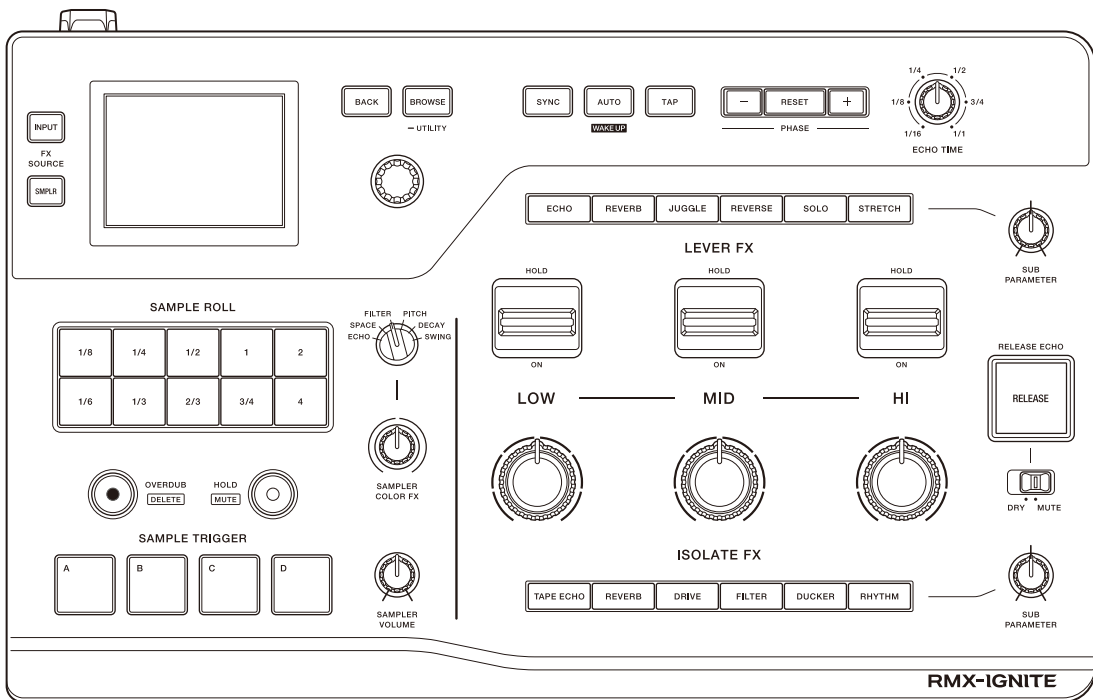# Instruction Manual

DJ Effector

RMX-IGNITE

alphatheta.com/support/

rekordbox.com

For FAQ and other support information for this product, visit the websites above.

⟳ AlphaTheta

Contents

Before you start

How to read this manual

- Thank you for choosing this AlphaTheta product. Be sure to read this manual, the Quick Start Guide and the Precautions for Use which are included with this product. These documents include important information that you should understand before using the unit. In particular, be sure to read the IMPORTANT SAFETY INSTRUCTIONS.
- In this manual, the names of buttons, knobs, and terminals that appear on the product, and the names of buttons, menus, etc. in the software on your PC/Mac or mobile device, are indicated within square brackets (**[ ]**). (e.g. **[File]**, **[CUE]** button)
- Please note that the software screens and their specifications, as well as the external appearance and specifications of the hardware, are subject to change without notice.
- Please note that depending on the operating system version, web browser settings, etc. operation may differ from the ways described in this manual.
- Please note that the language on the screens of the software described in this manual may differ from the language on your screen.

What's in the box

- DJ effector × 1
- AC adaptor × 1
- Power cord × 1
- Warranty (for some regions)* × 1
- Quick Start Guide × 1
- Precautions for Use × 1

* Only products in Europe.
  Products in North America and Japan include warranty information in the Precautions for Use.

Installing the dedicated software

❖ RMX-IGNITE Sample Manager for Mac/Windows

RMX-IGNITE Sample Manager for Mac/Windows is an application that helps you make the most of the unit.

You can edit and adjust the user banks of sample sound sources played in the Sampler section of the unit and export them to storage media such as a USB device.

For details on installation and to find the instruction manual, visit the following webpage.

alphatheta.com/rmx-ignite-sample-manager/

PRO DJ LINK

You can use PRO DJ LINK functions by connecting the unit via a LAN cable to a PRO DJ LINK compatible multi player or DJ mixer.

- You can connect up to 6 multi players and up to 1 DJ mixer to the unit via a switching hub.
- Use a 100BASE-TX compatible switching hub that's supported by the multi player and DJ mixer. Some switching hubs may not work properly with selected devices.
- Set the multi player number to the channel number which the audio cable is connected to DJ mixer. If the settings aren't correct, the unit may not work properly.
- For details on PRO DJ LINK, see the instruction manuals for the relevant multi players, DJ mixer, and rekordbox.

    alphatheta.com/support/

- Not all equipment and services compatible with PRO DJ LINK support the unit. For information on PRO DJ LINK equipment that is compatible with the unit, visit the AlphaTheta website below.

    alphatheta.com/support/

❖ Beat Sync

Each function on the unit is automatically synchronized to the tempo (BPM) and beat position of the track played on the multi player.

- Beat Sync can't be used for tracks that haven't been analyzed by rekordbox. Analize the tracks in rekordbox beforehand.
  For details on how to analyze tracks, see the rekordbox Instruction Manual.

❖ Loading sample sound sources

User bank data exported from RMX-IGNITE Sample Manager for the Sampler section of the unit can be loaded from storage media such as a USB device connected to the multi player. Some files in formats supported by the unit that are saved on storage media can also be loaded.

For details on how to prepare sample sound sources with RMX-IGNITE Sample Manager, see the RMX-IGNITE Sample Manager software manual.

❖ Link Cue for Sampler

As well as the sound sources of the banks set in the Sampler section of the unit, you can use headphones to monitor the sample sound sources browsed while creating a bank if you use **[LINK CUE]** on the DJ mixer.

⇨ Monitoring a sample sound source on the DJ mixer (Link Cue for Sampler) (page 51)

Part names

Top panel
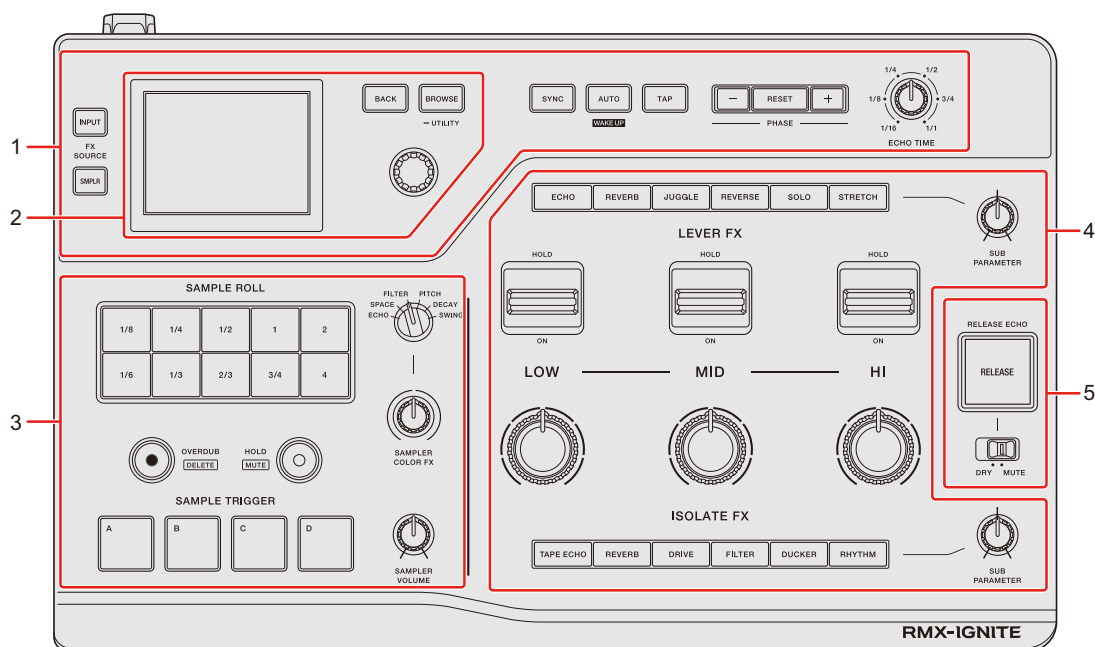
1. **Global section**
   ⇨ Global section (page 21)

2. **Display section**
   ⇨ Display section (page 12)

3. **Sampler section**
   ⇨ Sampler section (page 35)

4. **3-Band FX section**
   ⇨ 3-Band FX section (page 25)

5. **Release Echo section**
   ⇨ Release Echo section (page 32)

Rear panel

1. **OUTPUT terminals (1/4-inch/6.35 mm, TS)**

   Connect to the RETURN terminals of a DJ mixer, etc.

   ⇨ Connecting input/output terminals (page 16)

2. **INPUT terminals (1/4-inch/6.35 mm, TS)**

   Connect to the SEND terminals of a DJ mixer, etc.

   • Never connect devices capable of supplying phantom power to these terminals.

   ⇨ Connecting input/output terminals (page 16)

3. **CONNECTION switch**
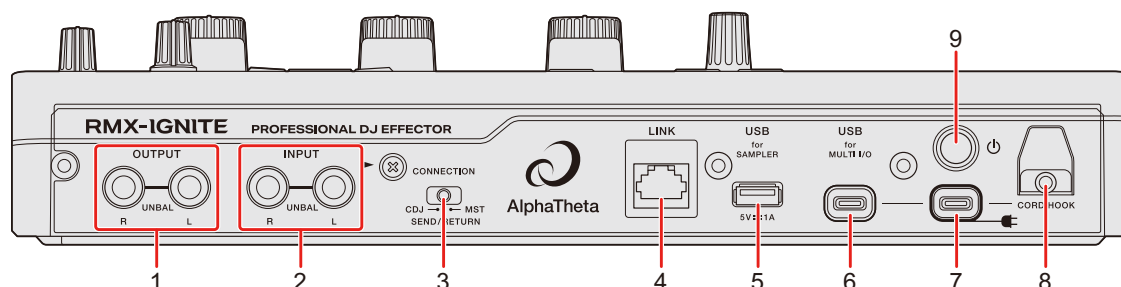
   Selects the input audio level according to the equipment connected to the **[INPUT]** terminals.

   — **[CDJ]**: Line-level audio output from a multi player, etc.
   — **[SEND/RETURN]**: Audio level output from the SEND terminals of a DJ mixer
   — **[MST]**: Audio level output from the MASTER terminals of a DJ mixer, all-in-one DJ system, etc.

   ⇨ Connecting input/output terminals (page 16)

4. **LINK terminal**

   Connect to a LINK terminal on a PRO DJ LINK compatible multi player.

   • Use a switching hub (100BASE-TX compatible type) to connect multiple devices.

   ⇨ Connecting input/output terminals (page 16)

5. **USB for SAMPLER port (USB Type-A)**

   Connect a USB device containing files you want to use in the Sampler section of the unit.

   ⇨ Changing the sample sound source (page 45)

6. **USB for MULTI I/O port (USB Type-C)**

   Connect the MULTI I/O of a DJ mixer compatible with the unit using a USB cable.

   • While audio is being input or output through this port, audio can't be input or output through the **[OUTPUT]**/**[INPUT]** terminals.

7. **USB for power supply port (USB Type-C)**

   Connect to a power outlet with the supplied power cord and AC adapter.

8. **Cord hook**

   Secure the cords that connect to the **[USB for MULTI I/O]** port and the USB for power supply port.

9. ⏻ **switch**

   Turn the unit on and off.

   ⚠ **CAUTION**

   Due to the product specifications, the screen display may go off when you operate the switch on the unit or remote control (if included), and the product may appear to be in the same state as when the power plug is unplugged from the outlet, but the power is still supplied. To completely shut down the power supply, you must unplug the power plug (circuit breaker) from the outlet.

   Place the product near an outlet so that the power plug (circuit breaker) is easily accessible. Keeping the unit plugged in the power outlet for an extended period of time, such as when traveling, may cause a fire.

Side panel

1
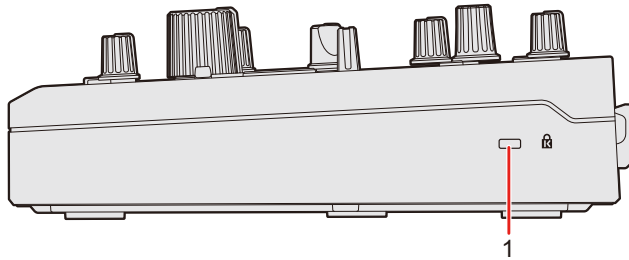
1. **Kensington security slot**

   Connect a cable lock for security.

Display section

1. **Screen display**

   ⇨ Main screen (page 13)

2. **BACK button**

3. **BROWSE/UTILITY button**

   Browse the sample sound sources to be played on the Sampler section.

   ⇨ Changing the sample sound source (page 45)

4. **Multi encoder**

Main screen

Displays the unit's playback status and the Sampler section settings.

Also temporarily displays the 3-Band FX settings.
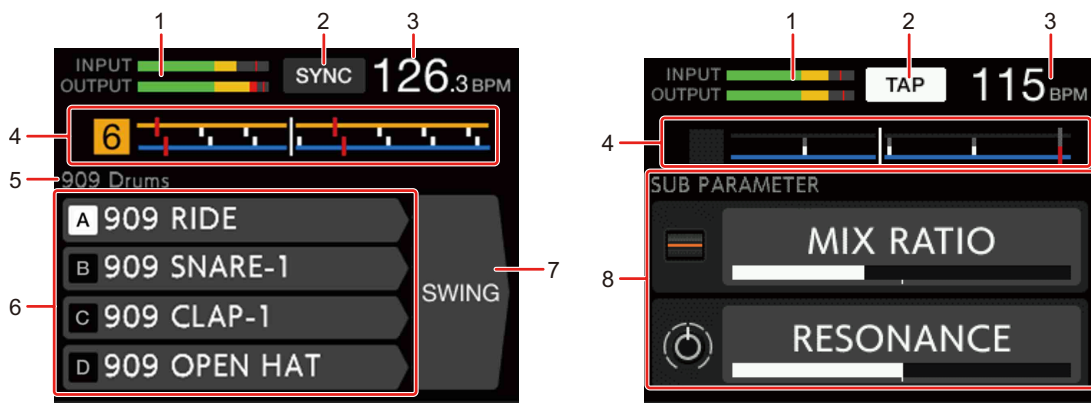
❖ Playback status

1. **Peak level meters**

    Display the peak level meters for the input and output sound of the unit.

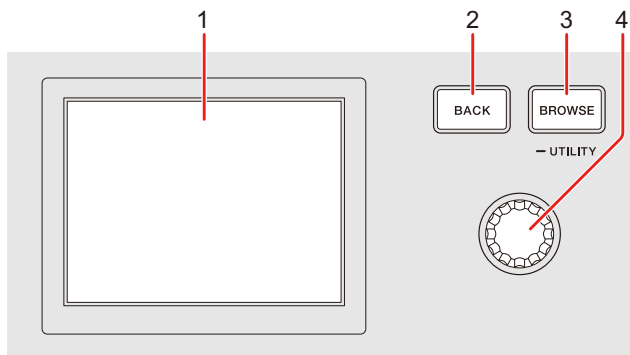   If excessive volume is input or output, **[CLIP INPUT]**, **[CLIP OUTPUT]**, or **[CLIP IN/OUT]** will be displayed.

2. **AUTO/TAP/SYNC**

    Displays **[AUTO]** when automatic BPM measuring mode, **[TAP]** when in manual BPM input mode, and **[SYNC]** when synchronized with the multi player that's set as Sync Master.

    *   If the BPM can't be measured in Auto mode, the BPM value blinks. In this case, press the **[TAP]** button to select manual BPM input mode (displaying **[TAP]**).

3. **BPM**

    Displays the set BPM.

4. **Phase Meter**

    Displays the Phase Meter of the unit and the multi player the unit syncs with.

    *   You can check the discrepancy in bars and beats.

❖ Sampler section settings

5. **Sampler Bank name**

    Displays the name of the bank loaded in the Sampler section of the unit.

    ⇨ Changing the sample sound source (page 45)

13

6. **Sample sound source names**

   Display names of sample sound sources loaded to each **[SAMPLE TRIGGER]** pad.

7. **Sampler Color FX**

   Displays the selected Sampler Color FX (effect name).

   When the effect is on, the outer frame of Sampler Color FX will blink.

   ⇨ Sampler Color FX types and settings (page 43)

❖ 3-Band FX settings

8. **SUB PARAMETER information**

   Displays the Sub Parameter settings of the effects selected with the ISOLATE FX button and LEVER FX button.

   ⇨ Isolate FX types and settings (page 28)

   ⇨ Lever FX types and settings (page 31)

Connections

Turn the unit off and disconnect the power cord before connecting other units.

Connect the power cord after all the connections are complete.

- Use the supplied power cord and AC adapter.
- Read the instruction manuals for the devices you're going to connect to the unit.
- When connecting via a LAN cable, use a CAT5e shielded cable.
- Do not disconnect a LAN cable when using PRO DJ LINK.
- Incorrect connections or settings may result in poor sound quality, or the unit may not work properly.

Connecting input/output terminals

Connect and set up the unit correctly, according to how you want to use it.

To use the sound from the unit, also refer to the instruction manuals for the connected multi player and DJ mixer.

Connecting a DJ mixer compatible with the unit using a USB cable

Switching hub

To MULTI I/O USB

To power outlet

AlphaTheta multi player

AlphaTheta DJ mixer

AlphaTheta multi player

PRO DJ LINK
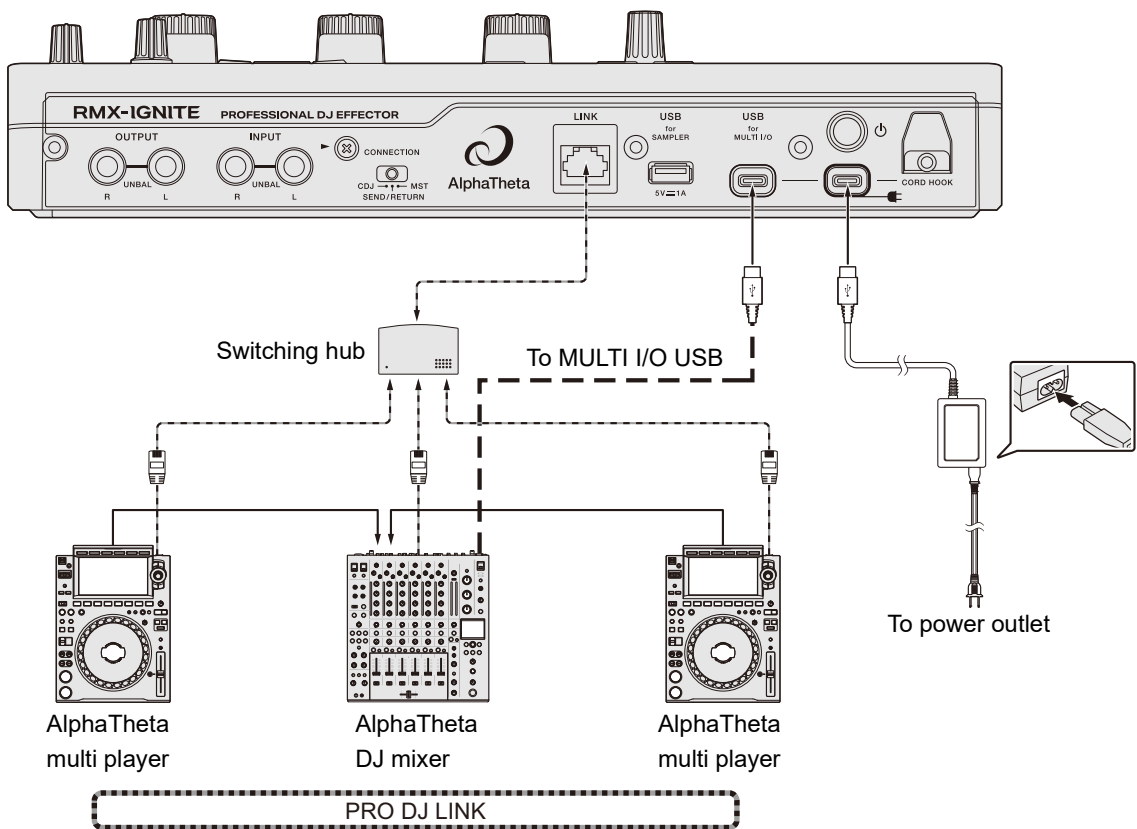
Connecting to the SEND and RETURN terminals of a DJ mixer

CONNECTION

CDJ — MST
SEND/RETURN

Switching hub

To SEND

To RETURN

To power outlet

AlphaTheta
multi player

AlphaTheta
DJ mixer

AlphaTheta
multi player

PRO DJ LINK
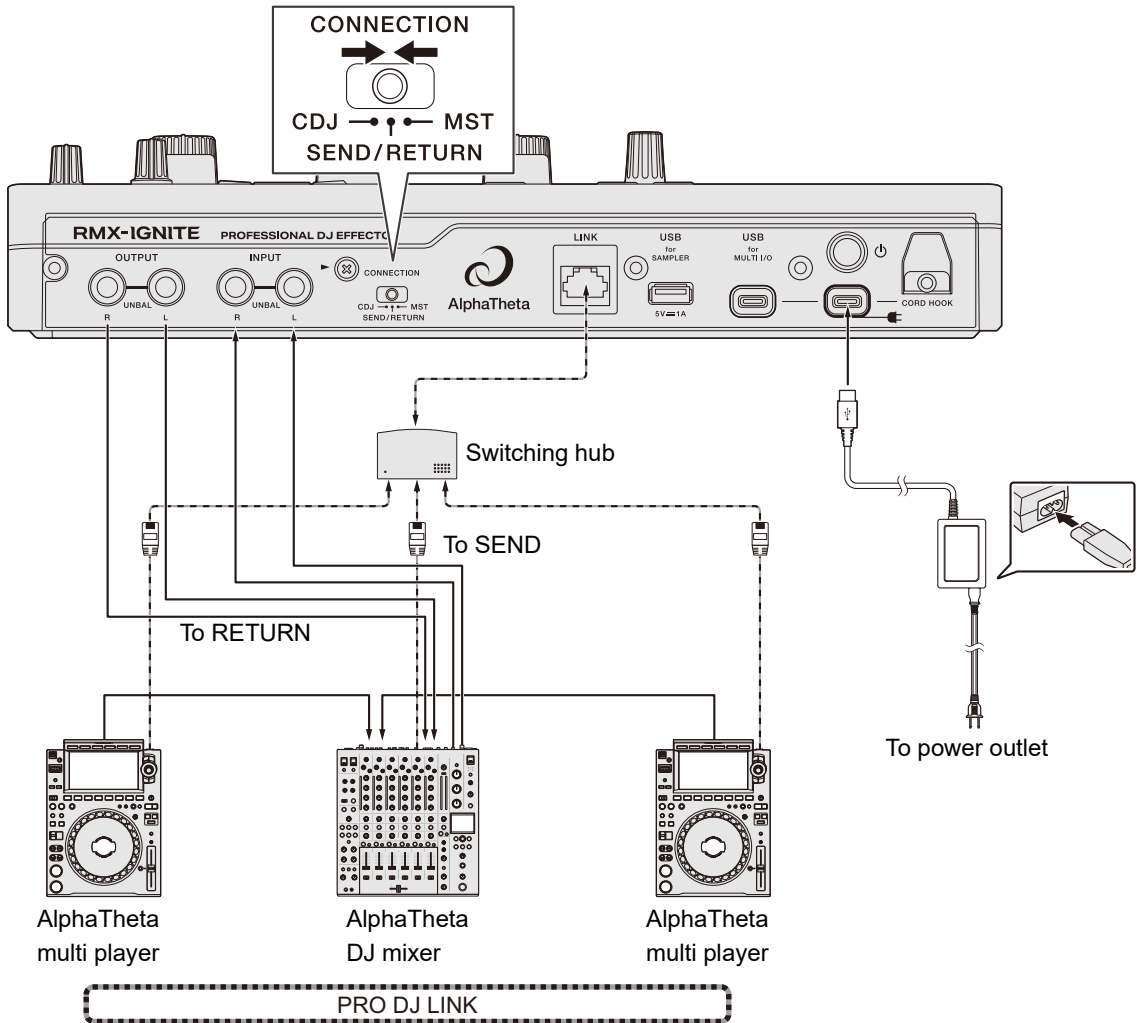
Connecting to the MASTER terminals of a DJ mixer
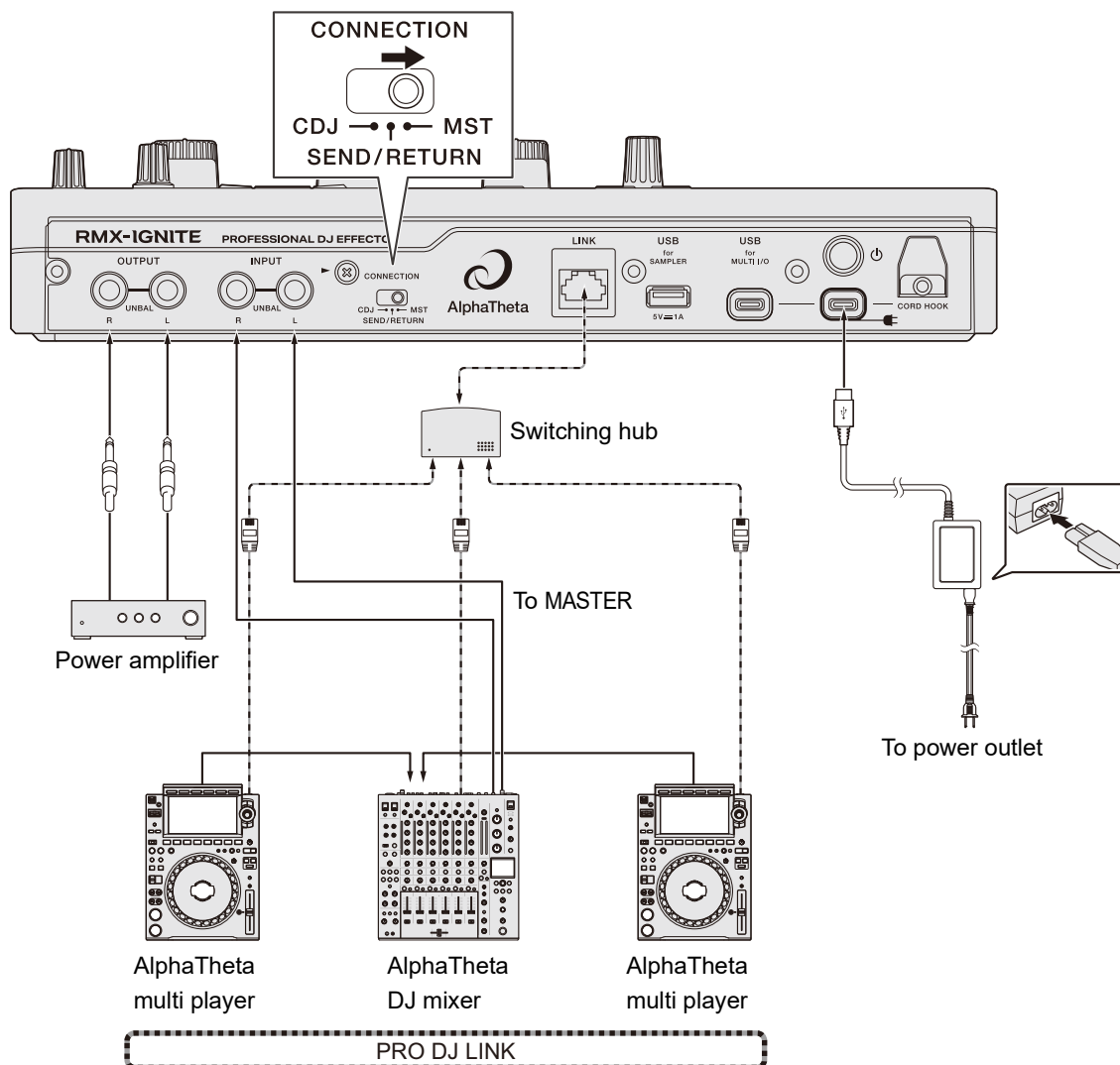
- To connect the unit to the **[MASTER]** terminals of the DJ mixer, use an RCA phone conversion cable.
- Never connect devices capable of supplying phantom power to these terminals.

Connecting between a multi player and DJ mixer

To LINE

To AUDIO OUT

Switching hub

To power outlet

AlphaTheta
multi player

AlphaTheta
DJ mixer

AlphaTheta
multi player

PRO DJ LINK
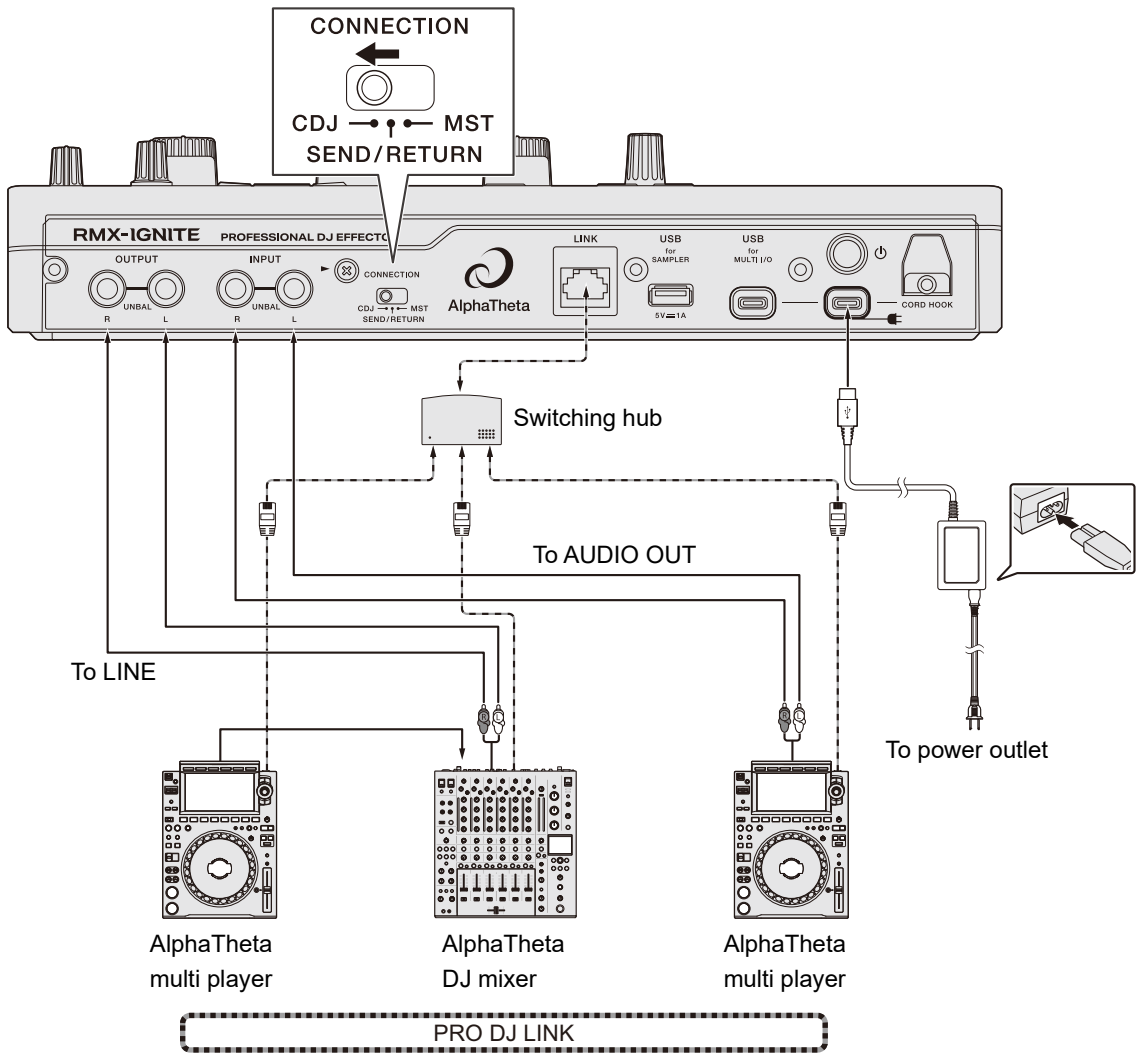
- To connect the unit to the **[LINE]** terminals of the DJ mixer and **[AUDIO OUT]** terminals of the multi player, use RCA phone conversion cables.
- To synchronize the unit with a connected multi player, set **[AUTO REF. PLAYER]** in the Utility settings.

  ⇨ Utility settings (page 54)

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Cord hook

Fasten the AC adapter cord and USB cable you're connecting to the **[USB for MULTI I/O]** port in place by hooking them onto the cord hook. This prevents plugs from being accidentally disconnected from the ports of the unit and interrupting sound during playback.
Use the cord hook as shown below.
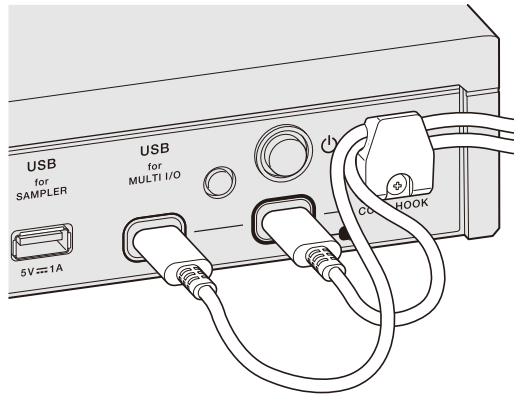
- Do not fix the AC adapter cord in place with a bend at its end. If you keep using the cord when it's fixed in place with a bend, it may break and cause poor contact.

20

Global

Set and adjust the general performance settings of the unit.

Global section
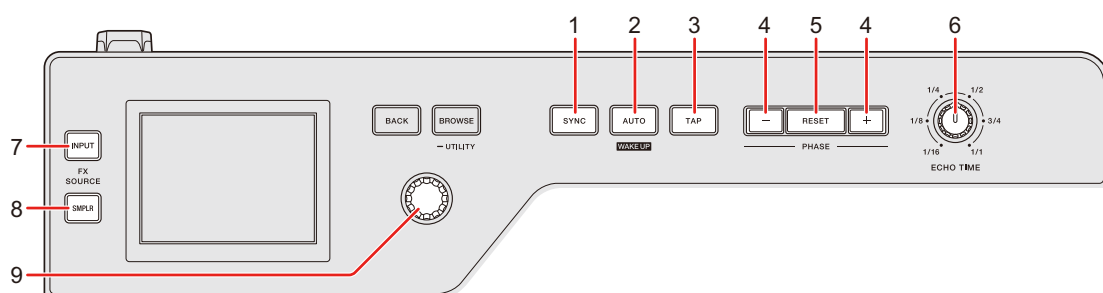
1. **BEAT SYNC button**

   Sets the BPM measuring method to **[SYNC]**.

   ⇨ Setting the BPM (page 23)

2. **AUTO (WAKE UP) button**

   Sets the BPM measuring method to **[AUTO]**.

   - Press this button when the unit is in Power Management Off mode to exit the mode.

   ⇨ Setting the BPM (page 23)

3. **TAP button**

   Sets the BPM measuring method to **[TAP]**.

   ⇨ Setting the BPM (page 23)

4. **PHASE NUDGE –/+ buttons**

   Adjust the Phase Meter of the unit.

   ⇨ Adjusting the Phase (page 23)

5. **PHASE RESET button**

   Adjusts the Phase Meter to the beginning of the bar.

   ⇨ Adjusting the Phase (page 23)

6. **ECHO TIME knob**

   Adjusts the delay time of the unit's Echo effects.

   ⇨ Adjusting the delay time of Echo (page 24)

7. **FX SOURCE INPUT button**

21

Sets the input sound of the unit to be passed through the 3-Band FX section. The button lights up when it's turned on.

⇨ Routing the audio signal (page 24)

8. **FX SOURCE SMPLR (SAMPLER) button**

Sets the Sampler section's sound to be passed through the 3-Band FX section. The button lights up when it's turned on.

⇨ Routing the audio signal (page 24)

9. **Multi encoder**

Selects sample sound sources to be loaded to the Sampler section of the unit, changes the settings of the unit, etc.

⇨ Changing the sample sound source (page 45)
⇨ Changing the Utility settings (page 53)

Setting the BPM

Select a BPM measuring method (AUTO/TAP/SYNC). The selected method is indicated on the main screen.

- **AUTO (auto) mode**: Automatically measures BPM of the input sound (measuring range: 70 to 180).
- **TAP (manual) mode**: Manually sets a BPM when you tap the **[TAP]** button.
- **SYNC (auto) mode**: Automatically synchronizes the BPM of the unit with the BPM of the track loaded on the multi player that's set as the beat sync master.
- AUTO is the default setting when you turn the unit on.

Setting the BPM manually

1 Tap the [TAP] button more than twice in time with the beat of the track.

The BPM is set according to the average time between taps.

- You can also set the BPM manually by doing the following while pressing and holding the **[TAP]** button.
  - Turn the multi encoder: Set in units of 1.
  - Press the PHASE NUDGE **[–]**/**[+]** buttons: Set in units of 0.1.

Adjusting the Phase

Adjust the position of the unit's Phase Meter to adjust the operation timing of some functions in the 3-Band FX section and the Sampler section. The position of Phase Meter is shown on the main screen.

- **PHASE NUDGE [+]** button: Advances the Phase. The Phase continues to advance while you hold down the button.
- **PHASE NUDGE [–]** button: Delays the Phase. The Phase continues to delay while you hold down the button.
- **PHASE [RESET]** button: Sets the unit's Phase Meter to the beginning of the bar when you press the button.

Adjusting the delay time of Echo

Use the **[ECHO TIME]** knob to adjust the delay time of all of the unit's Echo effects at once. The delay time can be adjusted from 1/16 to 1/1 of the set BPM.

- When you adjust the **[ECHO TIME]** knob to the beat fraction printed around the knob, you'll feel a click.

Routing the audio signal

Use the **[FX SOURCE INPUT, SMPLR]** buttons to set the audio that passes through the 3-Band FX section.

- **[INPUT] button**: Switches whether or not to route the input audio to the unit to the 3-Band FX section.
- **[SMPLR] button**: Switches whether or not to route the output audio from the Sampler section to the 3-Band FX section.
- When you turn the unit on, the **[INPUT]** and **[SMPLR]** buttons are automatically set to on, and the input audio to the unit and the output audio from the Sampler section are routed to the 3-Band FX section.
  ⇨ Block diagram (page 62)

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3-Band FX

Combine Isolate FX and Lever FX to apply effects to each frequency band.

3-Band FX section
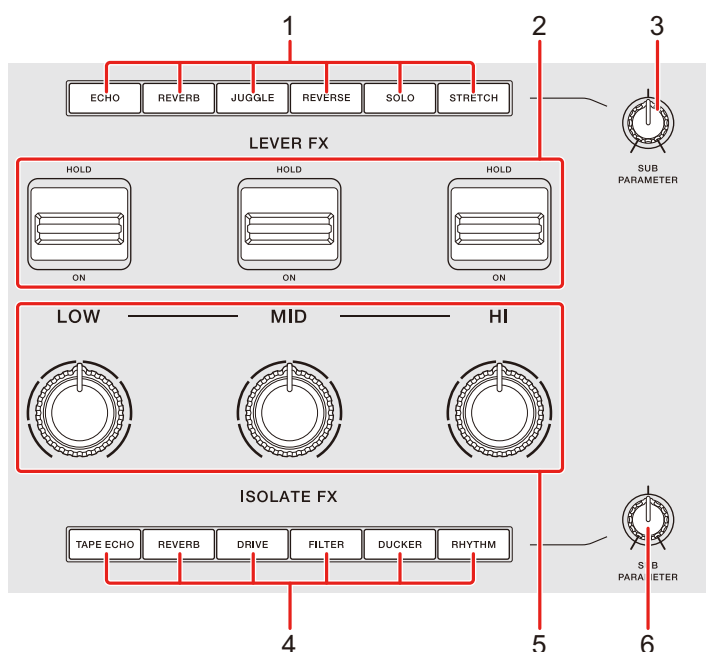
1. **LEVER FX buttons**

   Select Lever FX. The selected button blinks.

2. **LEVER FX (LOW, MID, HI) levers**

   Apply the selected Lever FX to each range.

   — **[ON]**: Applies the effect while you hold the lever in the **[ON]** position.

   Release the lever to return it to the center position and turn the effect off.

   — **[HOLD]**: Continues applying the effect when you let go of the lever and leave it in the **[HOLD]** position.

   Return the lever to the center position to turn the effect off.

3. **LEVER FX SUB PARAMETER knob**

   Adjusts the sub parameter of the selected Lever FX.

   ⇨ Lever FX types and settings (page 31)

4. **ISOLATE FX buttons**

    Select Isolate FX. The selected button blinks.

5. **ISOLATE FX (LOW, MID, HI) knobs**

    Adjust the selected Isolate FX in each range.

6. **ISOLATE FX SUB PARAMETER knob**

    Adjusts the sub parameter of the selected Isolate FX.

    ⇨ Isolate FX types and settings (page 28)

Using Isolate FX

1 Press the BEAT [SYNC], [AUTO], or [TAP] button to set the BPM measuring mode.

2 Press [FX SOURCE INPUT, SMPLR] buttons to select the sound you want to apply the effect to.

3 Press the ISOLATE FX button of an effect.

The selected button blinks.

- If you already selected a button and then pressed another, the newly pressed button is selected.
- If you're using effects other than **[TAPE ECHO]**, skip to step 5.

4 Turn the [ECHO TIME] knob to adjust the delay time.

5 Turn the ISOLATE FX ([LOW], [MID], [HI]) knobs to adjust the effect.

The effect is applied to the audio selected with the **[FX SOURCE INPUT, SMPLR]** buttons within the range you turned the knob.

- When the ISOLATE FX (**[LOW]**, **[MID]**, **[HI]**) knob is set to the center position, the effect won't be applied to that range.

6 Turn the ISOLATE FX [SUB PARAMETER] knob to adjust a parameter for the effect.

The parameter contents and adjustment status are shown on the main screen.

- Press the ISOLATE FX button of the effect you're using again to turn the effect off.

Isolate FX types and settings

You can adjust the following Isolate FX settings with the relevant knobs.

Effect/operation	Description
TAPE ECHO	Adjusts the volume of each range and adds delay sound with a fluctuation and saturation.
• **LOW, MID, HI:**	Turn counterclockwise: Volume of each range (-∞ dB to 0 dB) Turn clockwise: SEND level
• **SUB PARAMETER:**	Feedback
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat
REVERB	Adjusts the volume of each range and adds reverberation.
• **LOW, MID, HI:**	Turn counterclockwise: Volume of each range (-∞ dB to 0 dB) Turn clockwise: SEND level
• **SUB PARAMETER:**	Reverberation time
DRIVE	Adjusts the volume of each range and adds a distortion effect.
• **LOW, MID, HI:**	Turn counterclockwise: Volume of each range (-∞ dB to 0 dB) Turn clockwise: Amount of distortion
• **SUB PARAMETER:**	Distortion character
FILTER	Outputs filtered sound of each range.
• **LOW, MID, HI:**	Turn counterclockwise: Cut-off frequency of the low-pass filter for each range. Turn clockwise: Cut-off frequency of the high-pass filter for each range.
• **SUB PARAMETER:**	Resonance

Effect/operation	Description
DUCKER	Adds an envelope to the sound of each range in one beat cycle of the BPM.
• **LOW, MID, HI:**	Turn counterclockwise: Envelope curve that retains the second half of the beat Turn clockwise: Envelope curve that retains the first half of the beat
• **SUB PARAMETER:**	Curve shape
RHYTHM	Rearranges the sound of each range in a cycle of one bar of the BPM.
• **LOW, MID, HI:**	Sound rearrangement pattern
• **SUB PARAMETER:**	Duration

Using Lever FX

1 Press the BEAT [SYNC], [AUTO], or [TAP] button to set the BPM measuring mode.

2 Press [FX SOURCE INPUT, SMPLR] buttons to select the sound you want to apply the effect to.

3 Press the LEVER FX button of an effect.

The selected button blinks.

- If you already selected a button and then pressed another, the newly pressed button is selected.

- If you're using effects other than **[ECHO]** or **[SOLO]**, skip to step 5.

4 Turn the [ECHO TIME] knob to adjust the delay time.

5 Turn the LEVER FX [SUB PARAMETER] knob to adjust a parameter for the effect.

The parameter contents and adjustment status are shown on the main screen.

6 Set the LEVER FX ([LOW], [MID], [HI]) levers to [ON] or [HOLD].

Of the sound selected with **[FX SOURCE INPUT, SMPLR]** buttons, the effect will apply to the ranges for which you use the levers.

- Press the LEVER FX button of the effect you're using again to turn the effect off.

Lever FX types and settings

You can adjust the following Lever FX settings with the relevant knobs.

Effect/control	Description
ECHO	Adds a clear delay sound to each range.
• **SUB PARAMETER:**	Mix ratio
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat
REVERB	Adds reverberation to each range.
• **SUB PARAMETER:**	Mix ratio
JUGGLE	Delays the sound for each range by 1/2 beat of the BPM.
• **SUB PARAMETER:**	Mix ratio
REVERSE	Outputs the sound in reverse for each range in one beat cycle of the BPM.
• **SUB PARAMETER:**	Mix ratio
SOLO	Outputs only the range you use.
• **SUB PARAMETER:**	Mix ratio and the volume of delay sound added to the muted ranges
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat
STRETCH	Outputs stretched sound for each range in one bar cycle of the BPM.
• **SUB PARAMETER:**	Stretch speed

Release Echo

Returns the audio that's been passed through the 3-Band FX section to the audio that hasn't been affected by the effects of the unit.

Release Echo section
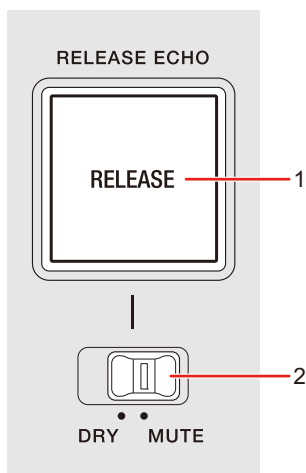
1. **RELEASE button**

   The effect is applied while you hold down the button.

2. **RELEASE ECHO switch**

   Selects the Release Echo type.

Using Release Echo

1   Press the BEAT [SYNC], [AUTO], or [TAP] button to set the BPM measuring mode.

2   Press [FX SOURCE INPUT, SMPLR] buttons to select the sound you want to apply the effect to.

3   Set the RELEASE ECHO switch to an effect type you want to use.

4   Turn the [ECHO TIME] knob to adjust the delay time.

5   Press and hold down the [RELEASE] button.

• To turn off the Release Echo, release the **[RELEASE]** button. Releasing the button will turn off the selected effects in the 3-Band FX section and stop the sound from the Sampler section.

Release Echo types and settings

You can adjust the following Release Echo settings with the relevant knob.

Effect/operation	Description
DRY	Mutes the sound passed through the 3-Band FX section and outputs the delayed sound several times while attenuating it. Also, outputs the sound without the effects of this unit.
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat
MUTE	Mutes the sound passed through the 3-Band FX section and outputs the delayed sound several times while attenuating it.
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat

Sampler

You can add sounds, in addition to the input sound, by using the unit's built-in sound sources or sample sound sources loaded from storage media such as a USB device.

Sampler section
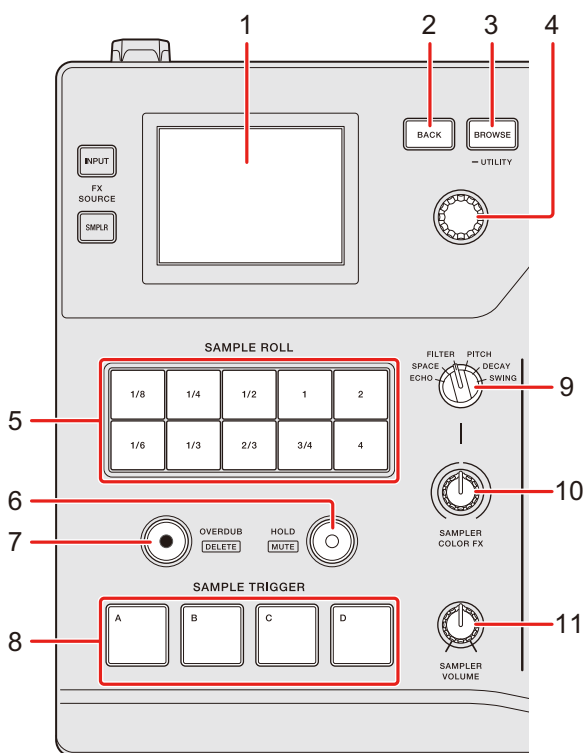
1. **Screen display**

   ⇨ Main screen (page 13)

2. **BACK button**

3. **BROWSE/UTILITY button**

   ⇨ Changing the sample sound source (page 45)

4. **Multi encoder**

5. **SAMPLE ROLL buttons**

   Roll the sound source of the slot highlighted on the main screen. While you hold these buttons, its light will turn off.

⇨ Using a SAMPLE ROLL button (page 38)

6. **HOLD/MUTE button**

Turns the Hold function on/off. When the Hold function is on, this button will light up.

When the Overdub function is on, use this button to mute specific sounds.

⇨ Using the Hold function (page 39)

⇨ Muting the recorded sound (page 41)

7. **OVERDUB/DELETE button**

Turns the Overdub function on/off. When the Overdub function is on, this button will light up.

When the Overdub function is on, use this button to delete specific sounds.

⇨ Using the Overdub function (page 40)

⇨ Deleting the recorded sound (page 41)

8. **SAMPLE TRIGGER pads**

Play sounds assigned to each slot.

The assigned sound source will appear on the main screen.

⇨ Using a SAMPLE TRIGGER pad (page 37)

9. **SAMPLER COLOR FX switch**

Selects Sampler Color FX.

10. **SAMPLER COLOR FX knob**

⇨ Sampler Color FX types and settings (page 43)

11. **SAMPLER VOLUME knob**

Adjusts the output volume of the Sampler section.

Playing a sample sound source

Use a **[SAMPLE TRIGGER]** pad or **[SAMPLE ROLL]** button to play a sample sound source.

Using a SAMPLE TRIGGER pad

1 Check the BPM on the main screen.

- If the BPM isn't correct, set it.
  ⇨ Setting the BPM (page 23)

2 Turn the [SAMPLER VOLUME] knob to adjust the output sound volume.

3 Check the sample sound source assigned to each slot displayed on the main screen.

4 Press the [SAMPLE TRIGGER] pad matching the slot of the sound source you want to play.

- The slot of the **[SAMPLE TRIGGER]** pad you pressed will be highlighted on the main screen.

- When the playback method of the slot is **[1 Shot]**, the assigned sample sound source will play once.
- When the playback method of the slot is **[Loop]**, the assigned sample sound source will be looped according to the BPM. To stop playback, press the same pad again.

Using a SAMPLE ROLL button

1 Check the BPM on the main screen.

- If the BPM isn't correct, set it.
  ⇨ Setting the BPM (page 23)

2 Turn the [SAMPLER VOLUME] knob to adjust the output sound volume.

3 Check the sample sound source assigned to each slot displayed on the main screen.

4 Press the [SAMPLE TRIGGER] pad matching the slot of the sound source you want to play.

- The slot of the **[SAMPLE TRIGGER]** pad you pressed will be highlighted on the main screen.
- To select a slot without sound source playback, press the **[SAMPLE TRIGGER]** pad while holding the **[HOLD/MUTE]** button.

5 Press and hold down the [SAMPLE ROLL] button for the number of beats you want to Roll.

- When you release the **[SAMPLE ROLL]** button, the Roll effect is turned off.
- When you press multiple **[SAMPLE ROLL]** buttons, the playback volume will change according to the number of beats assigned to the buttons (Groove Roll function).
- According to the playback method of the sample sound source assigned to the slot, the effect of Roll changes as follows:
  - **[1 Shot]**: Retrigger the sample sound source
  - **[Loop]**: Slip Roll the sample sound source

Using the Hold function

The effect applied just before you release the **[SAMPLE ROLL]** button will be maintained.

1   Press the [HOLD/MUTE] button.

2   Press and hold down the [SAMPLE ROLL] button and release it.

- To cancel the Hold function, press the **[HOLD/MUTE]** button again.
- You can also maintain the effect by turning the **[HOLD/MUTE]** button on while holding down the **[SAMPLE ROLL]** button.
- When the Overdub function is on, the Hold function can't be used.

Using the Overdub function

You can record 4 beats of **[SAMPLE TRIGGER]** pad and **[SAMPLE ROLL]** button operations and play them in a loop.

You can also play the recorded sound in a loop while muting or deleting it.

Recording and playing your operation

1 Check the BPM on the main screen.

- If the BPM isn't correct, set it.
    - ⇨ Setting the BPM (page 23)

2 Turn the [SAMPLER VOLUME] knob to adjust the output sound volume.

3 Press the [OVERDUB/DELETE] button.

4 Press the [SAMPLE TRIGGER] pad or [SAMPLE ROLL] button.

- Recording and 4-beat loop playback will start.

- When the playback method of the sample sound source assigned to the slot is **[Loop]**, the **[SAMPLE TRIGGER]** pad operations can't be recorded.
- To add sounds from each sound source according to the operation, press the **[SAMPLE TRIGGER]** pad or **[SAMPLE ROLL]** button during the loop playback.
- The **[SAMPLE ROLL]** button operations are recorded for each slot. The selected slot is highlighted on the main screen.

Muting the recorded sound

1 Press the [SAMPLE TRIGGER] pad or [SAMPLE ROLL] button of the slot you want to mute while holding the [HOLD/MUTE] button.

- To cancel muting, press the **[SAMPLE TRIGGER]** pad or **[SAMPLE ROLL]** button of the muted slot while holding the **[HOLD/MUTE]** button again.
- When muting the sound of the **[SAMPLE ROLL]** button, only the Roll effect recorded in that slot will be muted.
- To mute the Roll effect of a slot that is not highlighted on the main screen, press the **[SAMPLE TRIGGER]** pad before operating it.

Deleting the recorded sound

1 Press the [SAMPLE TRIGGER] pad or [SAMPLE ROLL] button of the slot you want to delete while holding the [OVERDUB/ DELETE] button.

- Deleted sounds can't be restored.
- When deleting the sound of the **[SAMPLE ROLL]** button, only the Roll effect recorded in that slot will be deleted.
- To delete the Roll effect of a slot that is not highlighted on the main screen, press the **[SAMPLE TRIGGER]** pad before operating it.

Using Sampler Color FX

1 Press the BEAT [SYNC], [AUTO], or [TAP] button to set the BPM measurement mode.

2 Turn the [SAMPLER VOLUME] knob to adjust the output sound volume.

3 Set the SAMPLER COLOR FX switch to select the effect you want to use.

4 Turn the [SAMPLER COLOR FX] knob to adjust the effect.

The outer frame of Sampler Color FX in the main screen will blink.

5 Start playing the sound source of a slot.

- To cancel the effect, set the **[SAMPLER COLOR FX]** knob to the center position.
- The Sampler Color FX setting is indicated on the outer frame of Sampler Color FX on the main screen as follows:
  - Lights out: Off
  - Blinks: On

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Sampler Color FX types and settings

You can adjust the following settings for Sampler Color FX with the relevant knobs.

Effect/operation	Description
ECHO	Adds a delay sound.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Feedback and tone (low/midrange) Turn clockwise: Feedback and tone (mid/high range)
• **ECHO TIME:**	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 1 beat
SPACE	Adds reverberation.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Reverberation time and tone (low/midrange) Turn clockwise: Reverberation time and tone (mid/high range)
FILTER	Outputs filtered sound.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Cut-off frequency (LPF) Turn clockwise: Cut-off frequency (HPF)
PITCH	Adjusts the pitch of the sound.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Pitch (original sound to -1 octave) Turn clockwise: Pitch (original sound to +1 octave)
DECAY	Adjusts the length of the sound.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Shortening Turn clockwise: Lengthening
SWING*	Adjusts the timing of the playback between upbeat and downbeat.
• **SAMPLER COLOR FX:**	Turn counterclockwise: Shifting forward Turn clockwise: Shifting backward

* This effect is enabled when using the **[SAMPLE ROLL]** button or Overdub function.

The effect is applied based on the Phase Meter of the unit, which is displayed on the main screen.

Adjust the Phase Meter in advance.

⇨ Adjusting the Phase (page 23)

Changing the sample sound source

You can change the sound source played in the Sampler section.
You can set the unit's built-in sound sources or user sound sources exported from RMX-IGNITE Sample Manager in advance as a bank to play. You can load some sound sources that are saved on storage media (e.g., USB devices) connected to the unit or a multi player, and temporarily set them as a bank to play. You can also quickly load the user bank that you've set as FAVORITE and exported with RMX-IGNITE Sample Manager, and set it as a bank to play.

1   Press the [BROWSE/UTILITY] button.

The **[SAMPLE BROWSE]** screen appears.

```
← SAMPLE BROWSE
FAVORITE BANK        >
BANK SELECT          >
TEMPORARY BANK       >
USB STOP
```
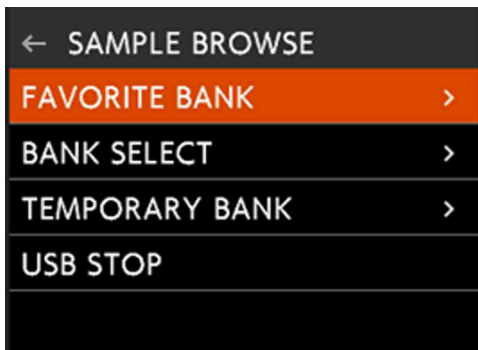
2   Turn the multi encoder to select the setting method, then press the multi encoder.

Select from the following methods:
- **[FAVORITE BANK]**: Use a bank set as FAVORITE in RMX-IGNITE Sample Manager and exported to the storage media.
- **[BANK SELECT]**: Use the built-in bank of the unit or the bank exported to the storage media from RMX-IGNITE Sample Manager.
- **[TEMPORARY BANK]**: Temporarily use a combination of the built-in sound source of the unit and some sound sources stored on the storage media.
- **[USB STOP]**: Safely remove the USB device connected to the **[USB for SAMPLER]** port.

- To close the **[SAMPLE BROWSE]** screen, press the **[BROWSE/UTILITY]** button again.

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Using the FAVORITE bank

1 Turn the multi encoder on the [SAMPLE BROWSE] screen to select [FAVORITE BANK], then press the multi encoder.

The FAVORITE bank stored on the storage media connected to the unit or the multi player will be displayed.

2 Turn the multi encoder to select the bank you want to load to the unit, then press the multi encoder.

The selected bank will be loaded to the unit and the **[SAMPLE BROWSE]** screen will close.

- To cancel the setting, press the **[BACK]** button.

Using the built-in bank of the unit or user bank

1 Turn the multi encoder on the [SAMPLE BROWSE] screen to select [BANK SELECT], then press the multi encoder.

2 Turn the multi encoder to select the bank type ([FACTORY] or [USER]) you want to load to the unit, then press the multi encoder.

When you select **[FACTORY]**, go to step 4.

3 Turn the multi encoder to select the storage media you want to browse, then press the multi encoder.

The storage media will be displayed with information about which equipment the device connects to, and the device type (**[USB]** or **[SD]**).

4 Turn the multi encoder to select the bank you want to load to the unit, then press the multi encoder.

Information about the sound sources assigned to the selected bank will be displayed.

5 Turn the multi encoder to select [LOAD], then press the multi encoder.

The selected bank will be loaded to the unit and the **[SAMPLE BROWSE]** screen will close.

- You can monitor the sample sound sources before confirming the settings.

    ⇨

- To cancel the setting, press the **[BACK]** button.

- -

Using a temporary bank which is assigned a combination of sound sources

1 Turn the multi encoder on the [SAMPLE BROWSE] screen to select [TEMPORARY BANK], then press the multi encoder.

2 Turn the multi encoder to select the bank editing method, then press the multi encoder.

Select from the following editing methods:
- — **[CREATE NEW]**: Set sound sources in an empty bank to create a temporary bank.
- — **[DUPLICATE]**: Replace some of the sound sources from the built-in bank of the unit or the bank exported to storage media from RMX-IGNITE Sample Manager to create a temporary bank.
- — **[MODIFY CURRENT]**: Replace some of the sound sources from the bank loaded to the unit to create a temporary bank.
- When you select **[CREATE NEW]** or **[MODIFY CURRENT]**, go to step 4.

3 Read step 2 to 4 of "Using the built-in bank of this unit or user bank" to select the bank you want to duplicate.

4 Turn the multi encoder on the [TEMPORARY BANK] screen to select [BROWSE], then press the multi encoder.

Browsing for the built-in sound source or the sound source on the storage media will start.

5 Read "Using the built-in bank of this unit or user bank" to browse and select a sample sound source you want to add.

The **[SLOT SELECT]** screen will appear.
- You can also browse files not exported from RMX-IGNITE Sample Manager.
- You can't select files in a format that isn't supported by the unit, or files with a track length over 16 seconds.

6 Turn the multi encoder on the [SLOT SELECT] screen to select a slot for the browsed sound source.

Browsing the sound source will be completed and the display will return to the **[TEMPORARY BANK]** screen.
- You can monitor the sample sound sources before confirming the settings.
  - ⇨ Monitoring a sample sound source (page 50)
- If the total length of the sound sources assigned to each slot exceeds 16 seconds, the files may be trimmed to a shorter length. To avoid this, turn the multi encoder on the **[TEMPORARY BANK]** screen to select each slot, then press the multi encoder to empty the slot before you start browsing.

7 Repeat steps 4 to 6 to set the sound sources of each slot.

8 Turn the multi encoder on the [TEMPORARY BANK] screen to select [LOAD], then press the multi encoder.

The selected bank will be loaded to the unit and the **[SAMPLE BROWSE]** screen will close.
- You can monitor the sample sound sources before confirming the settings.
  - ⇨ Monitoring a sample sound source (page 50)

- To go back to the previous level in the browser, press the **[BACK]** button.
- To cancel the setting, press the **[BROWSE/UTILITY]** button.

Removing the USB device from the unit

• Do not remove the USB device or turn the unit off without doing the following, otherwise the exported data from RMX-IGNITE Sample Manager may be deleted, or the USB device may become unreadable.

1   Turn the multi encoder on the [SAMPLE BROWSE] screen to select [USB STOP], then press and hold the multi encoder.

While holding the multi encoder, a pop-up will appear on the screen display.

2   After the pop-up disappears, remove the USB device by gently pulling it.

Monitoring a sample sound source

You can monitor the sample sound source before confirming the sound source setting for each slot. You can also monitor the sample sound source on the DJ mixer, even if the settings aren't confirmed.

When changing the sample sound sources, you can monitor the sound source to potentially set, or the sound sources that have already been set in the bank.

Playing a sample sound source before confirming the setting

When setting on the **[SAMPLE BROWSE]** screen, the **[SAMPLE TRIGGER]** pads will blink while the following screen appears, showing the status of each slot. Now, if you press a **[SAMPLE TRIGGER]** pad, the sample sound source displayed on the screen will play once.
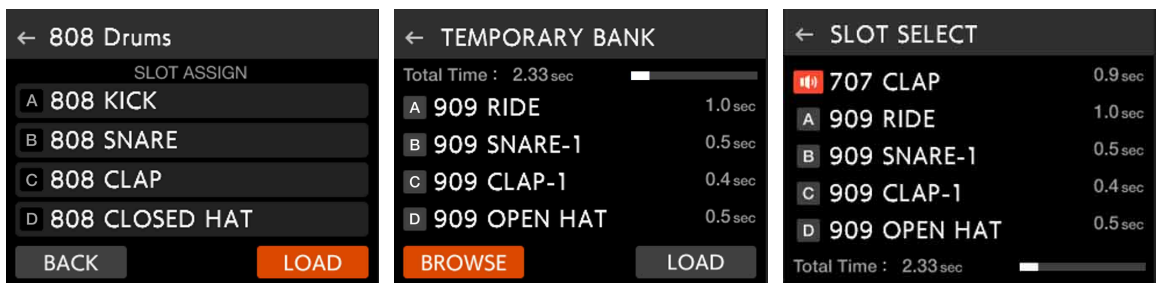
Monitoring a sample sound source on the DJ mixer (Link Cue for Sampler)

You can monitor the sample sound source on the DJ mixer without outputting it from the unit by doing the following.

1   Connect a compatible DJ mixer to the unit via PRO DJ LINK.

2   Connect headphones to the DJ mixer.

3   Enable [LINK CUE] on the DJ mixer.

4   Press a [SAMPLE TRIGGER] pad while holding the [HOLD/ MUTE] button.

- The sample sound source assigned to the slot corresponding to the **[SAMPLE TRIGGER]** pad will play once.
- If you press another **[SAMPLE TRIGGER]** pad during playback, only the sample sound source assigned to the second pad you pressed will play.
- To play a sample sound source with **[🔊]** displayed on the screen, press the multi encoder while selecting **[🔊]** instead of the **[SAMPLE TRIGGER]** pad.

USB/MIDI

When connecting your PC/Mac – with MIDI compatible software installed – to the unit using a USB cable, you can control the MIDI compatible software from the unit.

- For details on this unit's MIDI messages, visit the URL below.

  alphatheta.com/support/

- The MIDI timing clock is always sent.

Controlling MIDI compatible software

- In advance, install the MIDI compatible software on your PC/Mac, and set up the MIDI.

1   Connect your PC/Mac to the [USB for MULTI I/O] port.

⇨ Rear panel (page 9)

2   Start the MIDI compatible software on your PC/Mac.

Settings

You can change the unit's settings in the Utility settings.

Changing the Utility settings

1 Press and hold the [BROWSE/UTILITY] button.

The **[UTILITY]** screen appears.
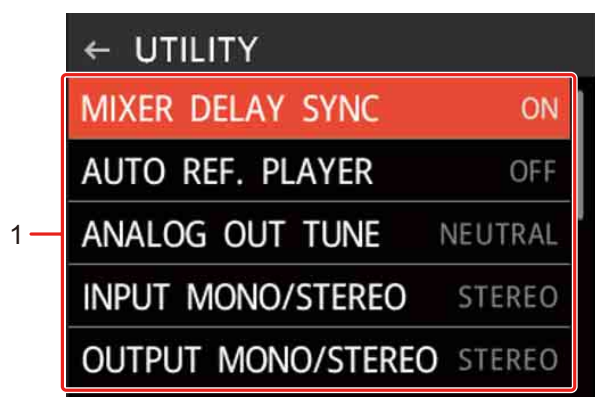
1: Setting items and current setting values

2 Turn the multi encoder to select the setting item, then press the multi encoder.

⇨

3 Change the setting.

- Press the **[BACK]** button to cancel the setting.

4 Press the [BROWSE/UTILITY] button.

The **[UTILITY]** screen closes.

Utility settings

Setting item	Description
MIXER DELAY SYNC	Compensates for audio latency that occurs on the SEND/RETURN audio route by the DJ mixer compatible with the unit connected to the **[USB for MULTI I/O]** port. • Setting values: OFF, ON* • When turning the unit on, **[ON]** is automatically set.
AUTO REF. PLAYER	Sets the player number of the PRO DJ LINK compatible multi player that the unit has priority for synchronizing with, when the BPM measuring method is set to **[AUTO]**. • Setting values: OFF*, 1 to 6 • When the unit inputs/outputs sounds to/from the **[INPUT]**/**[OUTPUT]** terminals and the **[CONNECTION]** switch is set to **[CDJ]**, this setting will be reflected. Use this setting when connecting the unit between a multi player and DJ mixer. ⇨ Connections (page 15)
ANALOG OUT TUNE	Sets the character of the sound quality output from the unit. • Setting values: WARM, NEUTRAL*, COOL • When the unit inputs/outputs sounds to/from the **[INPUT]**/**[OUTPUT]** terminals, this setting will be reflected.
INPUT MONO/STEREO	Sets the input method (mono/stereo) for the sound input from the **[INPUT]** terminals. • Setting values: MONO, STEREO* The setting is applied when the unit is inputting or outputting sound via the **[INPUT]**/**[OUTPUT]** terminals.

Setting item	Description
OUTPUT MONO/STEREO	Sets the output method (mono/stereo) for the sound output from the **[OUTPUT]** terminals. • Setting values: MONO, STEREO* The setting is applied when the unit is inputting or outputting sound via the **[INPUT]**/**[OUTPUT]** terminals.
BRIGHTNESS DISPLAY	Sets the brightness of the screen display. • Setting values: 1 to 5*, WHITE
BRIGHTNESS INDICATOR	Sets the brightness of the LEDs. • Setting values: 1 to 3*
MIDI CH	Sets the MIDI channel. • Setting values: 1* to 16
POWER MANAGEMENT	Sets the Power Management function. ⇨ Power Management function (page 56) • Setting values: OFF, ON*
VERSION No.	Displays the firmware version of the unit.
IP ADDRESS	Displays the IP address set on the unit.

* Factory setting

Power Management function

When **[POWER MANAGEMENT]** is set to **[ON]**, the unit enters Off mode after 20 minutes without being used in the following ways:
- No sound signals are output/input.
- There is no PRO DJ LINK connection.

When the unit enters Off mode, the **[AUTO (WAKE UP)]** button will light up.
Press the **[AUTO (WAKE UP)]** button to exit Power Management Off mode.

- The factory setting is **[ON]**.
- Set **[POWER MANAGEMENT]** to **[OFF]** if you don't need to use the Power Management function
- Power consumption may increase when **[POWER MANAGEMENT]** is set to **[OFF]**.

Restoring the factory settings

1 While holding the [AUTO (WAKE UP)] button, press the [⏻] switch.

The **[FACTORY RESET]** screen appears.

FACTORY RESET

YES   NO

2 Turn the multi encoder to select [YES], then press the multi encoder.

3 Press the [⏻] switch to turn the unit off.

The factory settings are restored.

Specifications

AC adapter	
Power requirements	AC100 V – 240 V, 50 Hz/60 Hz
Rated current	1.2 A
Rated output	DC 5 V, 3.0 A DC 9 V, 3.0 A DC 12 V, 3.0 A DC 15 V, 3.0 A DC 20 V, 2.25 A

General – main unit	
Power consumption	DC 15 V, 3.0 A
Power consumption (OFF)	0.3 W
Main unit weight	2.3 kg (5.1 lbs.)
Max. external dimensions	(W × D × H) 340.0 × 213.3 × 72.8 mm (13.4" × 8.4" × 2.9")
Tolerable operating temperature	+5 °C – +35 °C (+41 °F – +95 °F)
Tolerable operating humidity	5% – 85% (no condensation)

Audio section	
Sampling rate	96 kHz
A/D, D/A converter	32bit
Frequency response	20 Hz – 40 kHz

S/N ratio (rated output, A-WEIGHTED)	
CONNECTION switch (MST)	115 dB
CONNECTION switch (SEND/ RETURN)	114 dB
CONNECTION switch (CDJ)	108 dB
Total harmonic distortion (20 Hz – 20 kHz BW)	0.0018%
Standard input level/Standard output level	
CONNECTION switch (MST)	+4 dBu/+4 dBu
CONNECTION switch (SEND/ RETURN)	-7.8 dBu/-7.8 dBu
CONNECTION switch (CDJ)	-6 dBu/-12 dBu
Input impedance	47 kΩ
Output impedance	680 Ω or less
Rated output level/Load impedance	
CONNECTION switch (MST)	21 dBu/10 kΩ
CONNECTION switch (SEND/ RETURN)	12 dBu/10 kΩ
CONNECTION switch (CDJ)	3 dBu/10 kΩ

Input/Output terminals

INPUT terminals	
1/4" TS jack	1 set
OUTPUT terminals	
1/4" TS jack	1 set

USB terminals

USB Type-A terminal (for SAMPLER) Power supply	1 set 5 V/1 A or less
USB Type-C terminal (for MULTI I/O, AC adapter)	2 sets

LINK terminal

LAN terminal (100BASE-TX)	1 set

Specifications of external power supply (for European Union customers)

Manufacturer's name	AlphaTheta EMEA Limited
Commercial registration number	09230173
Address	Unit 39, Tileyard Studios, Tileyard Road, London, N7 9AH, U.K.
Model identifier	FSP045-A2CR3
Input voltage	AC 100 V to 240 V
Input AC frequency	50 Hz/60 Hz
Output voltage	DC 5.0 V/9.0 V/12.0 V/15.0 V/20.0 V
Output current	3.0 A/3.0 A/3.0 A/3.0 A/2.25 A
Output power	15.0 W/27.0 W/36.0 W/45.0 W/45.0 W
Average active efficiency	81.5 %
Efficiency at low load (10 %)	76.3 %
No-load power consumption	0.06 W

Information requirements of the European Ecodesign Directive

English

The specifications and design of this product are subject to change without notice.

Supported file formats

The unit supports audio files in the following formats.

Type	Extension	Format	Bit depth	Bit rate	Sampling frequency
WAV	.wav	WAV			44.1kHz
AIFF	.aif, .aiff	AIFF	16bit, 24bit	-	48 kHz 88.2 kHz 96 kHz

• Some files can't be played on the unit even if they're in a supported format.

Block diagram

❖ Overall diagram
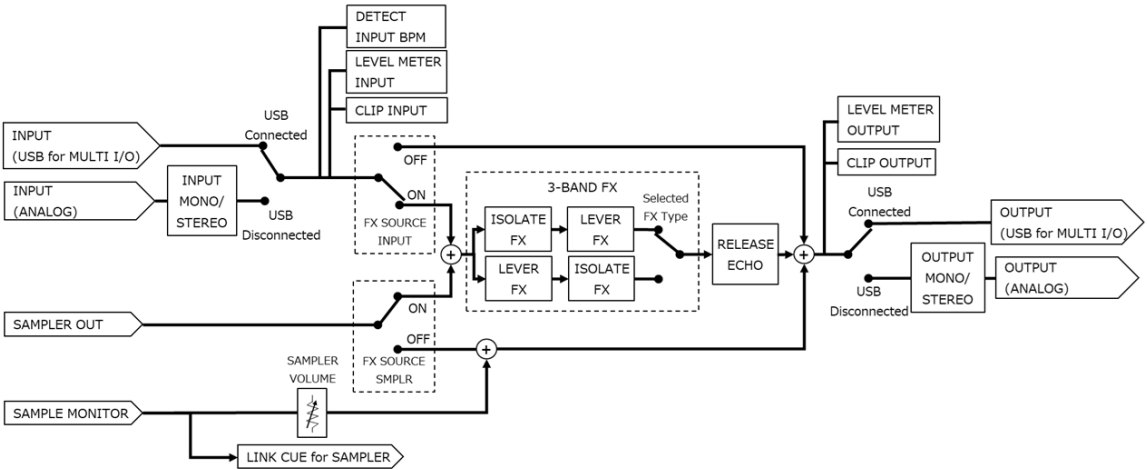
❖ Sampler section diagram

Additional information

Troubleshooting

If you think something is wrong with the unit, check the information below and go to the **[FAQ]** for **[RMX-IGNITE]** on the AlphaTheta support website.

alphatheta.com/support/

- Inspect devices connected with the unit.
- The unit may restore proper operation after you turn it off and on. If the problems continue, read the Precautions for Use and consult an authorized service company or your dealer.

Power

❖ The unit doesn't power up.
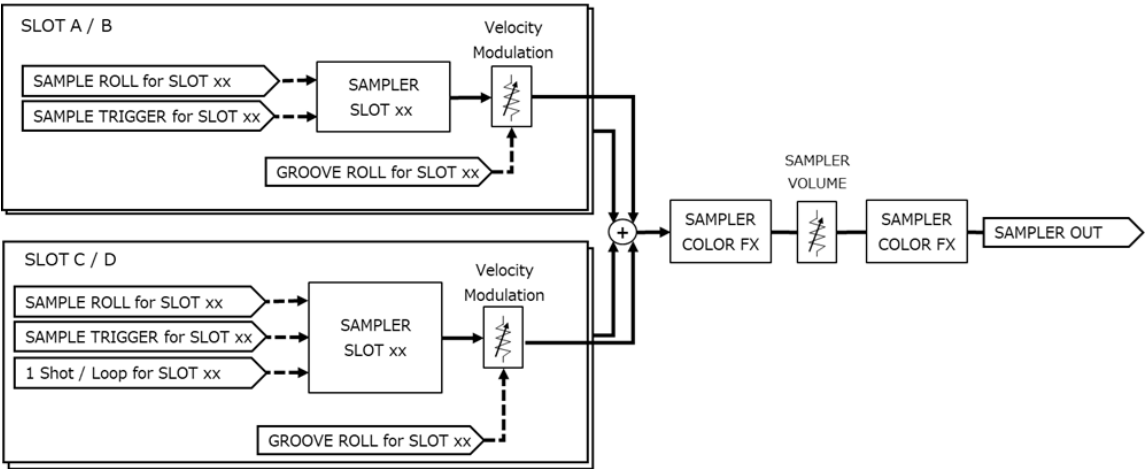
- Connect the AC adapter correctly.
- Press the **[⏻]** switch on the rear of the unit to turn it on.

❖ Nothing is displayed on the screen display.

- Check if the Power Management function is active. If it is, press the **[AUTO (WAKE UP)]** button to exit Off mode.

Audio output

❖ Sound isn't output or is too quiet.

- Check you're operating the connected DJ mixer, etc. correctly.
- Check if the volume is being lowered by the effects of this unit.
- Check if you connect your PC/Mac to the unit.
  The unit doesn't send or receive the sound to/from your PC/Mac.

When inputting or outputting sound from the [USB for MULTI I/O] port:

- Check the model and firmware version of the DJ mixer connected to the unit to make sure it's compatible with the unit.

When inputting or outputting sound from the [INPUT]/[OUTPUT] terminals:

- Connect the cables properly.
- Clean the terminals and plugs before connecting the cables to the unit.
- Check if the DJ mixer is connected to the **[USB for MULTI I/O]** port. If it is, sound doesn't output/input from the **[INPUT]**/**[OUTPUT]** terminals.

❖ Sound is distorted.

- Check if the **[CONNECTION]** switch on the rear of the unit is set properly.
- Check if **[CLIP INPUT]** or **[CLIP IN/OUT]** is displayed on the main screen. If it is, turn down the volume of the input source.
- Check if **[CLIP OUTPUT]** is displayed on the main screen. If it is, adjust the effect of the unit.

❖ Utility settings aren't reflected to the sound.

- Check if the DJ mixer is connected to the **[USB for MULTI I/O]** port.
  If it is, **[ANALOG OUT TUNE]**, **[INPUT MONO/STEREO]**, and **[OUTPUT MONO/STEREO]** won't be reflected to the sound output.
- It will be difficult to hear the difference between the settings of **[ANALOG OUT TUNE]** depending on your listening environment.

Effects

❖ Sampler Color FX doesn't work.

- Check if the **[SAMPLER COLOR FX]** knob is set to the proper position.
- In the Sampler section, check that at least one slot is activated.
- Check if the **[SAMPLER VOLUME]** knob is set to the proper position.

❖ Isolate FX doesn't work.

- Check if the **[FX SOURCE INPUT, SMPLR]** buttons light up.
- Check if the ISOLATE FX (**[LOW]**, **[MID]**, **[HI]**) knobs are set to the proper positions.

❖ Lever FX doesn't work.

- Check if the **[FX SOURCE INPUT, SMPLR]** buttons light up.
- Check if the LEVER FX (**[LOW]**, **[MID]**, **[HI]**) levers are set to the proper positions.
- Check if the LEVER FX **[SUB PARAMETER]** knob is set to the proper position.

❖ Release Echo doesn't work.

- Check if the **[FX SOURCE INPUT, SMPLR]** buttons light up.
- Check you're pressing and holding down the **[RELEASE]** button properly.

SAMPLER

❖ Sample playback doesn't stop.

- Check if the sample sound source assigned to the slot is set to loop. If it is, press the **[SAMPLE TRIGGER]** pad again to stop playback.
- Check if the **[SAMPLE ROLL]** button is on with the Hold function. If it is, press the **[HOLD/MUTE]** button to turn the Hold function off.

❖ Sample sound source assigned to the slot won't play.

- Check if the storage media containing the sample sound source assigned to the slot is disconnected from the unit or multi player. If it is, some sample sound sources may be unloaded.

❖ The USB device isn't recognized by the unit.

- Make sure the USB device is connected correctly.
- If you're using a USB hub, it might not be compatible. In this case, connect the USB device and the unit directly.
- Be sure to use a USB device supported by the unit.
- Be sure to use a file system supported by the unit. The supported systems are FAT16, FAT32, HFS+, and exFAT.
- Use music files in a file format supported by the unit.
- Turn the unit off and on.

❖ It takes a long time to read the USB device (flash memory or hard disk).

- If the USB device contains many folders or files, it may take some time to read.
- If the USB device contains files other than music files, it may take some time to read. We recommend not to save any files other than music files on the USB device.

❖ The unit doesn't read music files from the USB device.

- Be sure to use music files in a file format supported by this unit.

- If a music file's length exceeds 16 seconds, it can't be loaded, even if the file is in a format supported by the unit.

❖ The volume balance of the loaded sample isn't right.

- Set the volume of each sample sound source correctly on RMX-IGNITE Sample Manager.
- The volume of each sample sound source can't be adjusted on the unit. Use RMX-IGNITE Sample Manager to set the volume balance instead.

❖ The bank can't be loaded from the storage media connected to the multi player.

- Make sure the multi player is set correctly.
- Be sure to connect the LAN cable to the **[LINK]** terminal correctly.
- Turn the switching hub on.
- Disconnect unnecessary equipment from the switching hub.

❖ When loading the bank, an error occurs.

- The data exported from RMX-IGNITE Sample Manager to the storage media may be corrupted. Try exporting it again.

MIDI

❖ The unit can't control a MIDI software on the PC/Mac.

- Assign this unit's MIDI messages to the software. For details on assignment, refer to the instruction manual for the software.

Global/System

❖ PRO DJ LINK doesn't work correctly.

- Check the model or firmware version of the multi player connected to the unit to make sure it's compatible.
- Make sure the multi player is set correctly.
- Be sure to connect the LAN cable to the **[LINK]** terminal correctly.
- Turn the switching hub on.
- Disconnect unnecessary equipment from the switching hub.

❖ The tempo (BPM) of a track can't be measured, or the measured tempo is wrong.

- Adjust the volume of the input source so that **[INPUT]** of the peak level meter on the main screen lights up close to yellow.
- If tempo (BPM) can't be measured for some tracks, use the **[TAP]** button to manually set the tempo for those tracks.

❖ The measured tempo (BPM) differs from the value shown in the information of the track.

- The values don't match when BPM measuring methods are different.

❖ The tempo (BPM) measured in AUTO becomes the value of the track loaded on another multi player.

- Make sure the player number for your multi player is set correctly.
- Check the **[CONNECTION]** switch on the rear of the unit.
  When **[CDJ]** is set, set **[AUTO REF. PLAYER]** to **[OFF]** in the Utility settings, or change the position of the **[CONNECTION]** switch.

❖ There is latency in multi player operations when using the unit.

- When connecting your DJ mixer to the **[USB for MULTI I/O]** port, set **[MIXER DELAY SYNC]** to **[OFF]** in the Utility settings.

- -

Others

❖ The unit isn't recognized by your PC/Mac.

- Connect your PC/Mac to the unit correctly.
- It's recommended to connect this unit and a PC/Mac directly with a USB cable.
- When using a USB hub, be sure it's a product recommended by the manufacturer of your PC/Mac.
- We don't guarantee the operation of all USB hubs.

LCD display

- Small black or shining points may appear on the LCD display. This is a phenomenon inherent to LCD displays and not a malfunction.
- When using the unit in cold places, the LCD display may be dark for a while after the power is turned on. Normal brightness will restore after a while.
- When the LCD display is exposed to direct sunlight, the light will reflect off it, making it difficult to see. Block the direct sunlight to improve visibility of the display.

Cleaning

Wipe with a dry soft cloth.
- Do not use organic solvents, acids, or alkalis for cleaning.

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