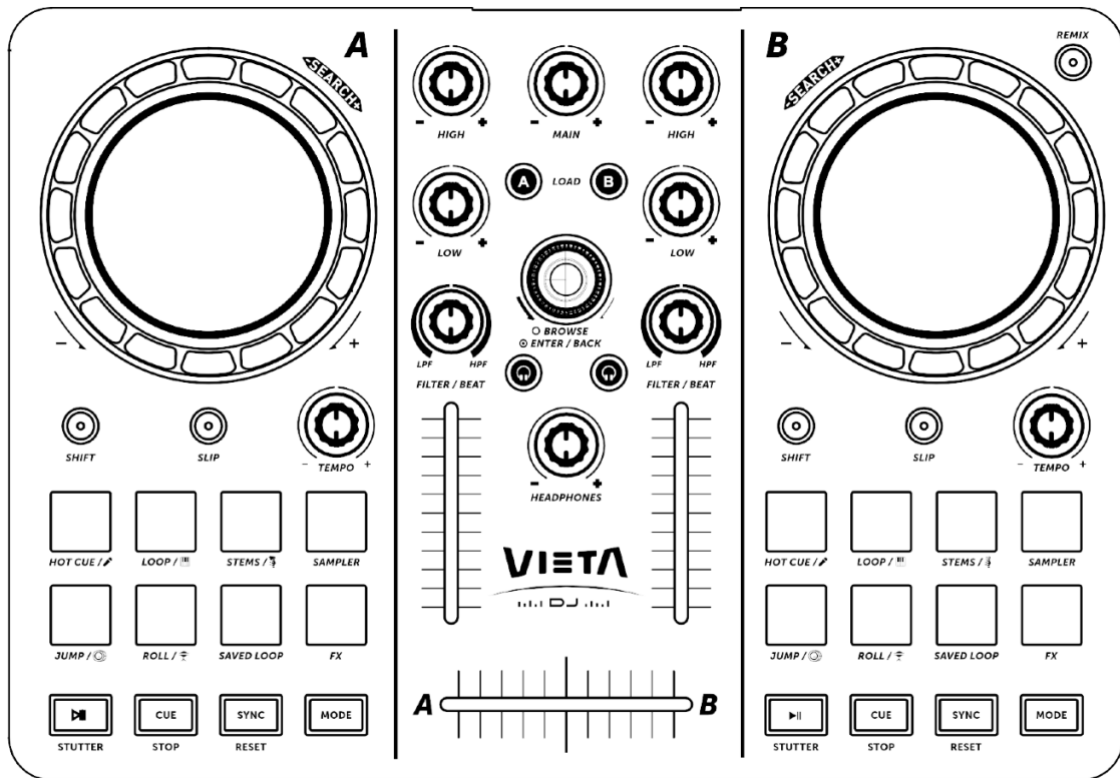


User manual



Vega

VIETA
DJ

DJ controller

Content

BEFORE YOU BEGIN	4
PACKAGE CONTENTS.....	4
USER GUIDE.....	4
USE OF VIRTUALDJ	4
<i>VirtualDJ LE 8 license included</i>	4
<i>Software download</i>	5
<i>System performance and considerations</i>	5
<i>Access to online services</i>	5
<i>Operating system updates</i>	5
CONTROL FUNCTIONS	6
TOP PANEL.....	6
1. <i>Decks</i>	7
2. <i>Pads and quick controls</i>	7
3. <i>Playback controls</i>	9
4. <i>Mixer</i>	10
REAR PANEL	11
CONNECTIONS AND POWER SUPPLY	11
USE OF USB CABLES	11
POWER SUPPLY FROM PC/MAC	11
USE WITH MOBILE DEVICES.....	12
HEADPHONES CONNECTION	12
VIRTUALDJ INSTALLATION ON PC/MAC	12
1. SOFTWARE DOWNLOAD	12
2. SOFTWARE INSTALLATION	12
<i>On Windows</i>	12
<i>On macOS</i>	12
3. CONNECTING THE CONTROLLER TO THE COMPUTER	13
4. VIRTUALDJ LE 8 ACTIVATION (INCLUDED LICENSE).....	13
5. CONTROLLER RECOGNITION IN VIRTUALDJ	13
6. AUDIO CONFIGURATION (MASTER + HEADPHONES).....	14
7. PERFORMANCE RECOMMENDATIONS	14
BASIC OPERATION	15
TRACK PLAYBACK.....	15
MASTER VOLUME ADJUSTMENT	15
EQUALISATION AND FILTER	15
MIXING BETWEEN TRACKS	15
1. <i>Using the crossfader</i>	15
2. <i>Using the channel faders</i>	16
HEADPHONES CUE MONITORING	16
ENDING PLAYBACK	16
ADVANCED USE	16
1. ADVANCED USE OF THE PADS	16

1. <i>Hot Cues</i>	16
2. <i>Automatic loops (LOOP)</i>	17
3. <i>Saved loops (SAVED LOOP)</i>	17
4. <i>Beat Jump (JUMP)</i>	17
5. <i>Roll</i>	18
6. <i>Stems</i>	18
7. <i>Sampler</i>	18
8. <i>FX</i>	19
2. USE OF SLIP MODE	19
3. ADVANCED USE OF THE JOGWHEEL	19
ADVANCED SETTINGS IN VIRTUALDJ	20
JOGWHEEL SETTINGS (BACKSPIN, BRAKE AND SENSITIVITY)	20
SLIP BUTTON ILLUMINATION AND OTHER LEDs	21
CROSSFADER CURVE	21
HEADPHONES CONFIGURATION	21
POWER MANAGEMENT AND DEMO MODE	22
CHANGING THE SETTINGS	22
JOGWHEEL RESPONSE (SCRATCH AND BACKSPIN)	22
SLIP MODE AND VISUAL FEEDBACK	23
CROSSFADER CURVE CONFIGURATION	23
HEADPHONES OUTPUT CONFIGURATION	23
TROUBLESHOOTING	24
<i>The unit does not power on or is not recognised by the PC/Mac</i>	24
<i>No sound from the speakers</i>	24
<i>No headphones cue signal</i>	24
<i>Audio dropouts or high latency</i>	24
<i>Pads, LEDs or jogwheel behaviour does not match expectations</i>	25
USING THE UNIT AS A CONTROLLER FOR OTHER DJ APPLICATIONS	25
TECHNICAL SPECIFICATIONS	26
ADDITIONAL INFORMATION	27
REGISTERED TRADEMARKS	27
THIRD-PARTY SOFTWARE AND LICENCE NOTICE	27
DOCUMENTATION, SCREENS AND SPECIFICATIONS NOTICE	27
SAFETY, MAINTENANCE AND WARRANTY	28
COPYRIGHT PRECAUTIONS	28
ALL RIGHTS RESERVED	28

Before you begin

Thank you for choosing this controller. Before using the unit for the first time, read this manual carefully and keep all accompanying documentation for future reference.

Package contents

The package includes:

- DJ controller
- Quick start guide
- Safety and warranty information
- USB-A to USB-C cable
- 3.5 mm stereo jack to RCA cable

User guide

For detailed instructions on installing and configuring the software, refer to the following official VirtualDJ resources:

- **VirtualDJ QuickStart Guide** – installation and initial setup
- **VirtualDJ Manual** – advanced configuration and software operation

<https://virtualdj.com/manuals/virtualdj.html>

These documents describe the features of the VirtualDJ software for Windows and macOS, as well as the control options available when this controller is used.

Use of VirtualDJ

VirtualDJ for Windows and macOS is a professional application designed for audio and video mixing, music library management, and the application of advanced effects and mixing functions. This controller has been optimised to operate natively with VirtualDJ through automatic mapping.

VirtualDJ LE 8 license included

The controller incorporates a **VirtualDJ LE 8 license**, which unlocks all functions supported for this model within that software edition.

- The **activation key** is physically located on the **underside** of the controller.
- Once entered and associated with your VirtualDJ account, the license remains active whenever the controller is connected.
- Create and register a VirtualDJ account to simplify license recovery or device replacement in the future.

Software download

The VirtualDJ software is not physically included with the product. Always download the latest version from:

virtualdj.com

To verify compatibility, system requirements and supported operating systems, refer to the **[Minimum Requirements]** section under **[Support]** on the official website.

System performance and considerations

Even when the minimum requirements are met, performance may vary depending on the computer hardware. To ensure stable operation:

- Keep the PC/Mac connected to mains power, especially in the case of laptops.
- Disable power-saving modes that may limit CPU or disk performance.
- Close applications that consume resources or may negatively affect overall system performance.

Access to online services

Some VirtualDJ functions require an Internet connection (for example: music catalogues, streaming services or third-party content). In certain cases, an external subscription is required to access these services.

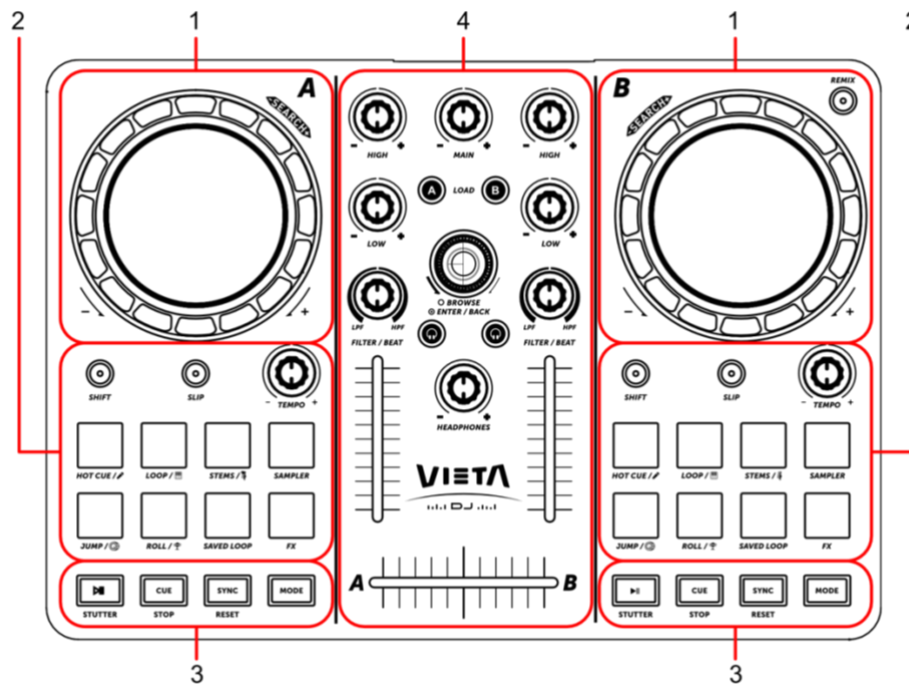
Operating system updates

Correct software operation is only guaranteed when using the latest available versions of the operating systems recommended by VirtualDJ.

Control functions

Top panel

The top panel of the controller is divided into several sections designed to manage playback, mixing and access to advanced VirtualDJ functions. Each area groups specific controls to provide an intuitive and efficient workflow.



1. Decks A and B

Allow temporary adjustment of track playback or scratch-type movements, depending on the active mode.

2. Effects and pads / quick controls

Handle navigation, editing and processing functions.

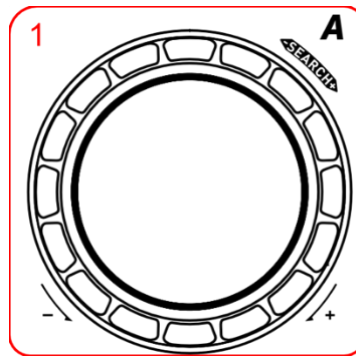
3. Playback controls

Provide the main transport, synchronisation and basic track management controls.

4. Mixer

Manages mixing, track navigation and monitoring.

1. Decks



1. Selection wheel / jogwheel

When the **Vinyl** mode is enabled:

Allows you to perform **scratch** techniques on the track by directly manipulating the audio, emulating the behaviour of a vinyl record.

Rotating the outer ring or when **Vinyl** mode is disabled:

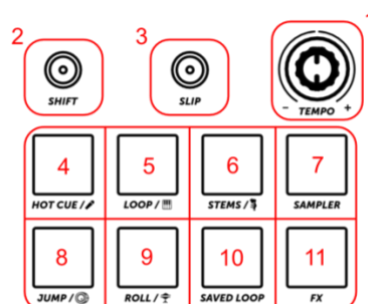
Executes a **pitch bend**, temporarily speeding up or slowing down the playback of the track without stopping the audio.

[SHIFT] + wheel rotation:

Enables fast forward or rewind through the track, allowing rapid navigation in both directions according to the rotation and the mapping defined in VirtualDJ.

The sensitivity and overall behaviour of the jogwheel can be customised through MIDI mapping in VirtualDJ, so that its response is adapted to the specific requirements of the user and the controller.

2. Pads and quick controls



1. TEMPO / pitch / tempo fader

Adjusts the playback speed/BPM of the track loaded on the deck.

2. SHIFT

Activates secondary functions of other buttons and pads, modifying their behaviour according to the configured mapping.

3. SLIP

Activates Slip mode; allows you to manipulate cues, loops and effects without interrupting the internal progression of the track, so playback continues in the background.

4. HOT CUE

Sets and recalls cue points in the track instantly.

5. LOOP

Activates and controls loops of different lengths in the track.

6. STEMS

Isolates and manipulates elements such as vocals, drums or instruments from the original track for real-time mixing (native STEMS function in VirtualDJ).

7. SAMPLER

Triggers sounds or pre-recorded audio clips assigned to each pad.

8. JUMP

Performs quick jumps between different sections of the track according to predefined markers or length settings.

9. ROLL

Activates a temporary roll effect that repeats a fragment while the internal playback continues in the background; when the pad is released, the track resumes at the position it would have reached in real time.

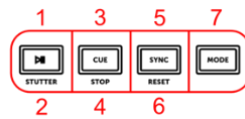
10. SAVED LOOP

Activates loops that the user has previously stored for that track.

11. FX

Triggers instant effects (echo, filter, delay, etc.) according to the FX configuration assigned to that pad in VirtualDJ.

3. Playback controls



1. *PLAY/PAUSE*

Starts playback of the loaded track and stops it at the exact position when pressed again. It acts as the main start/stop transport control of the deck in VirtualDJ.

2. *STUTTER*

Plays the track from the cue point each time the button is pressed, allowing rhythmic repeats without losing the defined start marker.

3. *CUE*

Sets the track's cue point and plays momentarily from that point while the button is held down; when released, playback returns to the same cue position.

4. *STOP*

Stops playback and, depending on the VirtualDJ mapping, may return the track to the beginning or keep it at the current position.

5. *SYNC*

Automatically matches the BPM and phase of the track to the other deck, simplifying tempo-matched mixing.

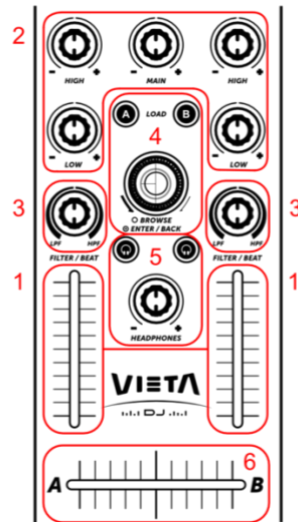
6. *RESET*

Restores deck parameters, such as pitch/tempo and any other assigned settings, to their default values in VirtualDJ.

7. *MODE*

Changes the operating mode of the deck or pads, switching between banks such as Hot Cue, Loop, Roll, Sampler or other modes defined in the mapping.

4. Mixer



1. Channel faders

Independently control the output level of each deck, determining how much of each channel is sent to the master mix.

2. Equalisation and level controls (HIGH / LOW / MAIN)

HIGH and LOW adjusts the high and low frequency bands of each channel to balance brightness, low end and perceived loudness in the mix. MAIN adjusts the overall master output level of both channels simultaneously.

3. Filter / effects (FILTER/BEAT)

Applies an assigned filter (for example, high-pass or low-pass) or controls rhythmic/effect parameters depending on the VirtualDJ configuration.

4. Track load and navigation (BROWSE / ENTER / BACK / LOAD)

Used to navigate the VirtualDJ library, select tracks and load them into Deck A or Deck B without using a mouse.

5. Headphones controls (HEADPHONES, volume/mix)

Define which signal is monitored in the headphones (channels in Cue and/or Master) and at what level, enabling pre-listening before sending changes to the main output.

6. Crossfader

Performs the transition between the left and right channels, mixing or cutting one with respect to the other according to the crossfader curve defined in VirtualDJ.

Rear panel



1. USB-C connector **[PC]**

Connect this terminal to the computer using a USB-C cable to establish communication between the controller and VirtualDJ.

2. MASTER OUT terminal **(3.5 mm stereo mini-jack)**

Outputs the master audio signal. Connect powered loudspeakers, a sound system or the line input of an external mixer here and select this output as “Master” in the VirtualDJ audio configuration.

3. HEADPHONES terminal **(3.5 mm stereo mini-jack)**

Outputs the headphone monitoring signal. Connect your headphones here and configure this terminal as the “Headphones” output in VirtualDJ to monitor the channels in Cue mode without affecting the master output.

Connections and power supply

Before connecting or disconnecting the controller from the PC/Mac or from other external devices, make sure to unplug the USB-C cable from the corresponding port to prevent damage to the terminals.

Use of USB cables

- Always use certified USB cables in good condition.
- For computers with USB-C ports, a USB-C to USB-C cable of up to 3 m is recommended.
- For USB-A ports, use a certified USB-A to USB-C cable, also up to 3 m.
- Correct operation is not guaranteed with all models of USB hubs. If a hub is required, use an externally powered hub recommended by the computer manufacturer.

Power supply from PC/Mac

When the controller is powered solely through the computer’s USB port:

- Avoid connecting other USB devices that may limit the available power.
- On laptops, it is recommended to keep the computer connected to mains power to ensure a stable supply.

Use with mobile devices

When used with a smartphone or tablet:

- It is recommended to use a USB power adapter or a dedicated external battery to power the unit.
- Ensure that the supplied power complies with the controller's voltage and current specifications.

VirtualDJ can only be fully installed and executed on Windows and macOS. The VirtualDJ Remote mobile application operates as a remote control.

Headphones connection

For optimal performance:

- Use headphones with an impedance suitable for DJ controllers (approximately 32 Ω or higher).
- Avoid adapters or plugs that may cause intermittent contacts in the 3.5 mm jack connector.

VirtualDJ installation on PC/Mac

1. Software download

VirtualDJ for Mac/Windows is not physically included with the controller. Always download the latest version from:

virtualdj.com

For up-to-date information on compatibility, system requirements and supported operating systems, refer to the **[Minimum Requirements]** section under **[Support]** on virtualdj.com.

Please note that, even if the minimum requirements are met, performance may vary depending on the specific PC/Mac model and its operating conditions.

2. Software installation

On Windows

1. Download the installer from virtualdj.com.
2. Run the downloaded file and follow the on-screen instructions.
3. When the installation is complete, launch VirtualDJ from the Start menu.

On macOS

1. Download the .dmg file from virtualdj.com.

2. Drag VirtualDJ to the Applications folder.
3. Launch the application from Launchpad or from the Applications folder.

On some macOS systems, it may be necessary to authorise the application in System Preferences → Security & Privacy.

3. Connecting the controller to the computer

1. Connect the USB-C terminal on the rear panel of the controller to the PC/Mac using a certified USB cable.
2. Wait for the operating system to recognise the unit. This controller is class-compliant and normally does not require additional drivers.
3. With the controller connected, launch VirtualDJ.

For stable operation, especially on laptops, it is recommended to keep the computer connected to mains power.

4. VirtualDJ LE 8 activation (included license)

This controller includes a VirtualDJ LE 8 license, required to unlock the functions available for this model within that software edition.

- The physical activation key is located on the underside of the controller.
- When VirtualDJ displays the activation window, enter this key and sign in with your VirtualDJ account.

Once the license has been activated:

- It will remain permanently linked to your account.
- VirtualDJ will automatically unlock the compatible functions every time you connect the controller, without the need to purchase additional plans.
- In case of system reinstallation or computer replacement, it is sufficient to sign in with the same account.

5. Controller recognition in VirtualDJ

When VirtualDJ is launched with the controller connected, the application displays a notification indicating that a compatible device has been detected.

1. Select the controller in the pop-up window.
2. Accept loading of the recommended mapping and the suggested audio configuration.
3. Click APPLY if prompted by the application.

VirtualDJ will automatically create an initial audio configuration using the controller's audio device.

6. Audio configuration (Master + Headphones)

To use both the master output and headphones pre-listening simultaneously:

1. Open Settings → Audio.
2. Select an output mode equivalent to SPEAKER + HEADPHONE.
3. Assign:
 - **MASTER OUT** → 3.5 mm stereo mini-jack connector labelled OUTPUT.
 - **HEADPHONES** → 3.5 mm stereo mini-jack connector labelled HEADPHONES.
4. Click APPLY to save the settings.

Then adjust levels in the VirtualDJ mixer and on the physical controls of the controller itself to obtain an appropriate workflow.

7. Performance recommendations

To ensure stable operation:

- Use certified USB cables and avoid unpowered USB hubs.
- Keep the computer connected to mains power to prevent power limitations.
- Close applications that consume significant resources (CPU, disk or GPU).
- If you experience latency or audio dropouts, adjust the buffer size in the VirtualDJ settings until a stable balance is achieved.

Basic operation

Track playback

1. Load a track onto the corresponding deck using the mixer navigation controls or by dragging it from VirtualDJ.
2. Set the initial mixer controls as follows:
 - **Channel fader** at minimum
 - **Crossfader** centred
 - **EQ HIGH / LOW** at centre position
 - **FILTER/BEAT** at centre position
 - **MAIN** at minimum
3. Press **PLAY/PAUSE** to start playback of the track.
4. Raise the **channel fader** to bring the track into the mix.

Input gain is adjusted within the VirtualDJ software (Auto Gain is recommended).

Master volume adjustment

- Use the MAIN control to adjust the overall output level.
- This control sets the level sent to the MASTER OUT terminal (3.5 mm stereo mini-jack).
- If you are playing back through the internal speakers of the computer, the overall level will also depend on the operating system's volume control.

Equalisation and filter

Each channel provides:

- **HIGH** – adjusts high frequencies (brightness).
- **LOW** – adjusts low frequencies (bass).
- **FILTER/BEAT** – applies a high-pass or low-pass filter depending on the direction of rotation.

The filter acts as a fast mixing effect for smooth transitions between tracks.

Mixing between tracks

You can mix two tracks in two different ways:

1. Using the crossfader

- Move it to the left to hear only Deck A.
- Move it to the right to hear only Deck B.

- Leave it centred to hear both decks simultaneously.

The crossfader curve can be configured in VirtualDJ to adapt its response to the desired mixing style.

2. Using the channel faders

- Raise or lower the volume of each channel independently.
- This method is useful for progressive blends or for mixing without using the crossfader.

Headphones cue monitoring

1. Connect your headphones to the **HEADPHONES** terminal (3.5 mm).
2. Press the **CUE** button on the channel you wish to monitor.
3. Adjust the listening level using the **HEADPHONES LEVEL** control.

Ending playback

- Press **STOP** or **PLAY/PAUSE** to stop the track.
- Lower the channel faders and the **MAIN** control.
- Close VirtualDJ.
- Disconnect the USB cable to power off the unit.

Advanced use

In this section, advanced functions that can be used with VirtualDJ through the pads, Slip mode and the controller's jogwheel are described.

The exact behaviour of each pad or combination may vary depending on the mapping selected in VirtualDJ.

1. Advanced use of the pads

The controller's pads operate in banks or modes, which are switched using the **MODE** button and through the VirtualDJ mapping options.

Depending on the active bank, the pads can control Hot Cues, loops, jumps, stems, the sampler or effects.

1. Hot Cues

The **HOT CUE** bank allows you to set and recall key points in the track.

- When the pad bank is set to **HOT CUE**, each pad can:
 - **Store a Hot Cue point** at the current playback position.

- **Instantly jump** to an already stored Hot Cue.
- VirtualDJ allows multiple Hot Cues per track.
These points are stored in the software database and remain available in future sessions.

To delete or rename Hot Cues, use the VirtualDJ interface directly or the key/pad combinations defined in the mapping.

2. Automatic loops (LOOP)

The **LOOP** bank allows you to activate loops of fixed length.

- With the bank set to **LOOP**, the pads trigger loops of different lengths (for example 1, 2, 4, 8 beats), as defined in VirtualDJ.
- When pressing a pad:
 - A loop is created around the current playback position.
 - The loop remains active until the same pad is pressed again or it is disabled in the software.
- VirtualDJ can display the exact loop length on screen and allows you to modify it from the application.

3. Saved loops (SAVED LOOP)

The **SAVED LOOP** bank allows you to recall loops that have been previously stored in the track.

- Loops are **created and saved** from the VirtualDJ interface.
- When a track contains saved loops, the pads assigned to **SAVED LOOP** allow you to:
 - Quickly activate one of those loops at the exact position where it was stored.
 - Toggle its activation (ON/OFF), depending on the mapping used.

This function is useful for jumping to choruses, breakdowns or other important sections of the track.

4. Beat Jump (JUMP)

The **JUMP** bank allows you to move playback forwards or backwards without losing the beat.

- With JUMP active, each pad moves the playback position by a number of beats or bars defined in VirtualDJ.

- Some pads may be configured for short jumps (for example 1 or 2 beats) and others for longer jumps (full bars or phrases).
- This function is useful for:
 - Skipping intro or outro sections.
 - Repeating parts of the track without creating a permanent loop.

5. Roll

The **ROLL** bank allows you to create temporary repetitions while maintaining the real progress of the track.

- When holding a pad in **ROLL**, a temporary loop is activated with the duration assigned to that pad.
- While the roll is active, the track continues to advance in the background.
- When the pad is released, playback returns to the point the track would have reached naturally.
- Depending on the VirtualDJ configuration, different pads can correspond to short rolls (stutter-type effects) or longer rolls (rhythmic fills).

6. Stems

The **STEMS** bank uses VirtualDJ's track separation by components.

- With **STEMS** active, the pads can:
 - Mute or isolate elements such as vocals, instruments, bass or drums.
 - Activate variations or effects applied to a specific stem, depending on the mapping.
- This enables:
 - Creating "acapellas" by removing the instrumental part.
 - Leaving only the rhythmic base and mixing another track on top.
 - Applying effects to a specific element without affecting the rest.

7. Sampler

The **SAMPLER** bank triggers sounds or fragments loaded into the VirtualDJ sampler.

- In VirtualDJ, select the sampler bank and load the desired sounds (one shots, loops, effects, etc.) into each slot.
- With **SAMPLER** active:
 - Each pad plays the sample assigned to the corresponding sampler slot.
 - The playback mode (one shot, loop, hold, etc.) is configured directly in VirtualDJ.

- To stop a sample or change sampler bank, use the controls provided in the software or the combinations defined in the mapping.

8. FX

The **FX** bank allows you to trigger quick effects from the pads.

- The effects activated from this bank are selected in VirtualDJ.
- Each pad can:
 - Turn a specific effect on or off.
 - Apply momentary effects while the pad is held down, according to the configuration.
- Detailed parameter adjustment (intensity, feedback, duration, etc.) is carried out from the VirtualDJ effects controls, since the unit does not include dedicated potentiometers for this purpose.

2. Use of Slip mode

The **SLIP** button enables **Slip mode**, which allows actions to be performed on the track without interrupting its internal progression.

When Slip mode is active:

- When **scratching** with the jogwheel, the track continues to advance “underneath” in the background.
When you release the wheel, playback automatically jumps to the point the track would have reached.
- When triggering **Hot Cues, Roll or short loops** from the pads, the track continues to advance in the background.
When the action finishes, playback returns to the current position that corresponds to the internal progression.
- In this way, very pronounced effects can be created without losing the tempo or the structure of the track.

The Slip mode status can be monitored in VirtualDJ and, depending on the mapping, also via the illumination of the SLIP button.

3. Advanced use of the jogwheel

In addition to basic use, the jogwheel allows more precise control over the track.

- **Scratching**
When Vinyl mode is enabled in VirtualDJ, touching the top surface of the

wheel allows you to slow down, release or scratch the track, as if it were a physical record.

- **Pitch Bend**

Rotating the outer edge of the wheel (or the top surface with Vinyl mode disabled) temporarily speeds up or slows down playback, helping to manually align the tempo.

- **Fast search**

By combining the wheel with the SHIFT key (according to the mapping), it is possible to move quickly forward or backward through the track to locate a specific section.

The jogwheel sensitivity and response can be adjusted in the VirtualDJ MIDI mapping to adapt its behaviour to the user's preferences.

Advanced settings in VirtualDJ

In addition to the functions described in the previous sections, VirtualDJ allows you to adjust various parameters that affect the behaviour of the controller. These parameters are configured from the VirtualDJ Settings menu, mainly under the **Audio**, **Options** and **Controllers** tabs.

The exact names of the options may vary slightly depending on the VirtualDJ version, but the general concepts are as follows.

Jogwheel settings (backspin, brake and sensitivity)

VirtualDJ provides several options to modify the response of the jogwheel, such as:

- **Scratch and rotation sensitivity**

Defines how much track movement is generated for a given physical movement of the jogwheel.

- **Brake and backspin behaviour**

Determines how the track stops or “rewinds” when a fast backward spin is performed, including the duration and intensity of the effect.

These parameters are adjusted from the **Options** section in VirtualDJ.

If any of these values are changed, the duration and feel of scratch and backspin will differ from the default behaviour.

SLIP button illumination and other LEDs

The illumination and flashing behaviour of the **SLIP** button and the rest of the controller LEDs depend on the mapping loaded in VirtualDJ.

- In the default mapping, the SLIP button lights up when Slip mode is active and may either flash or remain steady, depending on the function's status.
- If desired, this behaviour can be modified by editing the controller mapping under **Settings** → **Controllers**, assigning different conditions for when LEDs turn on, turn off or blink.

In this way, the visual feedback provided by the controller during a session can be customised to match the user's preferences.

Crossfader curve

VirtualDJ allows you to define the crossfader curve to adapt it to your mixing style:

- **Smooth curve** – intended for progressive transitions between channels.
- **Sharper or “cut” curve** – suitable for fast mix techniques or scratching, where a more abrupt entry/exit of the sound is required.

These settings are available in the VirtualDJ configuration, typically under **Audio** or **Crossfader** options.

The controller applies the selected curve immediately when the physical crossfader is moved.

Headphones configuration

In the **Audio** tab in VirtualDJ, you can define how the monitoring signal is routed to the controller's **HEADPHONES** output:

- Select the controller's audio device as the **Headphones** output.
- Choose whether you want to listen only to the CUE signal or a combination of CUE and MASTER, depending on the options available in the software.

The controller provides a standard stereo headphones output; special monitoring modes such as “mono split” depend on the configuration of VirtualDJ and the audio system used.

The monitoring level is controlled from the **HEADPHONES LEVEL** knob on the controller.

Power management and demo mode

The controller does not include an internal demo mode or automatic power-off functions equivalent to those of other models.

Power management during use with VirtualDJ depends mainly on:

- The power-saving settings of the operating system (sleep, screen off, USB power saving, etc.).
- The power supplied to the controller via the USB port or any external power adapter used.

To avoid interruptions during a session, it is recommended to:

- Disable automatic sleep or hibernation while using VirtualDJ.
- Prevent USB ports from entering power-saving modes.
- Keep the computer connected to mains power whenever possible.

Changing the settings

In addition to the physical controls on the unit, VirtualDJ allows you to customise several parameters that influence the response of:

- The jogwheel (scratch and backspin behaviour).
- Slip mode and associated LED feedback.
- The crossfader curve.
- The headphones output routing.
- Energy management and system behaviour during operation.

These adjustments are performed within VirtualDJ and, in some cases, in the operating system's own power and audio configuration.

Jogwheel response (scratch and backspin)

From the **Options** menu in VirtualDJ you can fine-tune:

- **Scratch sensitivity** – how far the track moves for a given jogwheel movement.
- **Backspin / brake behaviour** – whether a fast backward spin generates a shorter or longer rewind effect, or whether the track stops more abruptly or more smoothly.

Changing these parameters alters the perceived response of scratch and backspin compared to the default configuration.

Slip mode and visual feedback

The SLIP button on the controller enables Slip mode in VirtualDJ, but the way this state is represented on screen and on the LEDs depends on the mapping and software configuration:

- You can define whether the Slip indicator in VirtualDJ remains steadily lit or flashes while Slip is active.
- Using the mapping editor, you can also customise when pads or buttons related to Slip-based functions (for example, Roll or certain Hot Cues) light up or blink.

Any change to LED behaviour is carried out under **Settings → Controllers → Mapping**.

Crossfader curve configuration

The crossfader curve is configured from the **Audio / Crossfader** section in VirtualDJ:

- Choose the curve that best adapts to the intended use (progressive mixing vs. fast cut/scratch techniques).
- The selected curve is applied immediately to the physical crossfader of the controller.

Headphones output configuration

The headphones output is stereo and is configured in the **Audio** tab in VirtualDJ:

- Select the controller's audio device as **Headphones** output.
- Depending on the chosen audio configuration, VirtualDJ may offer additional modes or routing options.

The volume is adjusted with the **HEADPHONES LEVEL** control on the unit.

Troubleshooting

If you believe that the unit or the software is not operating correctly, first review the following points. In many cases, unexpected behaviour may be related to the computer configuration, operating system version or the installed version of VirtualDJ.

The unit does not power on or is not recognised by the PC/Mac

- Check that you are using a certified USB-C cable in good condition.
- Connect the controller directly to a USB port on the computer and avoid unpowered USB hubs.
- Disconnect and reconnect the USB cable.
- Restart VirtualDJ with the controller already connected.
- Verify that the operating system has recognised the device. The controller is class compliant and normally does not require additional drivers.

No sound from the speakers

- Make sure the MAIN control is raised and that the channel faders are not at minimum.
- Confirm that the output cable is connected to the OUTPUT connector on the controller (3.5 mm stereo mini-jack) and to the corresponding sound system input.
- In VirtualDJ, open **Settings → Audio** and verify that:
 - The output mode is set to **Master + Headphones (Speaker + Headphone)**.
 - The selected audio device is the controller.
- If you are playing through the computer's internal speakers, check the operating system's master volume.

No headphones cue signal

- Connect the headphones to the controller's **HEADPHONES** connector.
- Raise the **HEADPHONES LEVEL** control.
- Press the **CUE** button on the channel you want to monitor.
- In **Settings → Audio** in VirtualDJ, confirm that the headphones output is assigned to the controller's audio device.

Audio dropouts or high latency

- Keep the computer connected to mains power, especially in the case of laptops.
- Close background applications that consume system resources.

- In the VirtualDJ audio settings, adjust the buffer/latency value until a stable balance is achieved.

Pads, LEDs or jogwheel behaviour does not match expectations

- Confirm that VirtualDJ has loaded the recommended mapping when detecting the controller.
- If the mapping has been modified, restore the default configuration for this model under **Settings** → **Controllers**, selecting the factory mapping associated with the unit.

Using the unit as a controller for other DJ applications

The controller operates as a USB class-compliant device and can be recognised by other applications that support MIDI/HID controllers, in addition to VirtualDJ.

Please note the following:

- The available mapping and functions may vary depending on the application used.
- It may be necessary to manually assign the controls (jogwheel, pads, transport, mixer and navigation) from the third-party application's preferences or MIDI/HID settings.
- The controller's integrated audio interface provides two 3.5 mm stereo mini-jack connectors (main output and headphones). Correct assignment of **Master** and **Headphones** outputs depends on the audio configuration of the software being used.
- If the application does not automatically recognise the device, disconnect and reconnect the controller and restart the application.

For stable performance with third-party applications, the same best practices recommended for VirtualDJ apply: use certified USB cables, connect directly to the computer and avoid unpowered USB hubs.

Technical specifications

- Number of channels: **2**
- Dimensions (W × H × D): **261 × 32 × 181 mm**
- Weight: **675 g**
- Power input: **5 V DC 1 A** (via USB-C)

Inputs:

- 1 × USB-C port (power + data)

Outputs:

- 2 × 3.5 mm stereo mini-jack (audio output and headphones)

Internal audio performance:

- Internal sampling: **16-bit / 44.1 kHz**
- Audio frequency response: **20 Hz – 20 kHz**
- Signal-to-noise ratio (S/N): **102 dB**

Environmental conditions:

- Operating temperature: **+5 °C to +35 °C**
- Operating humidity: **5 % – 85 %** (non-condensing)

Additional information

Registered trademarks

VIETA DJ® is a registered trademark of FRAMASON AUDIO S.A.

VirtualDJ® is a trademark or registered trademark of Atomix Productions. This controller has been optimised to operate natively with VirtualDJ through automatic mapping and may include a VirtualDJ LE 8 licence for use with this model.

Windows® is a trademark or registered trademark of Microsoft Corporation in the U.S.A. and other countries.

macOS® is a trademark of Apple Inc., registered in the U.S.A. and other countries and regions.

Other product names, technologies and company names mentioned in this manual are trademarks or registered trademarks of their respective owners.

Third-party software and licence notice

This product can be used with third-party software. In particular, VirtualDJ for Windows and macOS is a professional application for mixing and music management. The software is not physically included with the product and must be downloaded from the official distribution channels of the provider.

The included VirtualDJ LE 8 licence, where present on your unit, enables the functions compatible with this model within that software edition. Use of VirtualDJ is subject to the licence terms and conditions established by the software provider.

The available functions, menu names and software behaviour may vary depending on the installed version of VirtualDJ and the operating system.

Documentation, screens and specifications notice

The software screens, specifications, as well as the external appearance and hardware specifications described in this manual are subject to change without prior notice. Depending on the operating system version, system configuration and other factors, operation may differ from the procedures described.

This approach is standard practice in professional DJ controller manuals.

Safety, maintenance and warranty

Before using the product, carefully read the **Safety and warranty** documentation supplied with the unit. That document contains important information regarding safe operation, limitations of liability, warranty conditions and service procedures.

Copyright precautions

Recordings and mixes created with this product and the associated software are intended for personal use unless applicable legislation and the corresponding licences allow different use.

Music that is played, recorded, broadcast or distributed is protected by copyright laws in each country and by international treaties. The user of musical content is responsible for ensuring its lawful use, including compliance with the terms and conditions of streaming services, download platforms and third-party libraries, where applicable.

All rights reserved

© 2025 FRAMASON AUDIO S.A. All rights reserved.

No part of this manual may be reproduced, in whole or in part, without the express written permission of the copyright holder.