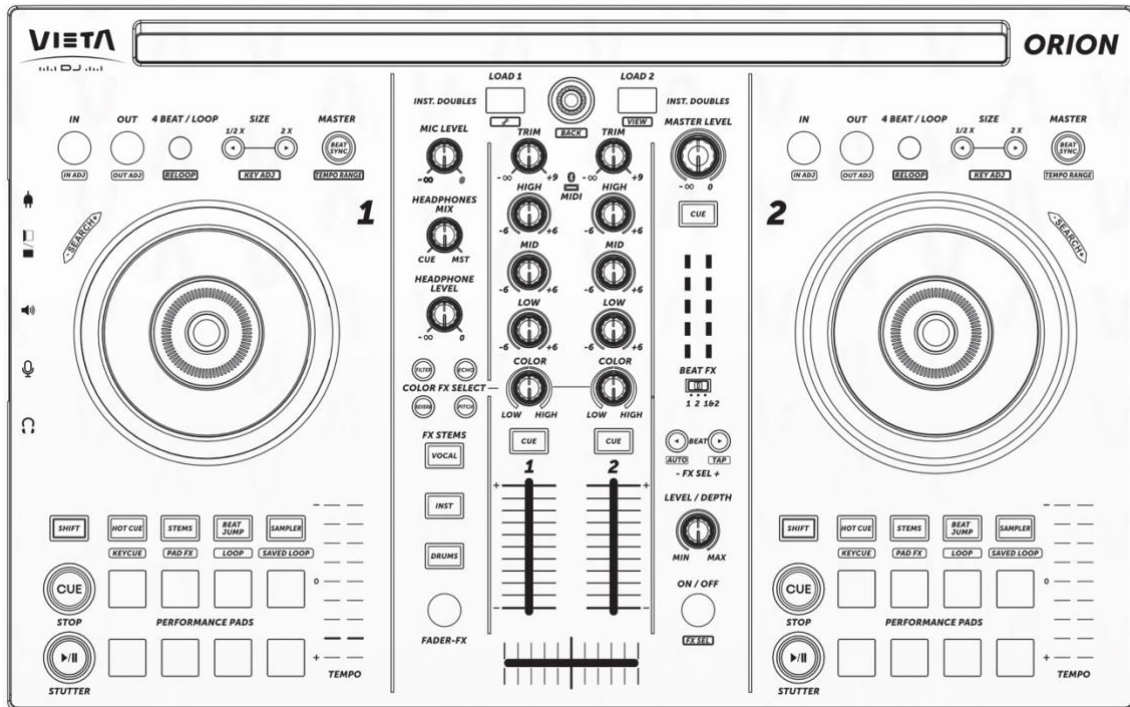


User manual



DJ Controller



Orion

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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
- RCA 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.

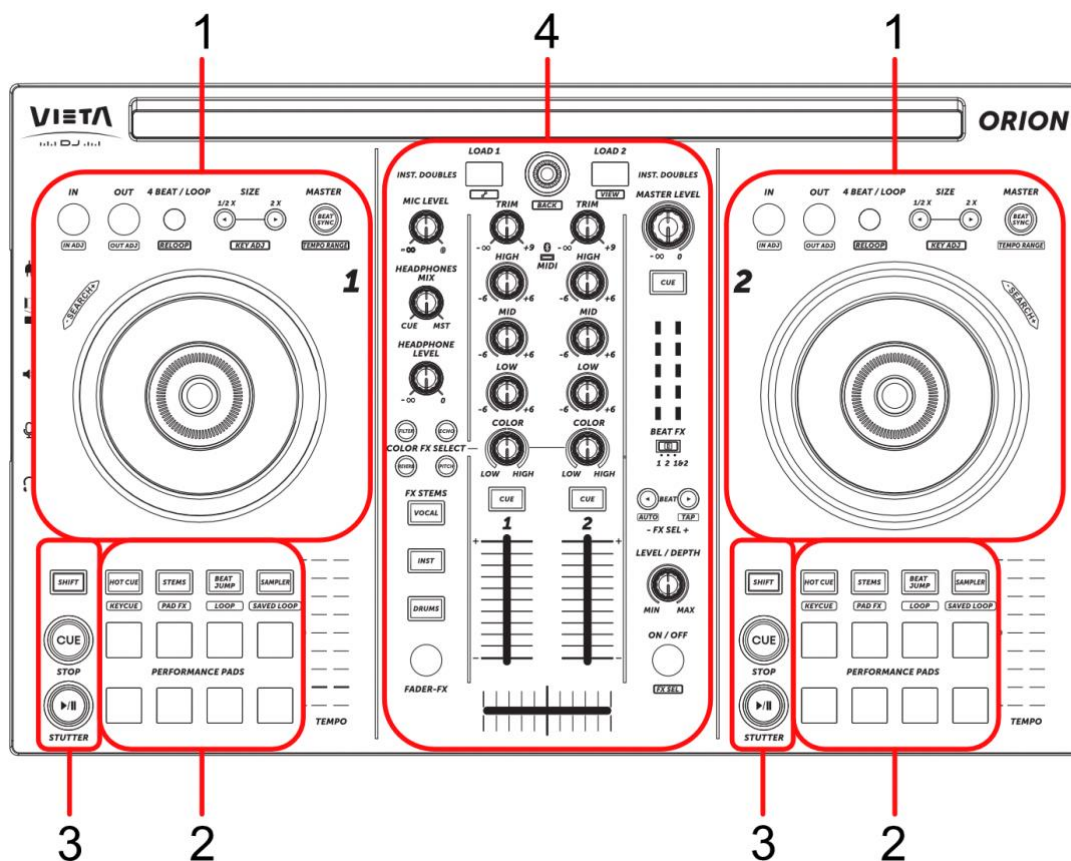
Operating system updates

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

Controls and functions

Top panel

The top panel of the DJ controller is divided into several sections designed to manage playback, mixing, and access to performance features. The exact assignment of some functions may vary depending on VirtualDJ and the active mapping.



1. Decks 1 and 2

Jog, tempo, sync and loop control to adjust playback and perform pitch bend/scratch techniques.

2. Performance Pads and quick controls

Mode selection and trigger functions using pads (Hot Cues, Stems, Beat Jump, Sampler, Loops), plus secondary access via SHIFT.

3. Transport controls

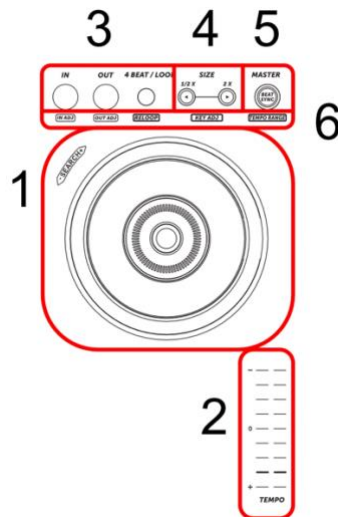
Basic track control (PLAY/PAUSE, CUE and related functions), with behaviour depending on VirtualDJ configuration/mapping.

4. Mixer, navigation and effects

Gain, channel EQ, level control, crossfader and headphone monitoring, together with track navigation/loading and effects control (Color FX and Beat FX).

1. Decks 1 and 2

Set of controls intended for direct handling of each deck (left/right). The exact assignment of certain functions may vary depending on VirtualDJ and the active mapping.



1. Jogwheel

Allows you to control position and manipulate audio:

- **Rotation (outer edge or top surface with vinyl mode disabled):**
Performs pitch bend, temporarily speeding up or slowing down playback to tighten beatmatching without stopping audio.
- **Touch/rotation on the top surface (with vinyl/scratch mode enabled in the software):**
Enables scratch techniques, simulating record behaviour.
- **Fast search:**
In VirtualDJ, fast track scrolling can be enabled using [SHIFT] combinations.

2. TEMPO slider (fader)

Adjusts playback speed (BPM) of the track loaded on the corresponding deck. This is the main control for matching BPM between decks when automatic sync is not used.

3. Loop controls (IN / OUT / 4 BEAT)

Block designed to create and manage loops:

- **IN:** sets the loop in point.
- **OUT:** sets the loop out point.
- **4 BEAT / LOOP:** activates an automatic 4-beat loop (typical “quick loop” function to mix and extend sections).

4. Loop size (SIZE: 1/2X and 2X)

Adjusts the length of the active loop:

- **1/2X**: halves the loop length.
- **2X**: doubles the loop length.

5. Sync (BEAT SYNC / MASTER)

- **BEAT SYNC**: automatically synchronizes the deck to the master deck (BPM and phase/beatgrid, depending on VirtualDJ settings).
- **MASTER**: sets the deck as the reference (master) for synchronization, according to VirtualDJ behaviour (may be automatic or manual depending on sync settings).

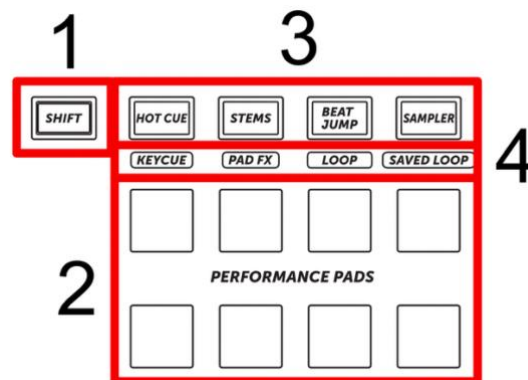
6. Secondary functions (SHIFT)

Using [**SHIFT**], these controls can access additional functions, typically related to:

- **Fine loop point adjustment (IN/OUT ADJ)**: precise shift of IN/OUT points.
- **RELOOP**: re-engages the last used loop.
- **TEMPO RANGE**: changes the tempo fader range (finer or wider).
- **KEY ADJ**: key (pitch) adjustment when supported by the mapping.

2. Performance Pads and quick controls

This section groups performance controls to trigger musical functions in real time (cues, loops, beat jumps, samples, and related features). In VirtualDJ, the exact behaviour may depend on the active mapping and software settings.



1. SHIFT

Modifier button that enables secondary functions on multiple deck controls. It is used to access alternate actions without changing screens in the software.

2. PERFORMANCE PADS (8 pads per deck)

Allow you to trigger performance functions (e.g., Hot Cues, loops, sampler, stems, etc.) depending on the selected pad bank.

3. Pad mode selection

Set of buttons that defines what function the Performance Pads execute. Each mode reassigns the behaviour of the 8 pads.

1. HOT CUE

Create, delete, and trigger instant cue points within the track.

2. STEMS

Pad control for separating components (for example: vocals, instrumental, drums—depending on how VirtualDJ manages it).

3. BEAT JUMP

Performs perfectly quantized jumps forward or backward by a number of beats defined in the software.

4. SAMPLER

Triggers samples from the software sampler.

4. Secondary pad functions (with SHIFT)

In combination with **SHIFT**, the modes may enable typical alternative functions found on DJ controllers:

5. KEYCUE

A Hot Cue variation oriented to key-related cues or performance-specific behaviour (depending on VirtualDJ implementation/mapping).

6. PAD FX

Enables “pad-based” effects (momentary or toggle) applied to the deck or a defined bus.

7. LOOP

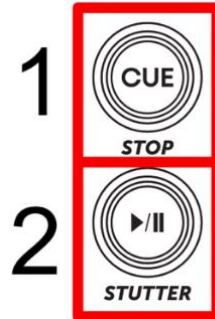
Pad mode dedicated to fast creation/activation of preset loops (by length).

8. SAVED LOOP

Access to saved loops (memory) to relaunch them during the session.

3. Transport controls

This section groups the essential controls for starting, pausing, and positioning playback on each deck. In VirtualDJ, the exact behaviour may vary depending on configuration (cue mode, quantization, vinyl mode, etc.) and the active mapping.



1. CUE / STOP

Multifunction control oriented to deck positioning and immediate control:

- **CUE (reference position):** Allows you to set and/or return to a cue point to prepare precise track entries. This is the standard starting point for controlled playback.
- **Return to cue:** When activated during playback, it can return to the cue point and leave the audio ready to be relaunched (typical DJ software cue behaviour).
- **STOP:** Stops deck playback depending on the configured mode (immediate stop or software-defined behaviour).

2. PLAY/PAUSE (STUTTER)

Main transport control:

- **PLAY:** Starts playback from the current position or from the cue point (depending on the cue mode configured in VirtualDJ).
- **PAUSE:** Pauses playback while retaining the current position, allowing playback to resume from the same point.
- **STUTTER (depending on configuration/mapping):** May implement a rapid retrigger behaviour (for example, returning to cue and playing) for rhythmic effects or instant re-entries.

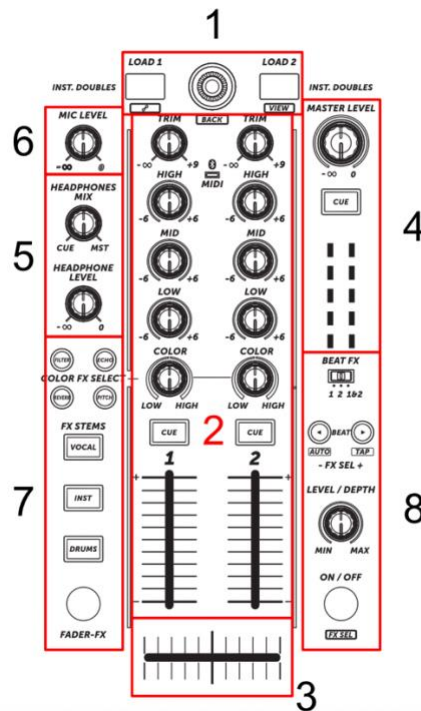
3. SHIFT combinations

Using SHIFT, transport controls can access additional functions depending on the mapping:

- Safe or emergency stop actions (immediate stop).
- Relaunch from cue with specific behaviour.
- Extended transport functions (for example, jump to start, censor, etc.), if assigned in the mapping.

4. Mixer, navigation and effects

This section groups the controls used for mixing between decks, level adjustment and equalization, headphone monitoring, master output management, and effects control. In VirtualDJ, some functions may depend on the mapping and software configuration.



1. Track navigation and loading

Set of controls for browsing the music library and loading tracks into each deck:

- **Navigation encoder:** Allows scrolling through lists (folders, playlists, and results) and selecting items. Pressing the encoder typically confirms or opens the selection.
- **BACK:** Moves one level back in navigation (for example, exiting a folder or returning to the previous view).
- **VIEW:** Switches between interface views (for example, browser, decks, effects), depending on VirtualDJ configuration.
- **LOAD 1 / LOAD 2:** Loads the selected track into Deck 1 or Deck 2, respectively.

2. Channels 1 and 2 (per-channel mixing controls)

Each channel provides controls for adjusting gain, equalization, color effects, and cue monitoring.

1. TRIM (gain)

Adjusts the channel input level before EQ and fader. Used to match track levels and prevent clipping.

2. Equalization (EQ): HIGH / MID / LOW

Allows attenuation or boost of frequency bands:

1. **HIGH**: high-frequency content (brightness, cymbals, air).
2. **MID**: midrange content (body, vocal/instrument presence).
3. **LOW**: low-frequency content (kick drum and sub-bass).

During mixing, it is common practice to manage LOW to avoid bass overlap between tracks.

3. COLOR (per channel)

Assignable macro control for a “Color” effect (for example, filter or other effect). Behaviour depends on the selected effect and the software/mapping.

4. CUE (per channel)

Routes the channel to headphone monitoring for mix preparation without affecting the master output.

5. Channel fader

Controls the final channel level sent to the master output and/or crossfader (depending on the internal mixer assignment).

3. Crossfader

Horizontal fader used to mix between Channel 1 and Channel 2:

- Moving toward one side prioritizes that channel in the master output.
- The centre position mixes both channels.
- Crossfader curve behaviour can be adjusted in the software.

4. Master section

Controls and metering for the main output signal:

1. MASTER LEVEL

Adjusts the overall output level.

2. MASTER CUE

Allows monitoring of the master signal through headphones (useful for comparing pre-cue and main output).

3. Level meter (VU)

Displays output level to help control headroom and avoid clipping.

5. Headphone monitoring

Allows you to control what is heard in the headphones and at what level:

- **HEADPHONES MIX (CUE ↔ MST):** Blends between the cue signal and the master signal.
 - **Toward CUE:** prioritizes channels selected with CUE.
 - **Toward MST:** prioritizes the master output.
- **HEADPHONE LEVEL:** Controls headphone volume.

6. Microphone

- **MIC LEVEL:** Controls microphone level sent to the mix (if a microphone is connected and the routing is enabled).

7. Effects: Color FX, Stems FX and Fader-FX

Control block designed for fast and creative effects:

- **COLOR FX SELECT (FILTER / ECHO / REVERB / PITCH):** Selects the Color FX type applied via the COLOR control on each channel (exact implementation depends on VirtualDJ/mapping).
- **FX STEMS (VOCAL / INST / DRUMS):** Dedicated controls to apply actions or effects to individual stem components (depending on stems engine support and assignment).
- **FADER-FX:** Enables effect behaviour linked to fader movement (mapping-dependent; typically applies or transitions an effect when moving a fader).

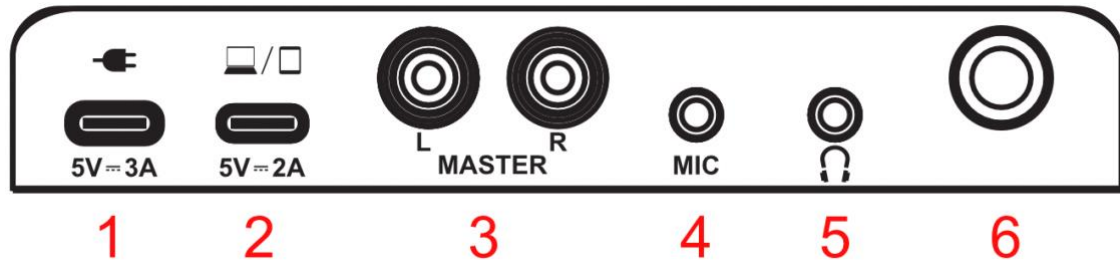
8. Effects: Beat FX

Tempo-synchronized effects section with assignment and parameter control:

- **Assignment (1 / 2 / 1&2):** selects which channel(s) the Beat FX is applied to.
- **BEAT – / +:** adjusts the time division of the effect (e.g., 1/2, 1, 2, 4 beats), linked to BPM.
- **AUTO / TAP:**
 - **AUTO:** automatic tempo synchronization.
 - **TAP:** manual tempo tapping.
- **FX SEL – / + and FX SEL:** selects the effect within the Beat FX bank.
- **LEVEL / DEPTH:** controls effect intensity/depth.
- **ON/OFF:** activates or bypasses the Beat FX.

Side panel

The side panel of the DJ controller integrates power supply, connection to the host device (PC/mobile), and audio outputs. Always connect the system with all volume controls set to minimum, then increase them gradually to avoid level peaks.



1. *USB-C POWER IN (5 V = 3 A)*

Power input for the DJ controller. Use a power supply compatible with the specified rating to ensure stable operation.

Important: This USB-C port is for power only and does not transmit data.

2. *USB-C auxiliary (5 V = 2 A)*

USB-C port for connection to the host device (PC/Mac or mobile device/tablet) when using VirtualDJ.

This port is used for data communication with the software and may also provide limited power, depending on the connected device.

3. *MASTER OUT (RCA L/R)*

Main audio output on stereo RCA connectors:

- **L (white) and R (red):** Used to connect the DJ controller to active speakers, amplifiers, or PA systems.

Recommendation: First adjust the output level using MASTER LEVEL, then set the level on the external sound system.

4. *AUDIO IN (3.5 mm minijack)*

Stereo audio input for an external signal (for example, a media player or mobile device). The handling of this input (monitoring, mixing, or routing) depends on the controller implementation and VirtualDJ configuration.

5. *PHONES OUT (3.5 mm minijack)*

Headphone output in 3.5 mm minijack format for monitoring.

6. PHONES OUT (6.35 mm jack)

Headphone output in 6.35 mm jack format, provided as an alternative to the 3.5 mm output.

Simultaneous use of headphone outputs (3.5 mm and 6.35 mm)

Both headphone outputs can be used simultaneously. However, this is not recommended for regular operation, as it may increase the total load and cause level reduction or performance degradation. For optimal operation, use a single headphone output whenever possible.

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.
- Avoid adapters or plugs that may cause intermittent contacts in the 3.5 mm and 6.35 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 auxiliary (5 V – 2 A)** port 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** → MASTER OUT RCA L/R.
 - **HEADPHONES** → 3.5 mm and 6.35 mm stereo mini-jack connector.
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

This controller is optimised to work natively with VirtualDJ through automatic mapping. Some functions may vary depending on the VirtualDJ version and the active mapping.

Browsing and loading tracks

1. In VirtualDJ, open the music library (browser) and highlight the track you want to load.
2. Use the navigation encoder to scroll through lists, folders, or results; pressing the encoder typically confirms/opens the selection.
3. Use BACK to go one level up in navigation, and VIEW to switch interface views (browser/decks/effects), depending on configuration.
4. Press LOAD 1 or LOAD 2 to load the selected track into Deck 1 or Deck 2, respectively.

Operational recommendation: before loading and preparing a track, keep the corresponding channel fader down to avoid accidental output to the master.

Playback and position control

1. Press PLAY/PAUSE to start or pause playback (the start point may depend on the cue mode configured in VirtualDJ).
2. Use CUE/STOP to set/return to a cue point and perform immediate deck control; stop behaviour may depend on the configured mode.
3. Use the jogwheel to manipulate playback:
 - **With vinyl mode disabled:** applies pitch bend (temporary adjustment for beatmatching without stopping audio).
 - **With vinyl/scratch mode enabled in VirtualDJ:** enables scratch techniques.
 - **Fast search:** may be available using SHIFT combinations (depending on mapping).
4. If supported by your configuration, STUTTER may be implemented as a quick retrigger (e.g., return to cue and play) for rhythmic accents or instant re-entries.

Tempo adjustment and synchronization

1. Adjust the deck BPM using the TEMPO fader (primary control for matching BPM when sync is not used).
2. For automatic synchronization, press BEAT SYNC (synchronizes BPM and phase/beatgrid depending on VirtualDJ settings).
3. Use MASTER to define the reference (master) deck for synchronization, according to VirtualDJ behaviour.
4. If you need to change fader sensitivity, use TEMPO RANGE (secondary function via SHIFT, if enabled).

Loop control

1. Create a loop by setting:
 - **IN** as the loop in point.
 - **OUT** as the loop out point.
2. Activate a quick loop using 4 BEAT/LOOP to set an automatic 4-beat loop.
3. Change loop length using SIZE:
 - **1/2X halves the loop length.**
 - **2X doubles the active loop length.**

Headphone monitoring (cue)

1. Connect your headphones to an available PHONES OUT connector and set the level using HEADPHONE LEVEL.
2. Press the channel CUE button (mixer section) to send that channel to headphones without affecting the master output.
3. Adjust HEADPHONES MIX (CUE ↔ MST) to blend what you hear between the cue signal (channels with CUE enabled) and the master signal.
4. If you need to check the overall mix in headphones, enable MASTER CUE.

Mixing between decks (levels and transitions)

1. Adjust TRIM (gain) on each channel to match track levels and prevent clipping before EQ and the channel fader.
2. Control each channel level using its channel fader, and perform transitions using the crossfader (left/right; curve can be adjusted in VirtualDJ).
3. Set the overall output level using MASTER LEVEL and monitor headroom using the VU meter to avoid clipping.

EQ and Color FX

1. Use **HIGH** / **MID** / **LOW** to attenuate or boost frequency bands per channel. During mixing, it is common to manage LOW to avoid bass overlap between two tracks.
2. Select the effect type using **COLOR FX SELECT (FILTER / ECHO / REVERB / PITCH)**.
3. Apply effect intensity using the **COLOR** knob on each channel (exact behaviour depends on VirtualDJ/mapping).

Recommendation: avoid excessive simultaneous boosts of EQ and effects to prevent distortion or clipping.

Performance Pads (quick functions)

1. Select a pad mode and use the 8 Performance Pads to trigger real-time functions:
 - **HOT CUE**: create/delete/trigger cue points.
 - **STEMS**: isolate/enable components (e.g., vocals/instrumental/drums) depending on VirtualDJ.
 - **BEAT JUMP**: quantized forward/back jumps by a number of beats defined in the software.
 - **SAMPLER**: trigger samples from the sampler.

2. In combination with **SHIFT**, alternative modes/functions may be available, such as **KEYCUE** and PAD FX.
3. If enabled in the mapping, you may also access LOOP (preset loop lengths) and SAVED LOOP (relaunch stored loops).

FADER-FX (effect transition)

1. Press **FADER-FX** to enable the mode.
2. Perform the transition by moving the channel fader and/or the crossfader.
3. Press **FADER-FX** again to disable the mode and return to standard mixing control.

Ending a session

1. Lower the channel faders and reduce MASTER LEVEL to minimum.
2. Stop playback on both decks and close VirtualDJ.
3. Disconnect audio and USB cabling only when there is no signal and levels are at minimum.

Advanced use

This section describes advanced techniques and workflows performed using the DJ controller together with VirtualDJ, taking advantage of the available controls (pads, jogwheels, tempo, synchronization, EQ, Color FX, Beat FX and Stems FX).

Preparation in VirtualDJ

1. Import your music library and run **BPM/beatgrid** and key analysis from the VirtualDJ library.
2. Enable **Quantize** so that Hot Cues, loops and Beat Jump actions are aligned to the beat grid.
3. Enable **Key Lock** to change tempo while preserving musical key (harmonic mixing).

Manual beatmatching “by ear” (without Sync)

1. Play the track on Deck 1 and keep the crossfader centred (or positioned toward the active channel).
2. On Deck 2, enable CUE for headphone monitoring and adjust **HEADPHONE LEVEL** and **HEADPHONES MIX** (CUE ↔ MST) to balance cue and master signals.
3. Adjust the TEMPO fader on Deck 2 until its BPM is close to Deck 1.
4. Correct timing differences using the **jogwheel**:
 - Push/rotate slightly forward to advance playback.

- Pull/rotate in the opposite direction to slow it down (pitch bend).
5. Once both tracks are aligned, raise the channel fader of Deck 2 and perform the transition using the crossfader or channel levels.

Phrase alignment using Beat Jump

Objective: align the start of a musical phrase (intro/break/drop) of the incoming track with the phrase change of the track currently playing.

1. Prepare the incoming deck in headphones using the channel CUE.
2. Select **BEAT JUMP** mode on the pads and perform quantized jumps to position the desired section on the correct beat.
3. Fine-tune alignment using the jogwheel and confirm in headphones before opening the channel fader.

Advanced Hot Cue usage (performance markers)

1. Select HOT CUE mode on the pads and create reference points at:
 - Intro start
 - Break start
 - Drop start
 - Outro start
2. Use these Hot Cues to:
 - Re-enter an exact section during a transition.
 - Reposition playback without losing musical flow.

Transition and recovery loops (Saved Loop)

Quick loops using loop controls

1. Define a loop using IN (entry) and OUT (exit), or activate a quick loop with 4 BEAT/LOOP.
2. Adjust loop length using 1/2X and 2X (SIZE).

Loops using pads

1. Activate LOOP mode to trigger preset loop lengths and build rhythmic transitions.
2. Activate SAVED LOOP to relaunch stored loops during a session.

Creative mixing with Stems (pads + FX STEMS)

1. Activate STEMS mode on the pads to isolate or enable components (e.g., vocals, instrumental, drums) using the VirtualDJ Stems engine.
2. Use FX STEMS controls (VOCAL / INST / DRUMS) to apply dedicated actions or effects to individual stem components.

3. Recommended technique (“acapella-style” transition):
 - Keep the instrumental/drums of the incoming track active.
 - Introduce the vocals of the outgoing track for several bars.
 - Remove the vocals and complete the transition using levels and EQ.

Transition effects: Color FX Select + Color

1. Select the Color FX type using COLOR FX SELECT: FILTER / ECHO / REVERB / PITCH.
2. Apply the effect using the COLOR knob on the channel.
3. Typical applications:
 - **FILTER**: sweeps to clean the mix and prepare entries/exits.
 - **ECHO**: “echo out” at the end of a phrase before cutting.
 - **REVERB**: ambient tail for smoother transitions.
 - **PITCH**: tonal drops or rises to emphasize changes (use sparingly).

Pad FX (pad-based effects)

1. Activate **PAD FX** mode and trigger performance effects from the pads (e.g., gating, roll, echo out).
2. Apply Pad FX in short windows (1–2 bars) to maintain clarity and avoid saturation.

Sampler: layers and “one-shots”

1. Open the **Sampler** panel in VirtualDJ and load sounds (claps, risers, drops, vocal shots).
2. Activate **SAMPLER** mode on the pads and trigger samples using the 8 pads.
3. Keep sample levels below the master output to preserve dynamic headroom.

KeyCue: practical harmonic mixing

1. Use **KEY ADJ** (key adjustment) via secondary deck functions to shift semitones and align keys between tracks.
2. Enable **Key Lock** in VirtualDJ to preserve key while changing tempo.
3. Activate **KEYCUE** (secondary pad function) to trigger key-oriented cues and reinforce harmonic transitions.

Beat FX (tempo-synchronized effects)

1. Assign the Beat FX to Channel 1, Channel 2, or 1&2.
2. Adjust time division using BEAT – / +.
3. Synchronize using AUTO or manually tap tempo with TAP.
4. Select the effect using FX SEL – / + (and FX SEL selector).
5. Adjust intensity using LEVEL / DEPTH and activate the effect with ON/OFF.

Advanced VirtualDJ settings

This section describes the recommended settings to optimize stability, latency, synchronization, Stems performance, and control response when using the controller with VirtualDJ on Windows and macOS.

Audio and performance

Device selection and output mode

1. Open Settings > Audio.
2. Select Master + Headphones.
3. Under Sound card / Audio device, select the DJ controller.
4. Verify that:
 - Master is routed to the main output (MASTER OUT).
 - Headphones is routed to the headphone output (PHONES).

Latency (buffer) and stability

In Settings > Audio, adjust Latency / Buffer:

- If you prioritize fast response (jog/scratch): Gradually reduce latency until clicks or dropouts appear, then slightly increase it.
- If you prioritize stability (long sessions/live use): Increase latency if you experience clicks, digital distortion, or audio dropouts.

Windows (recommendation):

- If VirtualDJ offers the controller in ASIO mode, use it for improved stability and lower latency.
- Disable power-saving modes and select a high-performance power profile if available.

macOS (recommendation):

- The system uses Core Audio. If dropouts occur, increase buffer/latency and close CPU-intensive applications.

Sample rate

If VirtualDJ allows selecting Sample Rate:

- Keep a stable rate (typically 44.1 kHz or 48 kHz) and avoid changing it during a session.
- If compatibility issues occur (noise or dropouts), try the alternative rate (44.1 ↔ 48 kHz) and restart VirtualDJ.

Synchronization and quantization

Quantize (recommended for pads)

Enable Quantize so that Hot Cues, loops, and Beat Jump actions are aligned to the beat grid.

- Recommended when using Performance Pads.
- If completely free control is required (e.g., scratch without assistance), Quantize can be temporarily disabled.

BEAT SYNC behaviour

In Settings > Options, review the synchronization mode:

- Use a consistent mode so BEAT SYNC behaviour is predictable
- (BPM sync and/or phase sync depending on VirtualDJ configuration).

Key Lock (harmonic mixing)

Enable Key Lock if you plan to change tempo while preserving musical key.

- Recommended when using KEYCUE and harmonic mixing techniques.

Stems (quality vs CPU)

Stems quality

In Settings > Options, locate the Stems-related options:

- Higher quality results in higher CPU usage.
- If the system struggles or dropouts occur, reduce Stems quality or limit simultaneous use of Stems + FX.

Controller and control response

Controller selection and mapping

In Settings > Controllers:

- Verify that the controller is detected and that the correct mapping is selected.

Jogwheel (sensitivity and scratch)

Adjust in VirtualDJ:

- Jog sensitivity to match your mixing or scratching style.
- Vinyl/scratch parameters to ensure natural and consistent jog behaviour.

Tempo fader and range

- Use TEMPO RANGE when you need finer or wider control of the TEMPO fader.

Crossfader curve

Configure the crossfader curve according to usage:

- Smooth curve: progressive blends.
- Sharp curve: fast cuts and scratch-style transitions.

Library, analysis and levels

Track analysis

Enable automatic analysis of:

- BPM/Beatgrid (improves BEAT SYNC, loops and Beat Jump).
- Key (improves harmonic mixing and KEYCUE).

Auto Gain

If VirtualDJ provides Auto Gain, enable it to level tracks with different loudness. Even with Auto Gain enabled, avoid clipping: maintain headroom on the master output and on downstream audio equipment.

Advanced troubleshooting

- Audio clicks or dropouts: increase buffer/latency, close background applications, and reduce Stems/FX quality if needed.
- Controller not detected: change USB cable or port and avoid unpowered USB hubs.
- No sound from MASTER OUT: verify Master + Headphones mode and ensure the selected audio device is the DJ controller.
- Jog/scratch lag: gradually reduce latency and prioritize low-latency audio modes (ASIO on Windows, if available).

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 **Master Level** 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 (RCA L/R) 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 three connectors (main output RCA and headphones minijack 3.5 mm and 6.35 mm). 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 (width × height × depth):** 425 × 40 × 265 mm
- **Weight:** 1406 g
- **Power input (USB-C POWER IN):** 5 V = 3 A
- **Power output (USB-C):** 5 V = 2 A
- **Inputs:**
 - 1× 3.5 mm minijack (audio input)
 - 1× USB-C (power + data)
 - 1× USB-C (power only)
- **Outputs:**
 - 1× 3.5 mm minijack (headphones)
 - 1× 6.35 mm jack (headphones)
 - 1× RCA (master output L/R)
- **Resolution / sample rate:** 16-bit / 44.1 kHz
- **Frequency response (audio):** 20 Hz – 20 kHz
- **Signal-to-noise ratio (S/N):** 102 dB
- **Total harmonic distortion via USB (THD):** 0.006 %
- **Operating temperature:** +5 °C to +35 °C
- **Operating humidity:** 5 % to 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 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.

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