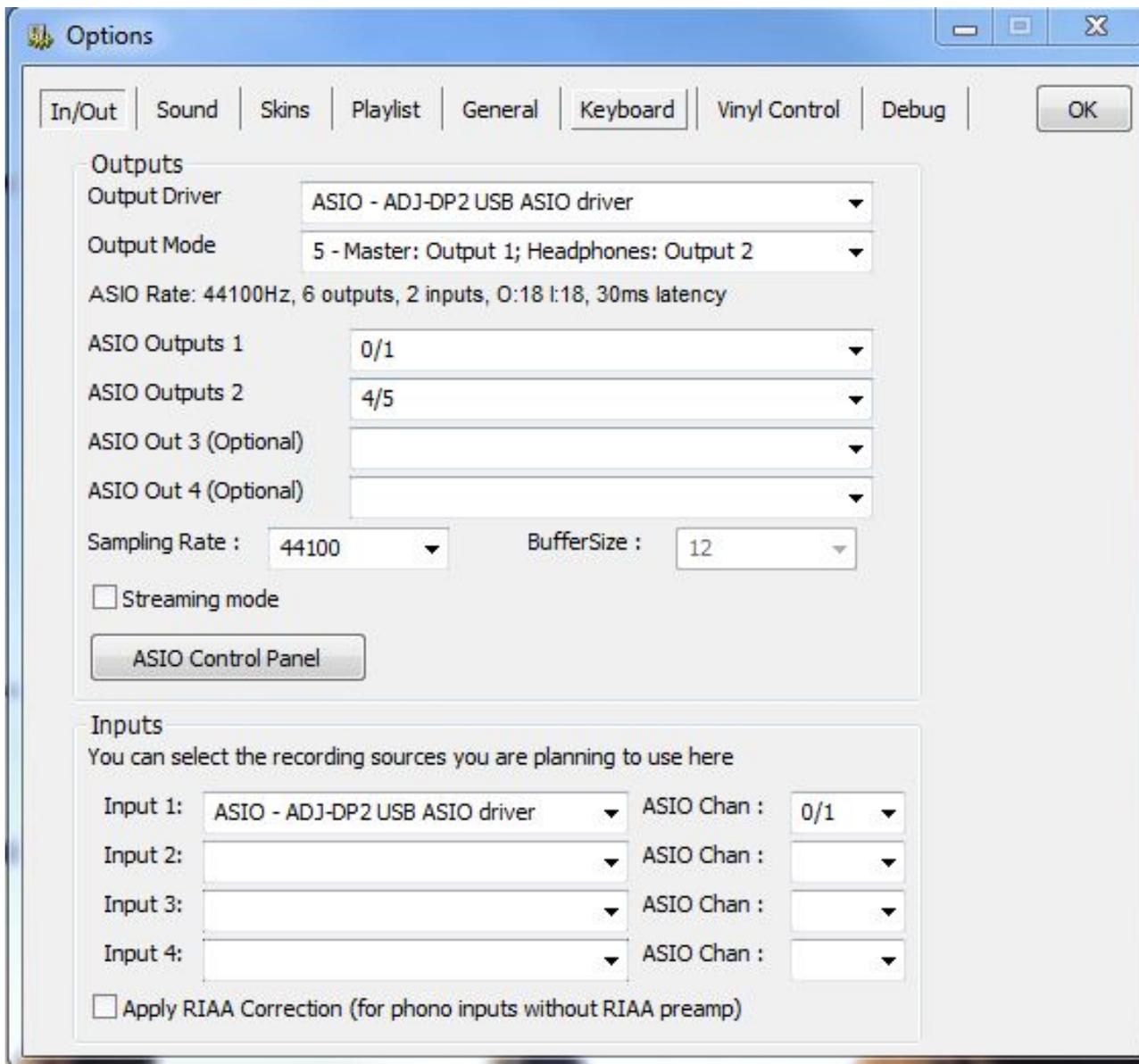
You must install the DP 2 Asio driver which is included on the install disc that is packaged with the DP2 in order to utilize the multi out's on the DP2.

## Settings for Using an external hardware Mixer:



You will connect to your external mixer using the RCA connectors on the back of the DP2.

If you are going to use the DP 2 built in mixer and want to connect headphones to the headphone jack then use this configuration:



You will connect the master out / Player 1 RCA jack to your main speaker Amp and connect the headphones to the 1/4" Jack under Player 2.

## General Use

Use the play/pause button to start or pause a track.

When the track is playing, the cue button will stop the track and return to the current cue point.

When the track is paused, pressing cue will set the cue point to the current position, or starts playing the song while the cue button is pressed.

Press pause while cue is pressed to continue playing even when cue is released.

The crossfader and volume sliders will adjust the volume as expected.

The low, and high knobs control the low and high frequency equalizer.

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 the auto beat match function, and then adjust the pitch slightly with the pitch slider if necessary.

The Master 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 and Jog Seek buttons switch between different jog wheel modes.

When both are disabled, the jog wheel can be used for pitch bending, when scratch is enabled it can be used for scratching, and when jog seek is enabled, it can be used to rapidly search through the song.

The Master Volume knob will control the master volume.

The Cue Vol knob will control the cue volume.

The CUE PGM knob controls the amount of the master output that is sent to the monitor output.

The Cue button above the jog wheel toggles that output to be sent to the monitor output.

## Cue Points

To load a previously saved cue point, press 1 of the 4 hot cue buttons.

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

---

## Loops

The Loop In button will set the start point of a loop, when the Loop Out button is pressed a loop will be activated.

When a loop is active, the Loop Out button can be used to exit the loop.

The Reloop button will re-activate the previous loop and start playing it from the beginning of the loop.

The Loop – and Loop + buttons will halve or double the length of the current loop.

---

## Effects

An effect can be selected with the effect select knob. To enable an effect, use the effect on/off button (reverse button?) which will also show the state of the effect.

Effect 1: Flanger. The strength of the effect can be set with the X Parameter knob. The length of the effect can be set with the Y parameter.

Press the Y parameter button to hold the effect from flanging, and press again to continue the flanger movement

Effect 2: Echo. The X parameter knob controls the strength of the echo, the Y parameter controls the length of the echo

The effect on/off parameter toggles source and echo parameters, creating a short echo effect, but with the song still continuing to play.

Effect 3: Filter. Use effect on/off button to enable the effect.

When using the X parameter knob 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 Y parameter you can specify the feedback. Moving this knob more to the left will make the effect sound stronger.

Effect 4: 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 8: Reverse. Use the effect on/off button to enable reverse play

---

## Sampler (DEX 1.1 Only)

First create a loop, then use Save To to activate saving a sample, and then press the sample number to store the sample.

To play a previously stored sample, press the sample button.

With the sampler button you can open the sampler window to load other files into the sampler, store a set of samples or load a previously stored set of samples.

---

# Playlist

Use the Track Select buttons to select a song in the playlist.

Press Track Select to select a different list to scroll in (folders, files or playlist)

Press the To Deck 1 or To Deck 2 button to load a song to a deck, or to open a selected folder.



Why [#PCDJ](#) won't rush out new  
[#DJSoftware](#) simply for "speed to  
market" <http://t.co/Mat5GIZxul>  
[#DoltRightTheFirstTime](#)  
[#MixEverything](#) about 3 hours  
ago

 [PCDJ @PCDJSoftware](#)

 Follow [@PCDJSoftware](#)

---

[Products](#)

---

[Support](#)

---

[Forum](#)

---

[Dealers](#)

---

[PCDJ News](#)

---

[About Us](#)

---

[Contact](#)

---

[Privacy](#)

---

[Legal](#)

---

[Free Add On's](#)

---

**Digital 1 DJ**

611 S. Ft. Harrison Ave., #317

Clearwater, FL 33756

---

Toll Free: 1-877-999-7235

© 2006-2013 DIGITAL 1 AUDIO, INC. ALL RIGHTS RESERVED.

