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## 1) INTRODUCTION

VirtualDJ 6 LE TC is a dedicated version of VirtualDJ, developed by Atomix Productions, tailored for Hercules DeeJay TRIM 4&6 and timecoded CDs and/or vinyl records. Atomix Productions and its suppliers retain all intellectual property rights to the software.



The first time you run VirtualDJ 6 LE TC, you are asked to enter a serial number.


This serial number is found on the envelope of your installation CD. This serial number belongs to you: you cannot change it, and you must not share it with any other user of VirtualDJ; otherwise, you won't be able to register on the VirtualDJ website, which will not let you access VirtualDJ service updates, plug-ins, or upgrades. Keep both the CD envelope and the installation CD in a safe place, since both the serial number and the installation CD are required if you re-install your system, or change your computer. The serial number format is xxx-xxx-xxxx / TRIM.

### Welcome to VirtualDJ 6 LE TC

This powerful DJ mixing software is adapted to your Hercules DeeJay TRIM 4&6, offering instant access to scratching functions and deep integration of the software with the hardware in the Windows XP®, Vista®, 7™ and Mac OS® environments.

This dedicated version of VirtualDJ requires Hercules DeeJay TRIM 4&6 to be installed and connected to the computer's USB port. Therefore, before running VirtualDJ 6 LE TC, Hercules DeeJay TRIM 4&6 must be installed and connected to your computer's USB port.

In Windows XP, Vista and 7: if you see the Hercules DeeJay TRIM 4&6 icon in your taskbar with no red X over it, then the audio interface is properly connected and detected.

If you see the DeeJay TRIM 4&6 icon in your taskbar with a red X over it , this means that your controller is not detected on any of your PC's USB ports, so running VirtualDJ 6 LE TC is not possible until this red X disappears.

## 2) SYSTEM REQUIREMENTS

### a) PC

- Desktop/laptop PC with Intel Pentium 4 / Athlon 2GHz processor or higher
- 2GB RAM
- Operating system: Microsoft Windows XP, Vista or 7
- USB 2.0 port (high-speed port)
- CD-ROM or DVD-ROM drive
- 24-bit, 1024x768 video resolution or higher

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## b) Mac

- Desktop/laptop Mac with 2GHz processor or higher
- 2GB RAM
- Operating system: Mac OS 10.4, 10.5 or 10.6
- USB 2.0 port (high-speed port)
- CD-ROM or DVD-ROM drive
- 24-bit, 1024x768 video resolution or higher

## 3) HARDWARE SETUP

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### a) Timecode configurations

2 different timecode configurations are possible: with CD players, and with vinyl turntables.

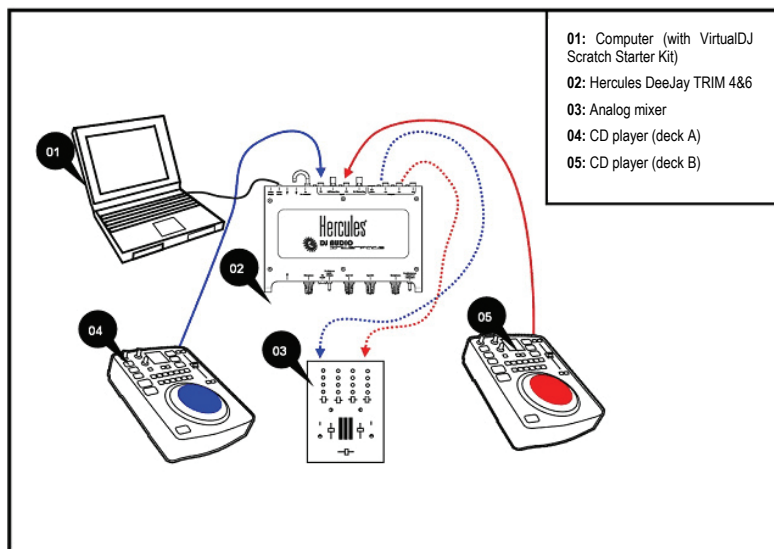
#### i) *Timecoded CDs configuration*

2 timecoded CDs and 2 audio cables are included in your package, to control Virtual DJ 6 LE TC.



# VirtualDJ 6 LE TC

The standard setup to mix with timecoded CDs is as follows:



1. Connect DeeJay TRIM 4&6 to your computer via the USB cable.
2. On DeeJay TRIM 4&6, set the 2 phono/line switches (for inputs 1-2 and inputs 3-4) to the **Line** position.
3. Place a CD player with a scratch-capable jog wheel to the **LEFT** of your mixer.

Take one of the two RCA audio cables (2 RCA to 4 RCA), and:

- Connect the cable's two RCA input connectors (labeled **IN**) to the CD player's stereo output plugs (red connector [right channel] to the red plug, white connector [left channel] to the white plug).
- Connect two of the cable's output connectors (labeled **OUT**) to inputs 1-2 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).

If your mixer has 2 stereo inputs:

- Leave the cable's other two output connectors unplugged.

If your mixer has 4 stereo inputs:

- Connect the cable's other two output connectors (labeled **OUT**) to inputs 3-4 (or **Stereo 2**) on the mixer, and use this channel on your mixer only if you are playing audio CDs (as opposed to timecoded CDs) on your CD player.

# VirtualDJ 6 LE TC

4. Place a CD player with a scratch-capable jog wheel to the RIGHT of your mixer.

Take the other RCA audio cable (2 RCA to 4 RCA), and:

- Connect the cable's two RCA input connectors (labeled **IN**) to the CD player's stereo output plugs (red connector [right channel] to the red plug, white connector [left channel] to the white plug).
- Connect two of the cable's output connectors (labeled **OUT**) to inputs 3-4 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).

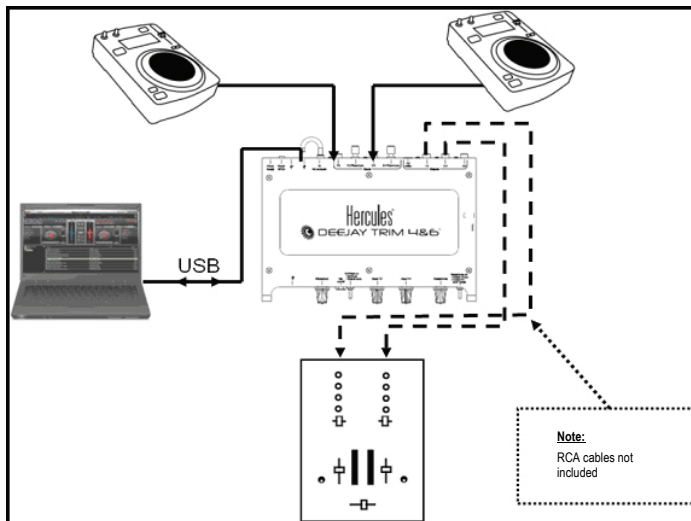
If your mixer has 2 stereo inputs:

- Leave the cable's other two output connectors unplugged.

If your mixer has 4 stereo inputs:

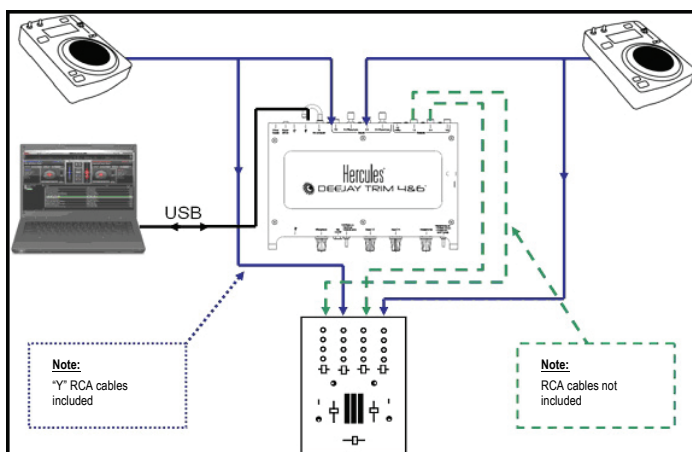
- Connect the cable's other two output connectors (labeled **OUT**) to inputs 7-8 (or **Stereo 4**) on the mixer, and use this channel on your mixer only if you are playing audio CDs (as opposed to timecoded CDs) on your CD player.

**With a 2-channel mixer:**



# VirtualDJ 6 LE TC

With a 4-channel mixer:



5. Connect your DeeJay TRIM 4&6 outputs 1-2 to your mixer's inputs 1-2 (audio cable not included: use the cable you normally use to connect your left CD player to the mixer).
6. Connect your DeeJay TRIM 4&6 outputs 3-4 to inputs 3-4 (or **Stereo 2**) on your 2-stereo-channel mixer, or to inputs 5-6 (or **Stereo 3**) on your 4-stereo-channel mixer (audio cable not included: use the cable you normally use to connect your right CD player to the mixer).

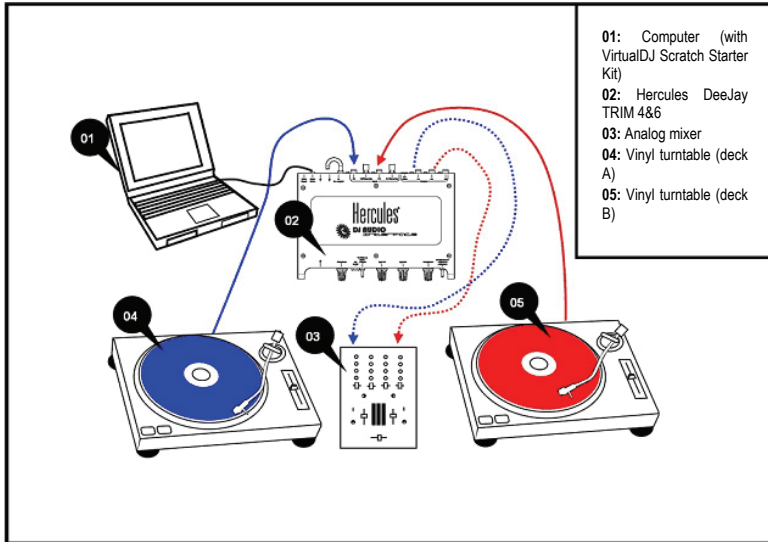
## ii) Timecoded vinyl records configuration

2 timecoded vinyl records are included in your package, to control VirtualDJ 6 LE TC.



The standard setup to mix with timecoded vinyl records is as follows:

# VirtualDJ 6 LE TC



1. Connect DeeJay TRIM 4&6 to your computer via the USB cable.
2. If your turntables have a ground cable in addition to right (red) and left (white) plugs: on your DeeJay TRIM 4&6, set the 2 phono/line switches (for inputs 1-2 and inputs 3-4) to the **Phono** position.

If your turntables have no ground cable: on your DeeJay TRIM 4&6, set the 2 phono/line switches (for inputs 1-2 and inputs 3-4) to the **Line** position.

3. Place a turntable to the LEFT of your mixer.

If your mixer has 2 stereo inputs:

- Connect the 2 RCA connectors on your turntable's audio cable to inputs 1-2 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).

If your mixer has 4 stereo inputs:

Take one of the two RCA audio cables (2 RCA [labeled **IN**] to 4 RCA [labeled **OUT**]), and two (of four) RCA-to-RCA female adapters, and:

- Connect the cable's two RCA input connectors (labeled **IN**) to the turntable's stereo output plugs, using the RCA-to-RCA female adapters (red connector [right channel] to the red plug, white connector [left channel] to the white plug).
- Connect two of the cable's output connectors (labeled **OUT**) to inputs 1-2 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).



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- Connect the cable's other two output connectors (labeled **OUT**) to inputs 3-4 (or **Stereo 2**) on the mixer, and use this channel on your mixer only if you are playing audio vinyl records (as opposed to timecoded vinyl records) on your turntable.

#### 4. Place a turntable to the RIGHT of your mixer.

If your mixer has 2 stereo inputs:

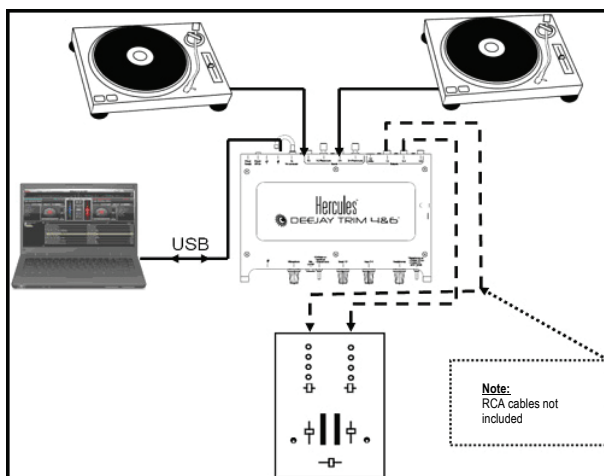
- Connect the 2 RCA connectors on your turntable's audio cable directly to inputs 3-4 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).

If your mixer has 4 stereo inputs:

Take the other RCA audio cable (2 RCA [labeled **IN**] to 4 RCA [labeled **OUT**]), and two (of four) RCA-to-RCA female adapters, and:

- Connect the cable's two RCA input connectors (labeled **IN**) to the turntable's stereo output plugs, using the RCA-to-RCA female adapters (red connector [right channel] to the red plug, white connector [left channel] to the white plug).
- Connect two of the cable's output connectors (labeled **OUT**) to inputs 3-4 on your DeeJay TRIM 4&6 (red connector [right channel] to the red plug, white connector [left channel] to the white plug).
- Connect the cable's other two output connectors (labeled **OUT**) to inputs 7-8 (or **Stereo 4**) on the mixer, and use this channel on your mixer only if you are playing audio vinyl records (as opposed to timecoded vinyl records) on your turntable.

With a 2-channel mixer:



ENGLISH

FRANÇAIS

DEUTSCH

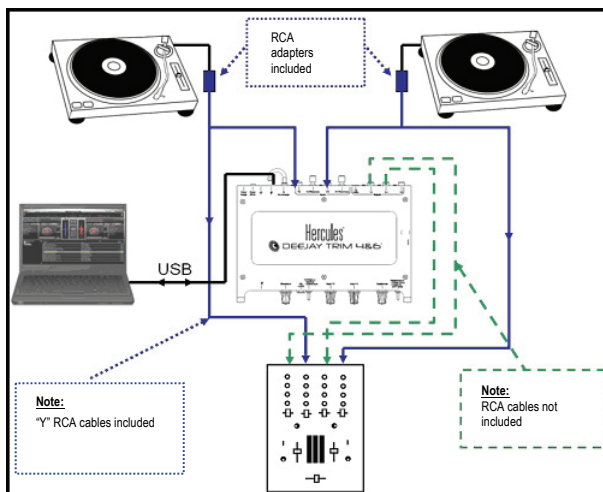
NEDERLANDS

ITALIANO

ESPAÑOL

# VirtualDJ 6 LE TC

With a 4-channel mixer:



5. Connect outputs 1-2 on your DeeJay TRIM 4&6 to inputs 1-2 on your mixer (audio cable not included).
6. Connect outputs 3-4 on your DeeJay TRIM 4&6 to inputs 3-4 on your 2-stereo-channel mixer, or to inputs 5-6 on your 4-stereo-channel mixer (audio cable not included).

## b) Configuring timecode settings

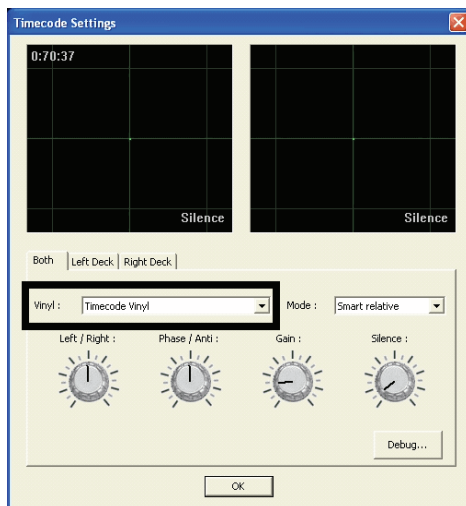
Once you have connected your CD/vinyl record players, mixer and DeeJay TRIM 4&6, you can set up the software.

- Put a timecoded CD in each of your CD players, or a timecoded vinyl record on each of your turntables.
- Launch VirtualDJ 6 LE TC and click the **SETUP** button.

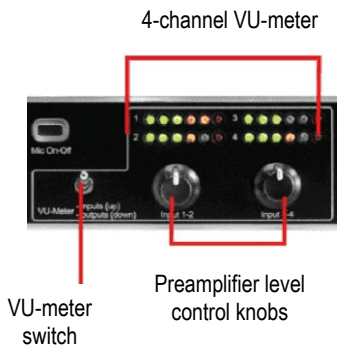


# VirtualDJ 6 LE TC

- Select your timecode media format (in the Vinyl field): Timecode CD or Timecode Vinyl.



- Press Play on your CD or vinyl record player and adjust the signal quality.
- Verify that the audio input level is sufficient on your Hercules DeeJay TRIM 4&6:



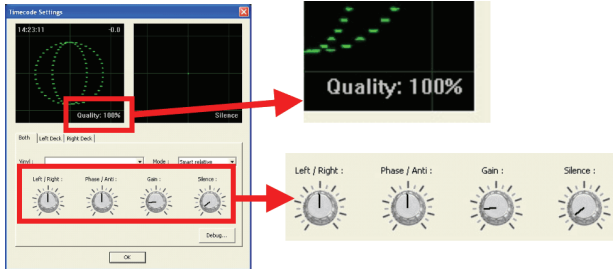
- Set the VU-meter switch on your DeeJay TRIM 4&6 to display the signal levels for the input channels (in the up position).
- If the input signal level lights up across 3 green LEDs on each line of the VU-meters, without lighting up the orange or red LEDs, you then have the perfect input levels: don't change anything.
- If the input signal level is too low (less than 3 green LEDs are lit up) or too high (the orange or red LEDs are lit up), you can adjust the signal level by turning the 2 preamplifier level control knobs on the front of your DeeJay TRIM 4&6.

# VirtualDJ 6 LE TC



If the level is always too low or too high, verify that: your CD player or turntable is actually playing a timecoded CD or vinyl record; all audio cables are properly connected; and that the **Line/Phono** input switches your DeeJay TRIM 4&6 are set to the proper positions.

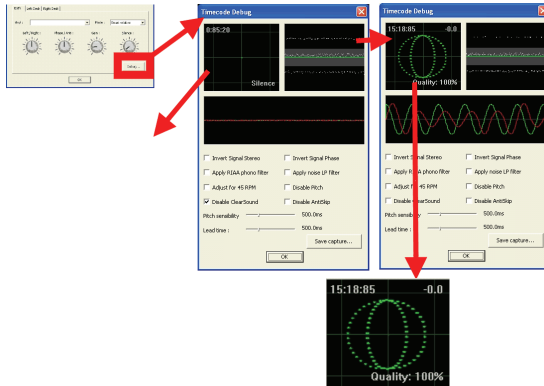
- Fine-tune the signal quality using the 4 knobs in the VirtualDJ software: **Left/Right**, **Phase/Anti**, **Gain**, **Silence**.



When the signal **Quality** reaches 100%, click **OK**.

## i) **Advanced timecode settings**

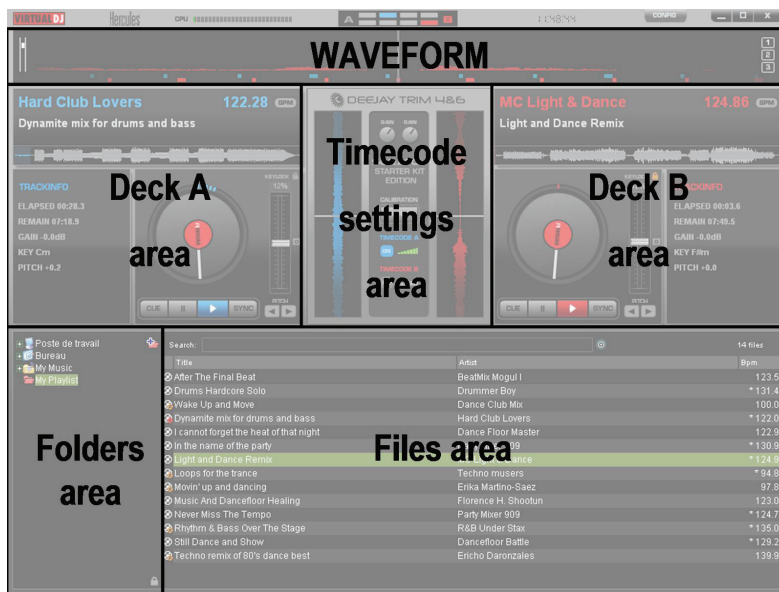
If you are unable to achieve signal quality of 100% by following the steps outlined above, you must click the **Debug...** button (as shown below) and try adjusting the various settings until you are able to reach 100% signal quality.



## 4) VIRTUALDJ 6 LE TC OVERVIEW

The VirtualDJ 6 LE TC interface can be split up into 5 different sections:

- Browser: folders area + files area
- Deck A
- Timecode settings
- Deck B
- Waveform



### a) Browser: folders area + files area



# VirtualDJ 6 LE TC

In this section, you can browse through your computer or network drive to select the audio files to load onto a deck and mix with. The browser section consists of 2 subsections:

- **Folders area** (on the left): the area where you choose the folder, drive unit, audio CD, network drive, iTunes folder or virtual folder (a playlist in VirtualDJ),
- **Files area** (on the right): in this area, you choose the music track you want to load on each deck of the player.

## b) Deck A

This is the virtual deck on the left. You can:

- Load music files on this deck,
- Move within the track,
- Play the music file loaded on this deck,
- Add a cue point (a bookmark to save a position in the track),
- Change the pitch (the playback speed),
- View the BPM, pitch variation, elapsed and remaining time.



1. Music tag: Artist name on top, Song name on second line
2. File form overview (the white vertical bar shows the cue point)
3. **BPM** counter (125.16 BPM = 125.16 Beats Per Minute)
4. Virtual disc: use this disc to scratch, or drag and drop music files onto it to load them
5. **Pitch** slider: higher = slower / center = default pitch / down = faster
6. Pitch bend: to the left = minus = slower / to the right = plus = faster
7. **SYNC** (= Beat-match): synchronize this deck with the other deck
8. Play

9. Pause
10. **CUE**: sets the cue point position
11. **ELAPSED**: elapsed time in the track
12. **REMAIN**: remaining time in the track
13. **GAIN**: audio gain of the track
14. **KEY**: musical key of the track
15. **PITCH**: current pitch variation, in %

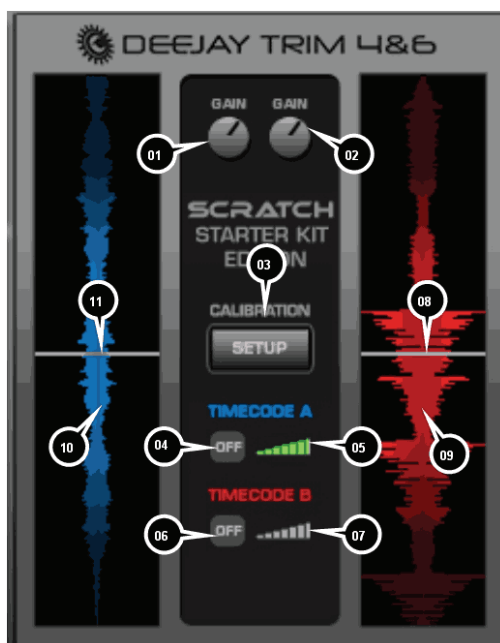
## c) Timecode settings

The central area gathers the settings for:

- Timecode on/off,
- Gain.



There is no mixer in this central area of VirtualDJ 6 LE TC, since VirtualDJ 6 LE TC must be used with an analog mixer, which replaces a software mixer.



1. **GAIN** on deck A: set the gain using this knob (view the gain in dB in the deck A area)
2. **GAIN** on deck B: set the gain using this knob (view the gain in dB in the deck B area)
3. Calibration menu

# VirtualDJ 6 LE TC

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4. Timecode on/off for deck A: **ON** = control deck A with external player / **OFF** = control deck A with the Play button in the VirtualDJ software
5. Timecode signal quality for Deck A (if Timecode is **ON**)
6. Timecode on/off for deck B: **ON** = control deck B with external player / **OFF** = control deck B with the Play button in the VirtualDJ software
7. Timecode signal quality for Deck B (if Timecode is **ON**)
8. White horizontal bar = actual position in Deck B track
9. Waveform on Deck B
10. Waveform on Deck A
11. White horizontal bar = actual position in Deck A track

## d) Deck B

This is the virtual deck on the right. You can:

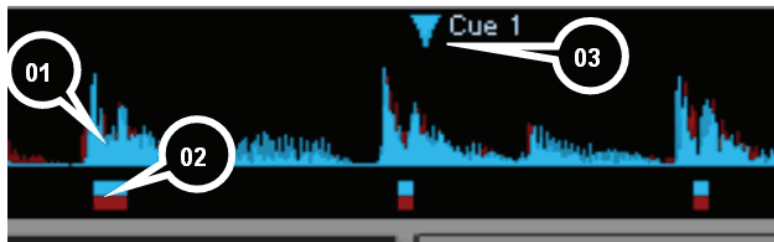
- Load music files on this deck,
- Move within the track,
- Play the music file loaded on this deck,
- Add a cue point (a bookmark to save a position in the track),
- Change the pitch (the playback speed),
- View the BPM, pitch variation, elapsed and remaining time.





## e) Waveform

This area shows 2 waveforms (1 in blue and 1 in red) for the 2 audio tracks loaded on decks A and B, respectively.



1. Waveforms of 2 audio tracks (blue waveform = track on the left deck, deck A / red waveform = track on the right deck, deck B)
2. Beat marks: the rectangles and squares below the waveforms show the beats in each track (rectangle = master beat, square = intermediary beat). Thus, a 4-beat section is displayed with 1 rectangle and 3 squares: blue shapes for the blue waveform, and red shapes for the red waveform)
3. Cue point: bookmark in the track

## 5) FIRST USE OF VIRTUALDJ 6 LE TC

### a) Serial number



The first time you run VirtualDJ 6 LE TC, you are asked to enter a serial number.

This serial number is found on the envelope of your installation CD. This serial number belongs to you: you cannot change it, and you must not share it with any other user of VirtualDJ; otherwise, you won't be able to register on the VirtualDJ website, which will not let you access VirtualDJ service updates, plug-ins, or upgrades. Keep both the CD envelope and the installation CD in a safe place, since both the serial number and the installation CD are required if you re-install your system, or change your computer. The serial number format is xxxx-xxxx-xxxxx / TRIM.

# VirtualDJ 6 LE TC

## b) Browser area

When you run VirtualDJ 6 LE TC for the first time, the browser area displays no music files.



### i) Folders area

On the left of the browser area, you can see the folders and drive units on your computer: the active folder is highlighted.



1. Active folder: highlighted.
2. Other folders: not highlighted.
3. Graphic slider to move through the list.
4. Lock/unlock: lock or unlock the split between the folders area and the files area (if the lock is open, the folders area can expand and hide the files area).
5. Add virtual folder button (blue plus sign on a red folder):

You can create a virtual folder (which is a playlist) by clicking the button with a blue plus sign on a red folder, on the top right of the folders area. This virtual folder is an index where you can add and sort the music files you select, without changing where they are stored in their actual folders.

## ii) Files area

The files area shows the contents of the active folder.

## iii) BPM (Beats Per Minute) rate of your music files

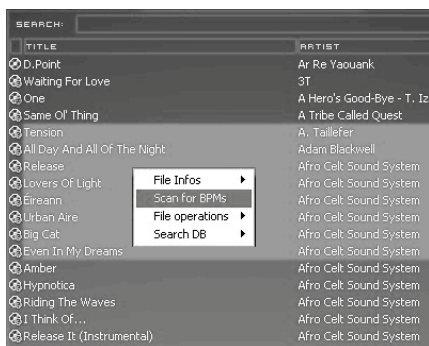
The BPM rate is the number of beats per minute in the music, which reflects how fast the music is:

- a BPM rate below 85 is slow,
- a BPM rate over 130 is fast.

### Analyze your music files' BPM rates

The first time you display your list of music files in a DJ software application, the Beats Per Minute rate is not calculated: we strongly recommend that you analyze all of the music files you intend to mix with in advance, so that your browser displays the BPM (Beats Per Minute) rates, to load only music tracks matching the BPM rate you need.

To analyze the music files in a folder, select the music file(s) in the files area and right-click them with your mouse (or Ctrl + mouse click in Mac OS, using a Mac mouse with only 1 button): a pop-up menu prompts you to **Scan for BPMs** to analyze the BPM of the selected music files.



### Run the BPM analysis in advance, not during a party!

The BPM analysis takes time (1 hour for 120 music files), so starting the BPM analysis of your complete library just before a party is a very bad idea. You should therefore carry out the analysis in advance: it's easy, as you can analyze your complete hard drive and you don't need to remain in front of your computer while VirtualDJ 6 LE TC is analyzing the music files. As the BPM analysis is very CPU-intensive, mixing while VirtualDJ 6 LE TC is analyzing your library is not recommended, since your computer will not respond as fast as it should.

The BPM software analysis is generally accurate, but occasionally the BPM rate calculation is not correct: sometimes the BPM calculated is double or half of the actual BPM rate (the BPM analyzer may count only 1 beat out of 2 within a track, or identify an intermediary sound within a beat as the start of another beat). If your file is not properly analyzed, you can correct it by manually typing in the BPM rate.

# VirtualDJ 6 LE TC

If a music file is not analyzed, loading the file on a deck analyzes it, and you can then view its BPM rate in the VirtualDJ display, to the right of the artist's name.

## BPM rate display



You can view the BPM rate in 2 areas:

- Once you have analyzed the files, the BPM rates are listed in the browser area,
- When you load a music file, its BPM rate is displayed on the deck, to the right of the artist's name.

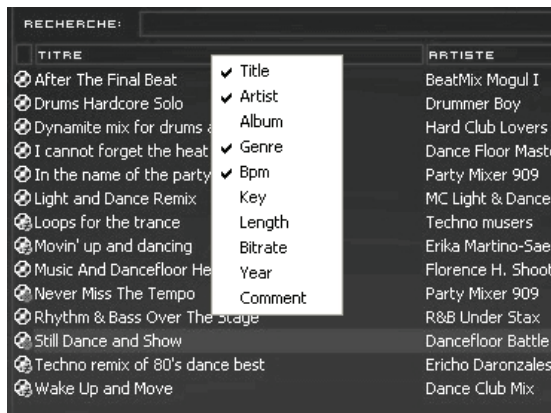
## iv) Information on music tracks

The text information inserted in each music file is called a "tag": audio files are generally tagged automatically when you import an audio CD via iTunes or Windows Media Player, or when you buy MP3 files. The tag includes the song name, artist name, composer name, album name, music genre and the year when the music was recorded.

Once you analyze music files in VirtualDJ, the BPM rate is added inside the tag.

## Customizing the tag display

You can select which fields of the music tag you want to display in the music browser by right-clicking with your mouse on the music browser headlines (or Ctrl + mouse click in Mac OS, using a Mac mouse with only 1 button).



You can display the following tags: **Title, Artist, Album, Genre, Bpm, Key, Length, Bitrate, Year, Comment.**

## v) *Sorting the music files*

You can sort your music files by each tag's data (by song name, artist name, BPM, music genre...) by clicking the headline of the relevant tag.

## vi) *Searching*

You can also search for songs using the **Search** field: simply type in a sequence of characters in this field.



VirtualDJ 6 LE TC shows all of the music files which include this sequence of characters in their tags in the Files area.



You can also define the search area by clicking the circular icon located on the right side of the search field.

# VirtualDJ 6 LE TC

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## 6) PLAYING AN AUDIO FILE

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### a) Loading and playing an audio file

Once you select an audio file in your music browser, there are two ways you can load it on a deck.

#### i) **Double-click the file in the browser area**

- If a deck is stopped or paused, the file is automatically loaded on that deck.
- If both decks are playing, the file is not loaded.

#### ii) **Drag and drop**

- Select the file you want to load, and drag and drop it onto its target deck.

When you drag a file, the cursor turns into a disc, with a symbol indicating whether or not you are able to drop the file on the intended deck.

- The following symbol means that you can drop the file on the deck:



- The following symbol means that you are not able to drop the file on the deck (either a song is already playing on the deck, or the cursor is outside of the deck's drag and drop area):



If a song is already playing on the deck where you are trying to load a file, you will get a message indicating that a song is playing on that deck, and asking if you are sure you want to stop it. Click **Yes** or **No** to confirm or cancel, respectively.

### b) Play and Pause buttons

In timecode mode, the Play and Pause buttons in the VirtualDJ software are no longer active. You must therefore:

- Press the Play/Pause button on your CD player or turntable to start or stop playing an audio track.

## c) Supported formats

### *i) File extensions*

VirtualDJ 6 LE TC supports most digital audio formats, such as MP3 (PC/Mac), AAC (PC/Mac), AIFF (Mac), WAV (PC), WMA (PC), OGG (PC) and CD-Audio.

### *ii) DRM-protected files*

VirtualDJ 6 LE TC cannot play files with DRM protection, so if you have purchased AAC or MP4 files with DRM protection, the solution to play the files in VirtualDJ 6 LE TC is to burn an audio CD with these music files, and then mix using this audio CD instead of the files with DRM protection.

### *iii) If you encounter an issue with an audio format*

If you cannot play one of these formats, make sure that the codec for this audio format is installed on your computer. For example, if you cannot play an AAC file, make sure that iTunes is installed on your computer, since the AAC codec is installed by iTunes.

## d) Previewing and moving within a music track

You can select a music track to preview on your analog mixer, and move within the track to get to the right position.

- Press the Play button for the deck in question on your CD player or turntable, and you can listen to the track on your headphones from its current position.
- Move within the track by turning your timecoded CD or vinyl record. This gives you precise control: move the timecoded CD or vinyl record backwards and forwards, and you will see your position moving in the waveform window.

## e) Using a Cue point

A Cue point is a bookmark of the position in a music track where playback will begin for your audience. This lets you start playback of the track at precisely the right point, to avoid any interruptions in terms of rhythm.

### *i) Placing a Cue point*

With a CD player, you can place a Cue point on the CD player (if the CD player has a **Cue** button). With a turntable, you have no Cue point.

Once the music file is loaded on a deck, preview it for yourself only (on your headphones) until you get to the position you choose as your Cue point. Then, press the **Cue** button (on your CD player) at the spot where you want to place the Cue point.

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## 7) SETTING THE PITCH

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It's the DJ's job to provide the audience with music to dance to, which means:

- Selecting music tracks well-suited to the audience,
- Maintaining a dancing rhythm with a good ambiance, and avoiding anything which might interrupt the rhythm, such as gaps in the music or noticeable changes in BPM,
- Making transitions between songs easy for dancers. You should always try to synchronize the next track with the track currently playing, if possible: this synchronization is called beat-matching.

Beat-matching consists of adjusting the playback speed of music track B until the moment the beats (often marked by drums or bass) of this track B play at the same rhythm as the beats of track A, to maintain the same beat during 3 steps:

- When playing track A,
- Then, when mixing track B together with track A, with the same rhythm,
- When you stop playback of track A and keep only track B playing, the dancers keep the same dancing rhythm.

If the BPM rates of 2 music tracks are very far one from the other, you can synchronize them by setting the BPM rate of the second music track at half or twice the BPM rate of the first music track, so that the beat of the second music track is played at the same time as 1 beat out of 2 of the first music track, or vice versa. Typically, you can synchronize a 75 BPM music track with another track set at 75 BPM, or with a track set at 150 BPM.

### a) Adjusting pitch in timecode mode



In timecode mode, you should not move the pitch faders with your mouse in the VirtualDJ software: the only good way to change the pitch in timecode mode is to adjust the pitch on your turntable or CD player itself.

In timecode mode, if you move the pitch fader in VirtualDJ with your mouse instead of using the fader on your turntable or CD player, the position of the pitch fader in the VirtualDJ software will not correspond to the position of the pitch fader on your physical device, which is very confusing and should therefore be avoided.

Conversely, if you switch off timecode mode, you must use the pitch fader in the VirtualDJ software, and not on your turntable or CD player.

### b) Pitch scale

In VirtualDJ 6 LE TC, you can set a pitch scale of 6%, 8%, 10%, 12%, 20%, 25%, 33%, 50% or 100%.



## c) Calibrating the pitch

You must set the same pitch scale in VirtualDJ 6 LE TC as on your turntable/CD player; otherwise, the moves you make using the pitch faders in VirtualDJ won't fit with the moves you make using the pitch faders on your turntables or CD players.

The pitch scale in VirtualDJ 6 LE TC can be changed by double-clicking the percentage value displayed on top of the pitch fader.

To calibrate the pitch:

- Set the pitch faders on your turntables or CD players directly in the center position.
- Set the pitch faders for both decks in the VirtualDJ software directly in the center position.

If you move the pitch fader for a deck in the VirtualDJ software, it will no longer be synchronized with your turntable or CD player. If this occurs, you must reset the pitch faders both in VirtualDJ and on your turntable or CD player, in order to calibrate them once more.

## d) Pitch controls

The VirtualDJ 6 LE TC software includes 4 controls per deck to control the pitch:

- Pitch fader,
- Pitch bend minus and plus buttons (the arrows below the pitch fader): let you adjust the pitch gradually,
- Pitch reset button (to the right of the pitch fader): gradually restores the pitch to the audio file's default value (to a 0.0% pitch variation).
- **SYNC** button (to the right of the Play button in VirtualDJ).

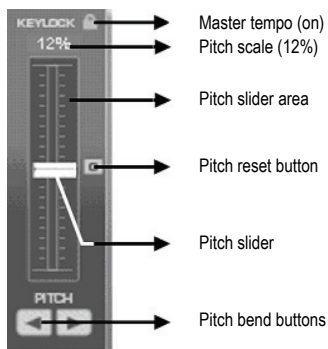
The pitch counter, located above the pitch fader, displays the pitch value (the % variation of pitch compared to the audio file's original speed). Double-clicking the pitch counter changes the pitch scale between 6%, 8%, 10%, 12%, 20%, 25%, 33%, 50% and 100%.

### i) Pitch fader overview

The pitch fader slows down/speeds up the music playback.

In timecode mode, you must only move the pitch fader on your turntable or CD player (i.e. you must not use your mouse to move the faders in the VirtualDJ software; otherwise, the moves you make using the pitch faders in VirtualDJ won't fit with the moves you make using the pitch faders on your turntables or CD players).

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## **Keylock = Master tempo**

The Keylock icon represents the master tempo function in VirtualDJ 6 LE TC: when the master tempo function is on, moving the pitch fader doesn't change the tone of the music. This is useful in that it lets you speed up/slow down a track while keeping the same tone, as if the musicians were playing the track faster or slower!



Please note that in some other DJing software applications, keylock does not correspond to master tempo.

## **Pitch scale**

The pitch scale is the percentage of speed variation you can achieve with the pitch fader: a pitch scale of 12% means that the pitch fader's upper position in VirtualDJ corresponds to a 12% slowdown of the music playback, and the pitch fader's lower position corresponds to a 12% acceleration of the music playback (a 100 BPM rate becomes a 88 BPM rate when moving the fader to the top, and 112 BPM when moving the fader to the bottom).

The pitch scale can be changed by double-clicking the pitch percentage figure displayed on top of the pitch fader in VirtualDJ.

The lower the pitch scale, the higher the precision of the pitch fader: a low pitch scale makes the pitch fader more precise, but limits your choice to music tracks whose BPM is close enough to the BPM of the music already loaded, to be within the pitch scale.

## **Moving the pitch fader on your turntable/CD player in timecode mode**

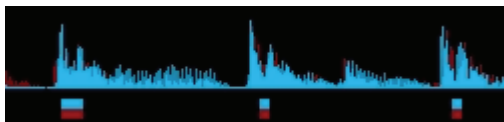
When you move the pitch fader on your turntable or CD player, you can see its action in 4 ways:

- You hear the change in the music's speed.
- The pitch fader moves in the VirtualDJ software.
- The BPM counter in VirtualDJ changes.
- The scrolling of the music waveform goes slower or faster.

## Beat marks in VirtualDJ

In the VirtualDJ waveform, the start of each beat is marked with a small rectangle or a square below the waveform, called beat marks:

- If the beat marks of both music tracks overlap, the tracks are synchronized.
- If the beat marks of both music tracks don't overlap, the tracks are not synchronized.



## Pitch bend buttons (pitch bend minus and pitch bend plus)

The pitch bend minus and plus buttons slow down/speed up playback of the music track loaded on a deck.

The pitch bend action is not the same as the pitch fader action, as the pitch bend action is temporary: when you release the pitch bend button, the music track's playback gradually returns to its previous speed. Pitch bend is therefore an "elastic" setting.

## Using pitch bend

To beat-match 2 music files, you generally:

- Set both music files to the same BPM with the pitch fader; and then
- Line up the beats of a track with the beats of the other track by slowing it down or speeding it up with the pitch bend buttons.

## The action of pitch bend in VirtualDJ

When you press the pitch bend minus or pitch bend plus buttons:

- You hear a change in the music's speed.
- The scrolling of the track in the waveform goes faster or slower.
- However, the VirtualDJ BPM counter remains unchanged.

## ii) SYNC button in VirtualDJ (= beat-match)



If you are in timecode mode, you should not use the **SYNC** button in the VirtualDJ software; otherwise, the pitch setting on your turntable or CD player will no longer correspond to the pitch setting in the software.

Clicking a **SYNC** button on a deck in the VirtualDJ software instantly synchronizes the beat of the music loaded on this deck with the beat of the music file on the other deck: this beat-matching function is instant and easy.

You can synchronize one music track with another using the **SYNC** button, as long as the BPM difference between both music tracks is within the limit of the pitch scale. The pitch scale is the

## ***VirtualDJ 6 LE TC***

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percentage displayed above the VirtualDJ pitch fader, representing the pitch variation when the fader reaches its upper or lower limits.

To beat-match 2 tracks when their BPM difference exceeds the widest pitch scale (for example, beat-matching a 140 BPM audio track with a 100 BPM audio track, which represents a 40% difference between the two tracks, higher than the widest pitch scale of 33%), you can:

- First, adjust the speed of the reference track: for example, change the 100 BPM track to 110BPM,
- Then, beat-match the incoming 140 BPM track to fit with the new speed of the reference track, 110BPM.

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- Consult the dealer or an experienced radio/TV technician for help.

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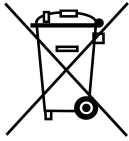
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# VirtualDJ 6 LE TC

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## ENVIRONMENTAL PROTECTION RECOMMENDATION

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