
Behringer

B-CONTROL DEEJAY BCD2000

MAPPER 3.4 PLUG-IN MANUAL

For **VIRTUAL DJ**

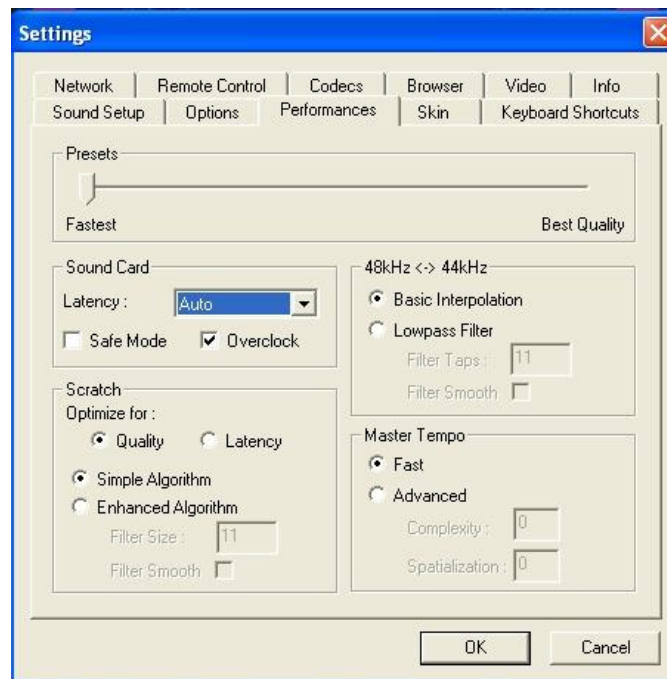


<p>MANUAL REVISION: 3.4 DATE: 07/06/2008 AUTHOR: MAX MORA DJ (MORAMAX)</p>
--

1. INSTALLATION INSTRUCTIONS

ATTENTION: This mapper is compatible with VirtualDJ 5.1pro and next updates.

- 1) Execute **BCD2000_3_4.EXE**. The mapper will be installed.
- 2) Open VirtualDJ, then open the “config” menu and the “Performances” and set like the following picture. Click the drop box arrow and select "auto" for the Latency.



Pic.1

- 3) Open the “config” menu’ and the “Sound Setup” and follow the configuration of the pic.2. Follow the configuration of the pic.3 if want to use also the analog inputs phono/line. (see **APPENDIX F** for more details)

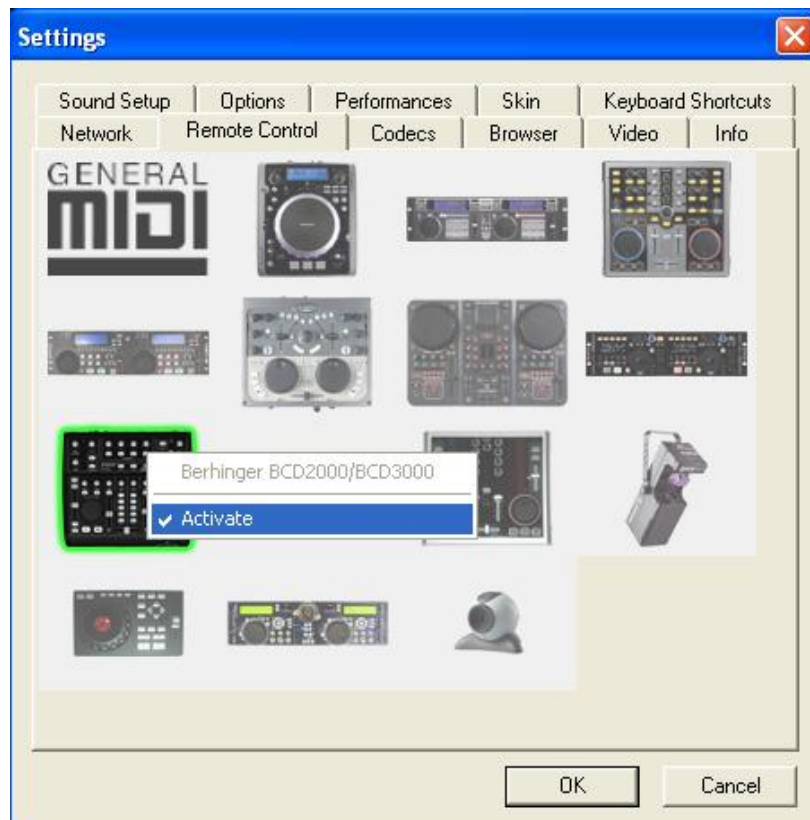


Pic.2



Pic.3

4) Open “config” menu’ then “Remote Control” and activate the BCD2000 by clicking on the BCD icon, then select “Activate”.



Pic.4

5) To verify that the BCD2000 mapper is loaded, open: EFFECTS/EXTERNAL DEVICES, then clicking on bcd2000.



Pic.5

6) Close and open VirtualDJ.

If you have some audio problems you can see this blog:

<http://www.virtualdj.com/blog/moramax/>

This is a base performance configuration. The performance setting depends on the specifications of your PC. You can try to increase step by step the performances preset and find out the best configuration.

2. INTRODUCTIONS

I suggest to use the standard skin VirtualDJ: Internal mixer or Virtual DJ: Full Video

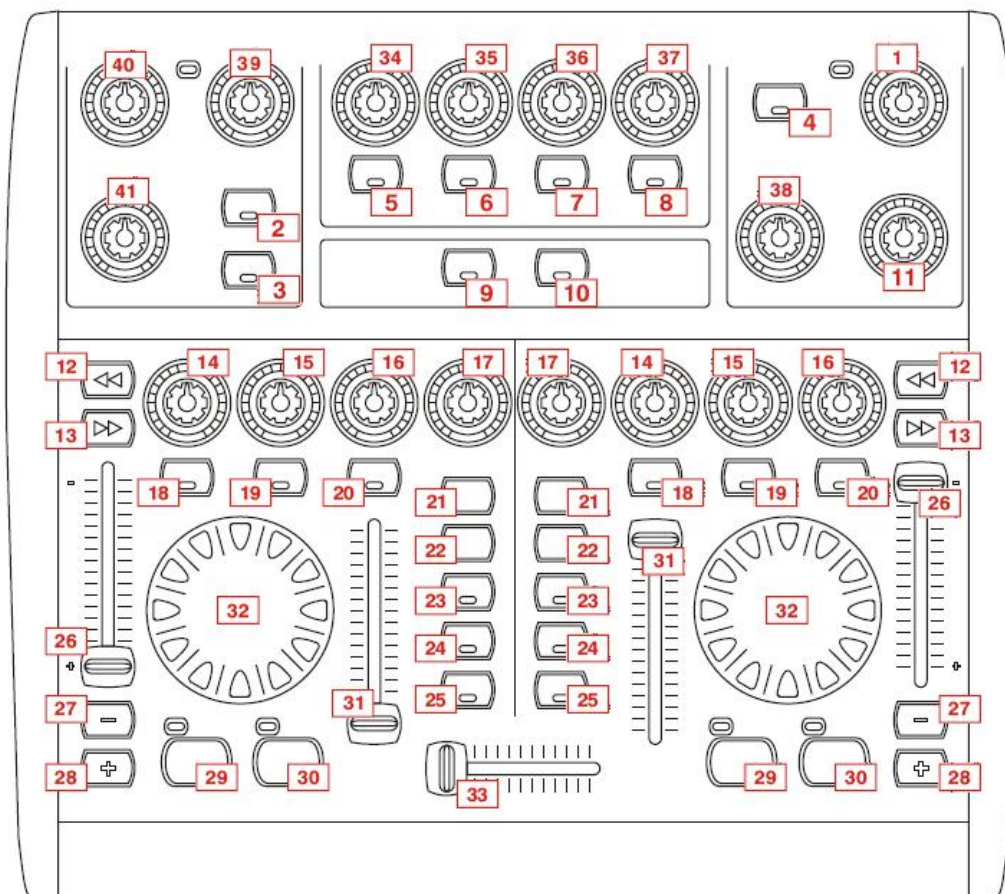
3. KEY FUNCTION OF MAPPER 3.4

This new mapper works in two modes:

Play Mode playing functions

Browse Mode browsing functions

The key **ON-AIR (3)** it's the dedicated key to switch between the play and Browse Mode. Some keys have double function feature which dependent on this mode. See **APPENDIX A** for more details.



Pic.6

- | | | |
|---|--------------------|--|
| 1 | MASTER KNOB | adjust master out volume |
| 2 | TALKOVER | Play Mode activate the video effect
Browse Mode to browse the video transition and video effects with the left and right jog wheels |
| 3 | ON-AIR | Switches between Play Mode and Browse Mode
(See APPENDIX A) |

4	PHONES SPLIT	Play Mode switches crossfader from audio and video to video only. To enabled/disabled press the key fast twice (like double click of the mouse). If it's pressed (hold down), then it's pressed ANALOG INPUT A/B (9, 10) key, this enable/disabled the analog inputs phono/line(see APPENDIX F)
5	FX CONTROL A	Play Mode starts the sound sample selected on the left deck Browse Mode browser the sound samples with the left/right jog wheels
6	FX CONTROL B	Play Mode starts the sound effect selected on the left deck Browse Mode browser the sound effects with the left/right jog wheels
7	FX CONTROL C	Play Mode starts the sound sample selected on the right deck Browse Mode browsing samples with left/right jog wheels
8	FX CONTROL D	Play Mode starts the sound effect selected on the right deck Browse Mode browser the sound effects with the left/right jog wheel
9	ANALOG INPUT A	Play Mode this is a multifunction key in order to qualify other functions pressing in combination other keys Browse Mode open/close folder or loads the selected song into the Left deck
10	ANALOG INPUT B	Play Mode this is a multifunction key in order to qualify other functions pressing in combination other keys Browse Mode open/close folder or loads the selected song into the right deck
11	PFL MIX	Adjust the prelisten (PFL) crossfader
12	SEARCH BACK	To seek the song backwards ANALOG INPUT A/B (9, 10) + SEARCH BACK (12): to seek faster
13	SEARCH FORWARD	To seek song forwards ANALOG INPUT A/B (9, 10) + SEARCH (13): to seek faster
14	LOW KNOB	To adjust the lows on the left or right deck
15	MID KNOB	To adjust the mids on the left or right deck
16	HIGH KNOB	To adjust the highs on the left or right deck
17	GAIN KNOB	To adjust the volume gain on the left or right deck see APPENDIX D for new gain working mode
18	CUT LOW	If deck is <u>playing</u> , this set the low to 0 in the left or right deck If deck is <u>paused</u> , this sets cue point 1. The led on button flashes to confirm the cue point 1 If deck is <u>paused</u> and it's pressed with ANALOG INPUT A/B (9-10) key, this delete cue point 1

- If deck is playing and it's pressed with ANALOG INPUT A/B (9-10) key, this sets or jump to the hot cue
- 19 **CUT MID** If the deck is playing, this set the mids to 0 in the left or right deck
If the deck is paused, this sets cue point 2. The led on button flashes to confirm the cue point 2
If deck is paused and it's pressed with ANALOG INPUT A/B (9-10) key, this delete cue point 2
If deck is playing and it's pressed with ANALOG INPUT A/B(9-10) key, this sets or jump to the hot cue 2
- 20 **CUT HIGH** If the deck is playing, this set the highs to 0 in the left or right deck
If the deck is paused, this sets cue point 3. The led on button flashes to confirm the cue point 3
If deck is paused and it's pressed with ANALOG INPUT A/B (9-10), this delete cue point 3
- 21 **BACK TO TOP** Increase the loop length on the left or right deck (see APPENDIX B)
If it's pressed with ANALOG INPUT A/B (9, 10) key, this switches On / off the master tempo for the Left or right deck
- 22 **LOOP IN/END** Decreases the loop length on the left or right deck (see APPENDIX B)
If it's pressed with ANALOG INPUT A/B (9, 10) key, this clone the left deck to the right deck or the right deck to the left deck
- 23 **LOOP OUT** Activates the loop on the left or right deck
If it's pressed with ANALOG INPUT A/B (9, 10) key, this to know the loop length selected
- 24 **SYNCH** Activate the sync or sync knob (see APPENDIX D) function if pressed for less than 1 sec.
Activate the Beatlock function if pressed for more than 1 sec
If it's pressed with ANALOG INPUT A/B (9, 10), this activate Mix next function to mix the next songs from the play list (see APPENDIX C)
If it's pressed with ANALOG INPUT A/B (9, 10) key, this activate The automix function (a play list must be loaded) (see APPENDIX C)
- 25 **SCRATCH** Activates/deactivates scratch mode
If it's pressed with ANALOG INPUT A/B (9, 10) key, this enables the pitch reset for right or left deck
- 26 **PITCH** Adjust the pitch on the right or left deck
- 27 **BEND -** Bends the pitch of the track forwards while held down
If pressed with ANALOG INPUT A/B (9, 10) key, adjust the fine pitch
- 28 **BEND +** Bends the pitch of the track backwards while held down
If pressed with ANALOG INPUT A/B (9, 10) key, adjust the fine Pitch
- 29 **CUE** There are two operative modes:
CUE MODE 1 (MODE STOP)
 jump to start, cue1, cue2, cue3(stop function).
 If you are pointed on cue1 or cue 2 or cue3
 the leds 18 or 19 or 20 flash to indicate the cue pointed.

CUE MODE 2 (MODE CUE/STOP)

When CUE (29) is held down, the song plays. When it is Released the player come back to the cue.(cue/stop function)
 If pressed with ANALOG INPUT A/B, this jump to start, cue 1, cue 2, cue 3 (stop function).
 If you are pointed on cue 1 or cue 2 or cue 3, leds 18 or 19 or 20 flash to indicate the cue point that is selected
TO KNOW HOW CHANGE THE OPERTIVE MODE SEE THE APPENDIX D

- | | | |
|----|----------------------|---|
| 30 | PLAY | Play/pause the song on left or right deck
If pressed with ANALOG INPUT A/B (9, 10) key, this reverses the play
If the deck is paused and reverse play is active, then play led will flash quickly |
| 31 | VOLUME FADER | Adjust the volume on the left or right deck |
| 32 | JOG-WHEEL | Play Mode if the decks are playing, then increases or decreases the BPM while the wheel is turned (like vinyl).If the scratch key(24) is enabled, scratching will be possible. If the decks are paused, then it seek the cue points.
Browse Mode for browsing the computer, playlist, samples, effects, audio and video.
If the option "JOG ON" is disabled, the jogs are disabled when the decks are playing. (see APPENDIX E) |
| 33 | CROSSFADER | Make the cossfader from left deck to the right deck or vice versa.
If the PHONES SPLIT (4) is enabled, the crossfader will only control the video crossfader. |
| 34 | EFFECT KNOB A | Adjust the effects parameter 1 of the sound effects loaded on the left deck
If pressed with ANALOG INPUT A (9) key, adjust the volume of sample loaded on the left deck |
| 35 | EFFECT KNOB B | Adjust the effects parameter of the sound effects loaded on the left deck |
| 36 | EFFECT KNOB C | Adjust the effects parameter 1 of the sound effects loaded on the right deck
If pressed with ANALOG INPUT B (10) key, adjust the volume of sample loaded on right deck |
| 37 | EFFECT KNOB D | Adjust the effects parameter of the sound effects loaded on the right deck |
| 38 | PHONES | Adjust the headphone volume of the internal BCD2000 sound card |
| 39 | MIC LEVEL | not yet implemented |
| 40 | EQ HIGH | not yet implemented |
| 41 | EQ LOW | not yet implemented |

4. APPENDIX A: BROWSING

The **Browse Mode** can be configured in two different work modes. The mode1 and mode2.

To change the Browse mode there is a specific button on the **EFFECTS/EXTERNAL DEVICES** section of VirtualDJ:



Pic.7

If the “BROWSE MODE” button is ON, the mapper will work in a new mode. If the button is OFF, the mapper works like 1.1 versions. You can choose the mode that you like!

4a. EXAMPLE OF MODE 1 BROWSING (“BROWSE MODE” BUTTON OFF)

1) First, PUSH the key **ON-AIR (3)** to switch to browse-mode. The **ON-AIR (3)** LED is fixed on;

2) You can see also the **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)** LEDs flashing. It means that you can browse the songs on your hard disk. If you move the left jog wheel, you can browse the directory. Use the **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)** to open or close directory. If you move the right jog wheel, you can browse the song in the selected directory. When you have selected the song you want, push **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)** again to load song in left deck or right deck;

3) Now push **FX CONTROL B (6)** or **FX CONTROL D (8)** and you will see the LEDs on **FX CONTROL B (6)** and **FX CONTROL D (8)** flashing. It means that you can now browse the audio effects by moving the left jog wheel for the left deck or the right jog wheel for the right deck;

4) Now push **FX CONTROL A (5)** or **FX CONTROL C (7)** and you see LEDs on **FX CONTROL A (5)** and **FX CONTROL C (7)** flashing. It means that you can browse audio samples with moving left jog wheel for left deck or right jog wheel for right deck.

5) Now push **TALKOVER (2)** and you see LED on **TALKOVER (2)** flashing. It mean that you can now browse the video transition and video effects by moving the left jog wheel for the video transitions or the right jog wheel for the video effects;

6) Now exit from **Browse Mode** by pressing the **ON-AIR (3)** key to go into **Play Mode**

FX CONTROL A (5): Activate the sound sample selected on the left deck
(**ANALOG INPUT A (9)** + **EFFECT KNOB A (34)** adjust the volume)

FX CONTROL B (6): Activate the sound effects selected on left deck (**EFFECT KNOB A (34)** adjust the effect parameter 1, **EFFECT KNOB B (35)** adjust the effect parameter 2)

FX CONTROL C (7): Activate the sound sample selected on the right deck (**ANALOG INPUT (10) + EFFECT KNOB C (36)** adjust the volume)

FX CONTROL D (8): Activate the sound effects selected on right deck (**EFFECT KNOB C (36)** adjust the effect parameter 1, **EFFECT KNOB D (37)** adjust the effect parameter 2)

TALKOVER (2): Activate the selected video effect

7) Open the playlist panel and lock it. Put in some songs in the playlist. Now push **ON AIR (3)** key and hold it down. Now if you move the right jog wheel you can browse the playlist (when you browse the playlist, the LEDs on **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)** are fixed and not flashing). Load a song into a deck by pressing **ANALOG INPUT A (9)** for the left deck and **ANALOG INPUT B (10)** for the right deck.

4b. EXAMPLE OF MODE2 BROWSING ("BROWSE MODE" BUTTON ON)

1) First PUSH the key **ON-AIR (3)** and keep it held down to stay in browse-mode. If you release **ON-AIR (3)** key, it will revert to play-mode;

2) You can now see the **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)** LEDs flashing. It means that you can browse the songs in your hard disk. If you move the left jog wheel, you can browse the directory. Use the **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)** to open or close directory. If you move the right jog wheel, you can browse the song in the selected directory. When you have selected the song you want, push **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)** again to load the song in left deck or right deck;

3) Now don't release **ON-AIR (3)** (keep it held down) to stay in browse mode. Then push **FX CONTROL B (6)** or **FX CONTROL D (8)** and you can see the LEDs on **FX CONTROL B (6)** and **FX CONTROL D (8)** are now flashing. It means that you can now browse the audio effects by moving the left jog wheel for the left deck or the right jog wheel for the right deck;

4) Now don't release **ON-AIR (3)** (keep it held down) to stay in browse mode. Then push **FX CONTROL A (5)** or **FX CONTROL C (7)** and you can see LEDs on **FX CONTROL A (5)** and **FX CONTROL C (7)** are now flashing. It means that you can now browse the audio samples by moving the left jog wheel for the left deck or the right jog wheel for the right deck;

5) Now don't release **ON-AIR (3)** (keep it held down) to stay in browse mode. Then push **TALKOVER (2)** and you can see the LED on **TALKOVER (2)** flashing. It means that you can now browse the video transition by moving the left jog wheel and the video effects by moving the right jog wheel;

6) To exit from **Browse Mode** just release the **ON-AIR (3)** key to revert back to **Play Mode**

FX CONTROL A (5): Activate the sound sample selected on the left deck (**ANALOG INPUT A (9) + EFFECT KNOB A (34)** adjust the volume)

FX CONTROL B (6): Activate the sound effects selected on left deck (**EFFECT KNOB A (34)** adjust the effect parameter 1, **EFFECT KNOB B (35)** adjust the effect parameter 2)

FX CONTROL C (7): Activate the sound sample selected on the right deck (**ANALOG INPUT B (10) + EFFECT KNOB C (36)** adjust the volume)

FX CONTROL D (8): Activate the sound effects selected on right deck (**EFFECT KNOB C (36)** adjust the effect parameter 1, **EFFECT KNOB D (37)** adjust the effect parameter 2)

TALKOVER (2): Activate the selected video effect

7) Open the playlist panel and lock it. Put in some songs in the playlist. Push on **ON-AIR (3)** key fast twice (like double click of the mouse) to switch to playlist browsing.

Now push **ON-AIR (3)** key and hold it down, and then push **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)**. Now if you move the right jog wheel you can browse the playlist (when you browse the playlist the LED on **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)** are fixed and not flashing). Load a song into the deck by pressing **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)** key for the left or right deck.

To switch back to browsing the main song directory and exit from playlist browsing, push the **ON-AIR (3)** key fast twice.

Attention, make a little pause of 1 sec from one double click and the other.

5. APPENDIX B: LOOPS

My intention was to make **BCD2000** independent from the skin then I decided to make a **LED** code to show the loop length that is currently selected.

To understand well, follow these steps:

- ❑ Open VirtualDJ;
- ❑ Load a song on left deck;
- ❑ Push **BACK TO TOP (21)** key: LEDs 18,19 and 20 on the left side are flashing;
- ❑ Push **BACK TO TOP (21)** key: LEDs 18,19 and 20 on the right side are flashing;
- ❑ By continually pushing the **BACK TO TOP (21)**, it will change which LEDs are flashing and The loop length selected;
- ❑ Push the **LOOP IN/END** key to go back loop lengths.

This is the Loop Length LED code:

LED 18 LEFT	LOOP LENGTH 1/8
LED 19 LEFT	LOOP LENGTH 1/4
LED 20 LEFT	LOOP LENGTH 1/2
LED 18 RIGHT	LOOP LENGTH 1
LED 19 RIGHT	LOOP LENGTH 2
LED 20 RIGHT	LOOP LENGTH 4
LEDS 18, 19, 20 RIGHT	LOOP LENGTH 8
LEDS 18, 19, 20 LEFT	LOOP LENGTH 16
LEDS 18, 19, 20 LEFT AND RIGHT	LOOP LENGTH 32

6. APPENDIX C: MIX NEXT AND AUTOMIX

The following combination of keys makes these functions:

ANALOG INPUT A (9) key + SYNC A (24) key: Activate mix_next. This function it mixes automatically the next available track present in the playlist.

ANALOG INPUT B (10) key+ SYNC B(24) key: Activate Automix. This function it mixes automatically all the available tracks in the playlist.

This is the Loop Length LED code:

SYNC SLAVE LED A+ SYNC SLAVE LED B flashing slowà auto-mix active

SYNC SLAVE LED A+ SYNC SLAVE LED B flashing fastà auto-mix is in the middle of fade

SYNC LED A FLASHING SLOW+SYNC LED B onà automix activate and beatlock B

SYNC LED B FLASHING SLOW +SYNC LED A onà automix activate and beatlock A

SYNC LED A FLASHING FAST+SYNC LED B onà automix activate and it's is in the middle of a fade

SYNC LED B FLASHING FAST+SYNC LED A onà automix activate and it's is in the middle of a fade

7. APPENDIX D: BUTTONS AND SLIDERS



Pic.8

This is the setting screen. There are 7 buttons and 3 sliders.

7a. BUTTON FUNCTION

CUE MODE: Set the cue mode of the **CUE (29)** key

1) CUE MODE 1(OLD MODE STOP) = BUTTON OFF

Jump to start, cue 1, cue 2, cue 3 (stop function). If you are pointed on cue 1 or cue 2 or cue 3 the LEDs 18 or 19 or 20 flash to indicate the selected cue.

2) CUE MODE 2(NEW MODE CUE STOP) = BUTTON ON

When **CUE (29)** key is held down, the song is played, when the key is released, the deck comes back to the cue points. (Cue/stop function).

ANALOG INPUT A (9) key +CUE (29) left key: jump to start, cue1, cue2, cue3 of the tracks loaded on the left deck (stop function).

ANALOG INPUT A (10) key +CUE (29) right key: jump to start, cue1, cue2, cue3 of the tracks loaded on the right deck (stop function).

SYNC MODE: If button is **ON** the **SYNC SLAVE (24)** function is sync nocgb
If button is **OFF** the **SYNC SLAVE (24)** function is sync

BROWSE MODE: If button is **ON** >**NEW BROWSING MODE**
If button is **OFF** >**OLD BROWSING MODE**
(See **APPENDIX A** for more details)

MASTER LEVEL 50%: The **BCD2000** master output is very high signal. To prevent output distortions, this reduces the master out of VirtualDJ by 50%.

GAIN LIMITER: If the button is **ON**, it reduces the gain upper limits to prevent output distortions.

C.FAD. ONLY VIDEO: If the button is **ON**, the crossfader is only for crossfading video.

JOGS ON: If the button is **ON**, the jogs wheel are enabled. If it's off the jogs wheels are disabled. (See **APPENDIX E** for more details)

7b. SLIDER FUNCTION

SCRATCH SENSITIVITY: configure the scratch sensitivity for the **JOG WHEEL (32)**

SEEK SENSITIVITY: configure the seek sensitivity for the **JOG WHEEL (32)**

BEND SENSITIVITY: configure the bend sensitivity of the **BEND (27, 28) key**

8. APPENDIX E: SAMPLER MODE

This new feature allows you to use the first 4 samples bank.

To switch on the “sampler mode” just press the key **ANALOG INPUT A (9)** key + **ANALOG INPUT B (10)** key (hold down if “Browse Mode” is on).

In the skin is going to show up automatically the “sampler” menu.



Pic.9

The **LEDs** on buttons **FX CONTROL A (5)**, **FX CONTROL B (6)**, **FX CONTROL C (7)**, **FX CONTROL D (8)** will be “ON” in order to say that the “sampler mode” is switched on.

Now you can reproduce the first 4 samples using the buttons **FX CONTROL A (5)**, **FX CONTROL B (6)**, **FX CONTROL C (7)**, **FX CONTROL D (8)** and adjust the relative volume using the **EFFECT KNOB A (34)**, **EFFECT KNOB B (35)**, **EFFECT KNOB C (36)**, **EFFECT KNOB D (37)**.

9. APPENDIX E: JOGWHELL DISABLED

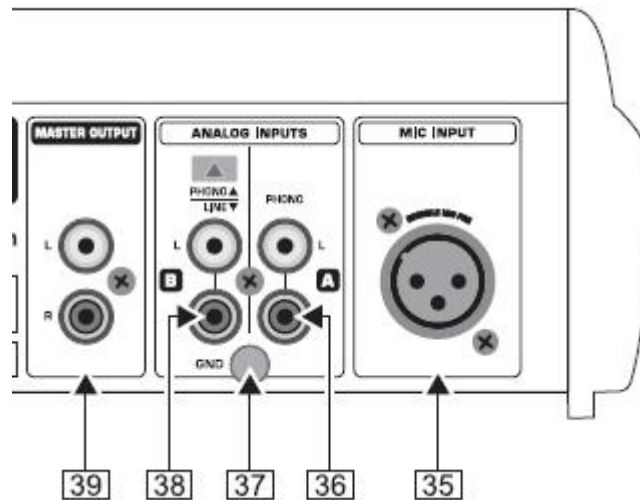
This new feature allows you to disable the jog wheels when the deck is playing. This is a safe function, but jog wheels still working for browsing mode to search songs or folders.



Pic.10

10. APPENDIX F: ANALOG INPUTS

In the back panel of the BCD3000 you can see some connectors



Pic.11

- 35 Not implemented yet.
- 36 The analog input A (phono) is used for connecting a turntable.
- 37 Connect the ground cable on your turntable to the GND screw on the BCD2000 housing.
- 38 Analog input B (phono/line) is used for connecting a turntable or a CD player (remember to switch the phono/line key)
- 39 Connect the MASTEROUT to your power amplifier. It provides the main output signal, which can be adjusted with the Master control.

To Enable/Disabled the analog inputs using the BCD2000 mapper follow this procedure:

- 1) Press **PHONES SPLIT/MASTER OUT (4)** and keep it held down, now you can see the inputs status by the LEDs on key **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)**. If the led on the **ANALOG INPUT A (9)** key is ON, it means that the analog input A (phono 36) is enabled and VirtualDJ reproduce in the left deck the music from that external inputs. If the led on the **ANALOG INPUT A (9)** key is OFF, it means that that the analog input A (phono 36) is disable and VirtualDJ reproduce in the left deck the music from the software left deck.
- 2) Press **PHONES SPLIT/MASTER (4)** and keep it held down, now you can see the inputs status by the LEDs on key **ANALOG INPUT A (9)** and **ANALOG INPUT B (10)**. If the led on the **ANALOG INPUT B (10)** key is ON, it means that the analog input B (phono/line 38) is enabled and VirtualDJ reproduce in the right deck the music from that external inputs. If the led on the **ANALOG INPUT B (10)** key is OFF, it means that that the analog input A (phono/line 38) is disabled and VirtualDJ reproduce on the right deck the music from the software right deck.
- 3) To enabled or disabled the analog inputs press the **PHONES SPLIT/MASTER OUT (4)** and keep it held down, then press the **ANALOG INPUT A (9)** or **ANALOG INPUT B (10)**.

10. CONCLUSIONS

I think to make in the future update and improvement.

Thanks to all people that help me to test the mapper in particular Cioce, Dj Cel, RudyB, Pern, Spazialex, mp3jrick, Cstoll, djciaps, Dj Fredrix, vfdj, coldfield, djdad, D.J. Quintana, lack1, GargantulaKon, ViperVin, Skyfxl and all the Virtual dj community.

Have a nice music day,

Max Mora DJ (moramax)

HISTORY

V 1.1

- FIXED LOOP LED VISUALIZATION
- ADD LOOP LED DISPLAY REQUEST (ANALOG INPUT A/B + LOOP OUT A/B)
- ADDED "REVERSE PLAY" (ANALOG INPUT A/B+PLAY A/B)
- ADDED "DELETE CUES" (ANALOG INPUT/B+CUT LOW /MID HIGH)
- ADDED PLAYLIST BROWSING
- ADDED MIX NOW AND AUTOMIX FUNCTION
- ADDED PITCH RESET FUNCTION
- ADDED MASTER TEMPO SWITCH
- ADDED CLONE FUNCTION
- IMPROVED SEEK FUNCTION

V 2.0

- FIXED FX AND SAMPLE LED VISUALIZATION (NOW IT'S SINCRONIZED WITH SKIN)
- ADDED TWO MODALITY OF CUE: "CUE /STOP" AND "STOP FUNCTION"
- ADDED SYNC NOCBG MODE
- TWO BROWSING MODE
- POSSIBILITY TO SET IF THE CROSSFADER IS ONLY FOR VIDEO BY DEFAULT
- ADDED SCRATCH SENSIBILITY FADER
- ADDED SEEK SENSIBILITY FADER
- ADDED BAND SENSIBILITY FADER
- ADDED MASTER LEVEL 50%
- ADDED GAIN LIMITER

V 2.1

- FIXED "SAVE PLAYLIST" CAUSE VIRTUALDJ CRASH

V 3.0

- ADDED SAMPLER MODE
- CHANGED KEY FOR SAMPLES AND EFFECTS TO RESPECT DEFAULT SKIN SEQUENCE
- UPDATED AUTOMIX FUNCTION TO BE COMPATIBLE WITH VIRTUALDJ 5.0 REV.4
- PITCH FUNCTION NOW IS BETTER
- ADDED "HOT CUE 1, 2, 3"
- ADDED OPTION "JOGS DISABLED"

V 3.2

- ADDED ANALOG INPUTS

V 3.3

- FIXED PITCH FADER, NOW IT'S COMPATIBLE WITH EXTENDED PITCH RANGE (1 TO 100%)

V 3.4

- FIXED JOG WHEELS WITH VIRTUALDJ 5.1 pro