

CMX-2000 VIRTUAL DJ

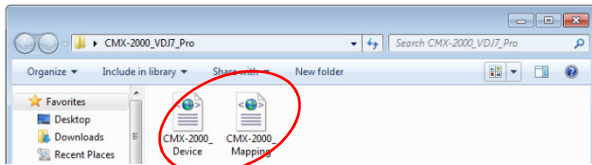


MAPPING GUIDE

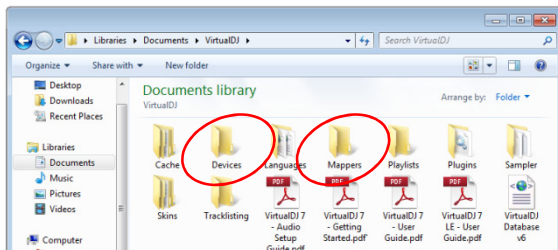
Prior to using Virtual DJ PRO, you will need to configure the software for use with the CMX-2000. Turn off the controller and close Virtual DJ PRO.

Mapping Windows

- 1 Download the Virtual DJ PRO mapping from the internet: www.omnitronic.de → download section of the product.

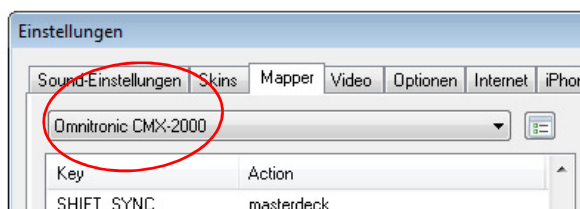


- 2 Copy and extract both XML files to your computer (e.g. your desktop).



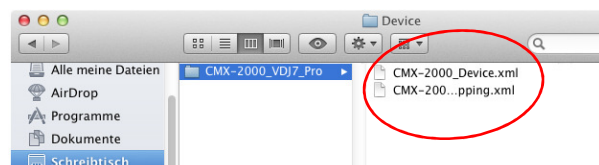
- 3 Copy each file into Virtual DJ's corresponding default directory.
→ CMX-2000_Device.xml into: Documents\VirtualDJ\Devices
→ CMX-2000_Mapping.xml into: Documents\VirtualDJ\Mappers

- 4 Turn on the controller and launch Virtual DJ PRO. If you have followed the previous steps, Virtual DJ PRO should detect the CMX-2000. You can verify this by opening the **[Mapper]** tab in the configuration menu (**CONFIG/Mappers**). The controller should be indicated as the selected device in the drop-down menu.

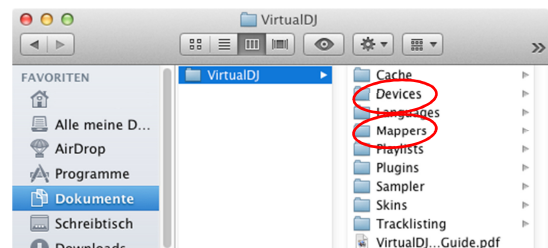


Mapping Mac OS

- 1 Download the Virtual DJ PRO mapping from the internet: www.omnitronic.de → download section of the product.

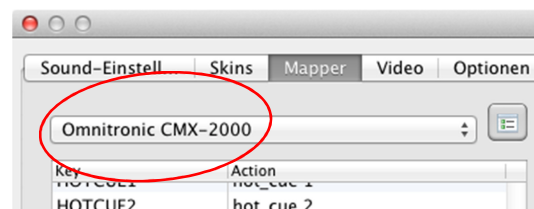


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CMX-2000 Setup

Virtual DJ PRO offers various audio configuration options (→user manual, page 48). The following section shows the corresponding settings required at the CMX-2000.

Configuration	Switch position
Internal mixer	Input selector [5]: USB Selector MIXER MIDI [29]: ON
External mixer	Input selector [5]: USB Selector MIXER MIDI [29]: OFF

Audio Setup Windows

Open the configuration menu with the **[CONFIG]** button and select the **[Sound Setup]** tab.

Internal Mixer (Basic Setting)

The basic setting does not differ from Virtual DJ LE. This configuration will enable you to the output channels Master and Headphones.

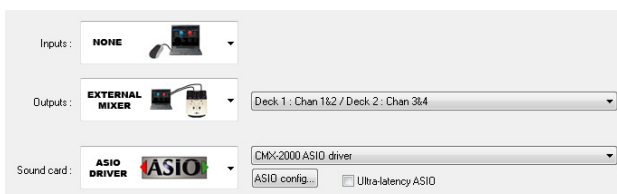


Inputs: None

Outputs: Headphones (Master/Headphones)
Sound card: ASIO Driver (CMX-2000)

External Mixer

For optimal performance of the CMX-2000, it is suggested to use a configuration with the option External Mixer. Instead of splitting the signal for headphones and master output, the two virtual decks are routed to their own audio channels which are then mixed together by the CMX-2000.

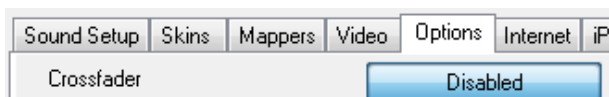


Inputs: None

Outputs: External Mixer
(Deck 1: Chan 1&2/Deck 2: Chan 3&4)
Sound card: ASIO Driver (CMX-2000)

This configuration sends Virtual DJ's left deck via channels 1 and 2, and the right deck via 3 and 4. If necessary, you may swap the deck assignments in the drop-down menu next to the Outputs option.

NOTE: When using the option External Mixer, Virtual DJ's internal mixer is not necessary. Most importantly, you need to disable the internal cross-fader **[CONFIG/Options]** to ensure that 100 % output of each deck is provided to the CMX-2000.



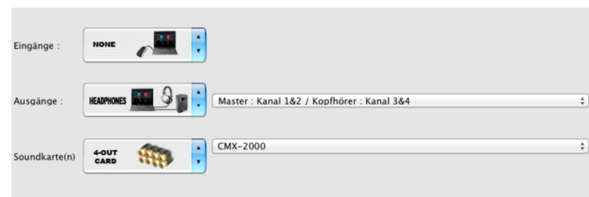
Configuration	Switch position
Timecodes	Input selector [5]: DVS Selector MIXER MIDI [29]: OFF
Inputs	Input selector [5]: DVS Selector MIXER MIDI [29]: OFF

Audio Setup Mac OS

Open the configuration menu with the **[CONFIG]** button and select the **[Sound Setup]** tab.

Internal Mixer (Basic Setting)

The basic setting does not differ from Virtual DJ LE. This configuration will enable you to the output channels Master and Headphones.

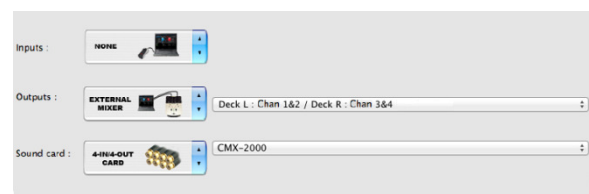


Inputs: None

Outputs: Headphones (Master/Headphones)
Sound card: 4-Out Card (CMX-2000)

External Mixer

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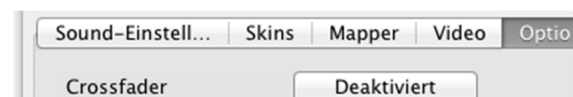


Inputs: None

Outputs: External Mixer
(Deck L: Chan 1&2/Deck R: Chan 3&4)
Sound card: 4-IN/4-Out Card (CMX-2000)

This configuration sends Virtual DJ's left deck via channels 1 and 2, and the right deck via 3 and 4. If necessary, you may swap the deck assignments in the drop-down menu next to the Outputs option.

NOTE: When using the option External Mixer, Virtual DJ's internal mixer is not necessary. Most importantly, you need to disable the internal crossfader **[CONFIG/Options]** to ensure that 100% output of each deck is provided to the CMX-2000.



Furthermore, make sure that all controls in the software's mixer section are set to mid-position and the channel faders to maximum.

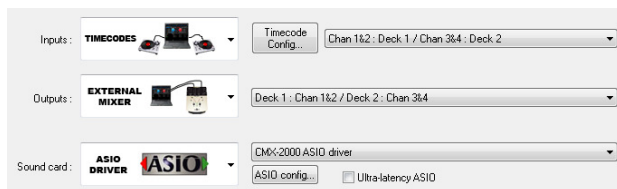


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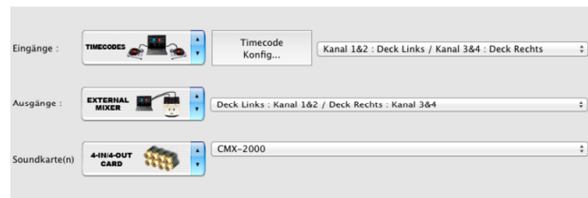
Timecode Applications

To setup Virtual DJ for use with Timecode vinyl or CDs, change the Inputs option to **[Timecode]**.



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Inputs: Timecodes

Outputs: External Mixer

(Deck 1: Chan 1&2/Deck 2: Chan 3&4)

Sound card: ASIO Driver (CMX-2000)

Inputs: Timecodes

Outputs: External Mixer

(Deck L: Chan 1&2/Deck R: Chan 3&4)

Sound card: 4-In/4-Out Card (CMX-2000)

If necessary, you may swap the assignment of the input sources in the drop-down menu next to the Inputs option. Click **[Timecode Config...]** to open the timecode configuration dialog.

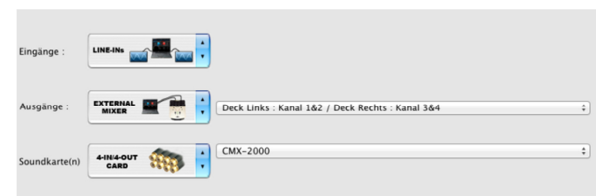
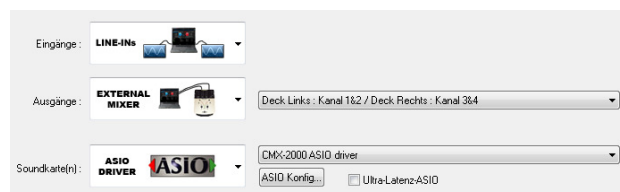
If necessary, you may swap the assignment of the input sources in the drop-down menu next to the Inputs option. Click **[Timecode Config...]** to open the timecode configuration dialog.

Inputs

Input option **[Line-Ins]** will enable you to route external audio devices as line inputs through Virtual DJ. The signals will be added to the software's master output.

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Inputs: Line-Ins

Outputs: External Mixer

(Deck 1: Chan 1&2/Deck 2: Chan 3&4)

Sound card: ASIO Driver (CMX-2000)

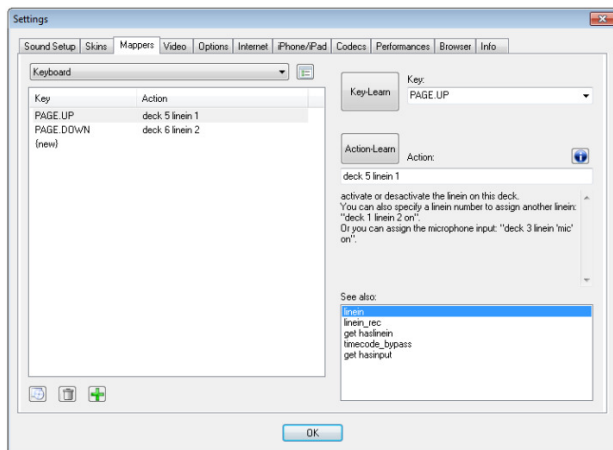
Inputs: Line-Ins

Outputs: External Mixer

(Deck L: Chan 1&2/Deck R: Chan 3&4)

Sound card: 4-In/4-Out Card (CMX-2000)

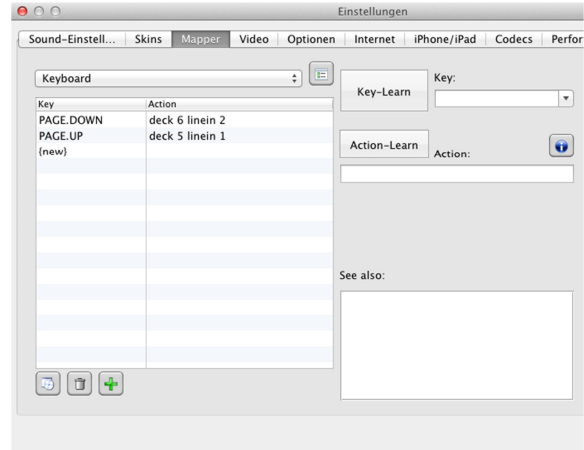
Then by assigning the VDJScript action “linein” to an available deck, the audio sent in on the line input will pass through Virtual DJ providing a rhythm wave display (limited) and dynamic BPM display on the deck (approximate value).



Open the [Mapper] tab in the configuration menu and configure a keyboard shortcut for enabling/disabling the line inputs. For this purpose, select the [Keyboard] option from the drop-down menu and click {new}. Then engage the desired key on your keyboard. In the [Action-Learn] section, enter the appropriate VDJScript syntax: “**deck # linein #**” (# represents the deck and the line input it is assigned to).

The example shown above illustrates line inputs 1 and 2 assigned to decks 5 and 6. The Page↑ and Page↓ keys are used for enabling/disabling the line inputs.

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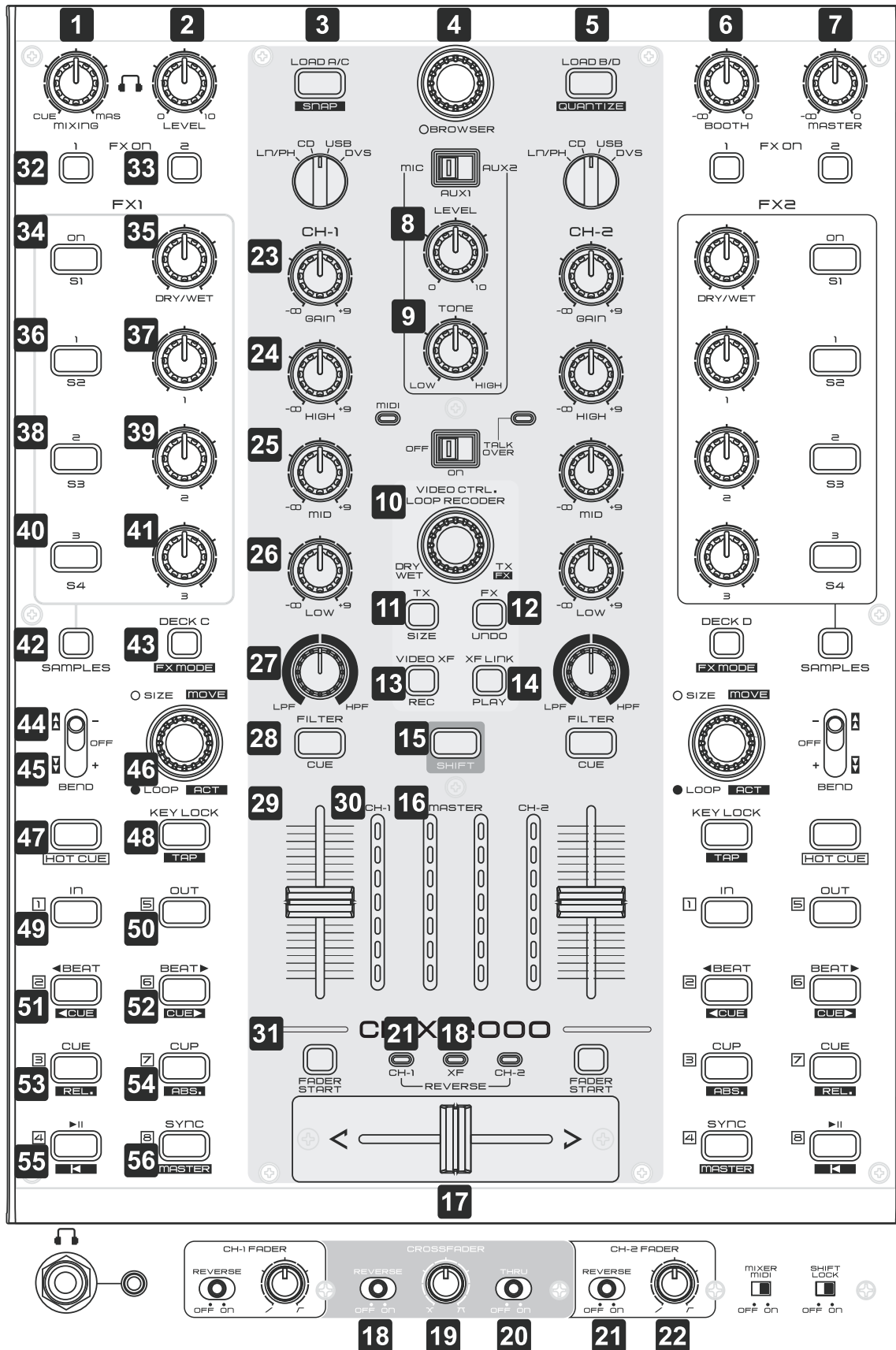


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The example shown above illustrates line inputs 1 and 2 assigned to decks 5 and 6. The Page↑ and Page↓ keys are used for enabling/disabling the line inputs.

Virtual DJ Functions

After connecting the CMX-2000 and configuring Virtual DJ properly, the system is ready for use. If Virtual DJ PRO is being used, all functions of the CMX-2000 are available. There are some limitations to Virtual DJ LE. Please note that the following section describes the full Virtual DJ function assignment.



No.	Control Element	Type	MIDI ch.	Function 1	Function 2 (Shift +)
1	CUE MIXING	VR	1	Selects the monitoring signal for the headphones.	-
2	CUE LEVEL	VR	1	Adjusts the headphone volume.	-
3	LOAD A	SW/ LED	1	Loads the title selected into the left deck.	Changes the display in the browser window (folders, titles, playlist and sidelist).
4	BROWSER (turn)	ENC	1	Scrolls through folders or titles.	-
	BROWSER (press)	SW	1	Opens a folder.	Zooms in/out of the browser window.
5	LOAD B	SW/ LED	1	Loads the title selected into the deck right.	Changes the display in the browser window (folders, titles, playlist and sidelist).
6	BOOTH	VR	1	-	-
7	MASTER	VR	1	Adjusts the master volume.	-
8	MIC LEVEL	VR	1	-	-
9	MIC TONE	VR	1	-	-
10	ENCODER (turn)	ENC	1	Selects the plugin for video transition.	Selects a video effect.
	ENCODER (press)	SW	1	Opens video window; if already open launches a transition from one video deck to the other.	Turns the video effect selected on/off.
11	TX	SW/ LED	1	Launches a transition from one video deck to the other.	Display browser window.
12	FX	SW/ LED	1	Turns the video effect selected on/off.	Display sampler window.
13	Video XF	SW/ LED	1	Video crossfader function on/off.	Display effect window.
14	XF LINK	SW/ LED	1	Link/unlink the video crossfader to the audio crossfader.	Display record window.
15	SHIFT	SW/ LED	1	Activates secondary functions for other control elements.	-
16	MASTER VU METER L	LED	1	VU meter for the left master signal.	-
	MASTER METER R	VU LED	1	VU meter for the right master signal.	-
17	CROSSFADER	VR	1	For crossfading between decks.	-
	VIDEO CROSSFADER	VR	1	For crossfading between video decks.	-
18	CROSSFADER REVERSE	SW/ LED	1	Reverses the channels for the crossfader (does not affect the video crossfader).	-
19	CROSSFADER CURVE	VR	1	Adjusts the characteristic of the crossfader.	-
20	CROSSFADER THRU	SW/ LED	1	Deactivates the channels for the crossfader (does not affect the video crossfader).	-
21	CHANNEL REVERSE	FADER SW/ LED	1/2	-	-
22	CHANNEL CURVE	FADER VR	1/2	-	-
23	GAIN	VR	1/2	Adjusts the input gain.	-
24	EQ HIGH	VR	1/2	Adjusts the high frequencies.	-
25	EQ MID	VR	1/2	Adjusts the mid frequencies.	-
26	EQ LOW	VR	1/2	Adjusts the low frequencies.	-
27	FILTER	VR	1/2	Adjusts the notch filter.	-
28	CUE	SW/ LED	1/2	For monitoring the deck via headphones.	-
29	CHANNEL FADER	VR	1/2	Adjusts the volume level of the deck.	-
30	CHANNEL METER	LED VR	1/2	Level meter for the left/right input channel.	-

31	FADER START	SW/ LED	1/2	Fader start on/off.	Launches a transition from one video deck to the other.
32	FX 1 ON	SW/ LED	1/2	Beatgrid effect on/off.	Break effect on/off.
33	FX 2 ON	SW/ LED	1/2	Flanger effect on/off.	Backspin effect on/off.
34	FX ON	SW/ LED	1/2	Starts and stops the effect selected.	-
35	FX DRY/WET	VR	1/2	Selects an effect from the list.	-
36	FX BUTTON 1	SW/ LED	1/2	Effect button 1.	-
37	FX CONTROL 1	VR	1/2	Adjusts effect parameter 1.	-
38	FX BUTTON 2	SW/ LED	1/2	Effect button 2 (only supported in selected effect plugins).	-
39	FX CONTROL 2	VR	1/2	Adjusts effect parameter 2.	-
40	FX BUTTON 3	SW/ LED	1/2	Effect button 3 (only supported in selected effect plugins).	-
41	FX CONTROL 3	VR	1/2	Adjusts effect parameter 1.	-
42	SAMPLER	SW/ LED	1/2	Activates the sampler function.	-
34	SAMPLE 1 ON	SW/ LED	1/2	Play and stop sample 1.	Record and stop recording sample 1.
35	SAMPLE 1 VOL	VR	1/2	Adjusts the volume of sample 1.	-
36	SAMPLE 2 ON	SW/ LED	1/2	Play and stop sample 2	Record and stop recording sample 2.
37	SAMPLE 2 VOL	VR	1/2	Adjusts the volume of sample 2.	-
38	SAMPLE 3 ON	SW/ LED	1/2	Play and stop sample 3.	Record and stop recording sample 3.
39	SAMPLE 3 VOL	VR	1/2	Adjusts the volume of sample 3.	-
40	SAMPLE 4 ON	SW/ LED	1/2	Play and stop sample 4.	Record and stop recording sample 4.
41	SAMPLE 4 VOL	VR	1/2	Adjustes the volume of sample 4.	-
43	DECK SWITCH	SW/ LED	1/2	-	Open scratch and mixer window.
44	PITCH -	SW	1/2	Decreases speed by -2 %, 500 ms.	Seek -4 beats.
45	PITCH +	SW	1/2	Increases speed by -2 %, 500 ms.	Seek +4 beats.
46	LOOP SIZE	ENC	1/2	Determines the loop length.	Moves the loop to the left or right.
	LOOP ACTIVE	SW	1/2	Starts and stops a loop.	-
48	KEY LOCK	SW/ LED	1/2	Key lock on/off. With the function activated, the tonal pitch of the title remains constant when the speed is changed.	To manually set the BPM, tap the button several times to the beat of the music until the determined BPM are indicated.
49	LOOP IN	SW/ LED	1/2	Sets the starting point of a loop or jumps back to the starting point.	-
50	LOOP OUT	SW/ LED	1/2	Sets the end point of a loop which is instantly started. Press again to exit the loop	-
51	◀ BEAT	SW/ LED	1/2	Jump backward by 4 beats.	Jump to previous cue point.
52	BEAT ▶	SW/ LED	1/2	Jump forward by 4 beats.	Jump to next cue point.
53	CUE	SW/ LED	1/2	Jumps back to the cue point. Then start the playback with Play/Pause (▶) or keep Cue pressed to momentarily play the title.	Timecode mode: Relative
54	CUP	SW/ LED	1/2	For return and immediate start of the playback from the cue point.	Timecode mode: Absolut
55	PLAY/PAUSE (▶)	SW/ LED	1/2	Switches between playback and pause.	Jumps back to the first beat of the title.

56	SYNC	SW/ LED	1/2	Synchronizes the title to the beats per minute of the other deck.	Select/deselect deck as master.
47	HOT CUE	SW/ LED	1/2	-	-
49	HOT CUE 1	SW/ LED	1/2	Sets and calls hot cue point 1.	Deletes hot cue point 1.
50	HOT CUE 5	SW/ LED	1/2	Sets and calls hot cue point 5.	Deletes hot cue point 5.
51	HOT CUE 2	SW/ LED	1/2	Sets and calls hot cue point 2.	Deletes hot cue point 2.
52	HOT CUE 6	SW/ LED	1/2	Sets and calls hot cue point 6.	Deletes hot cue point 6.
53	HOT CUE 3	SW/ LED	1/2	Sets and calls hot cue point 3.	Deletes hot cue point 3.
54	HOT CUE 7	SW/ LED	1/2	Sets and calls hot cue point 7.	Deletes hot cue point 7.
55	HOT CUE 4	SW/ LED	1/2	Sets and calls hot cue point 4.	Deletes hot cue point 4.
56	HOT CUE 8	SW/ LED	1/2	Sets and calls hot cue point 8.	Deletes hot cue point 8.