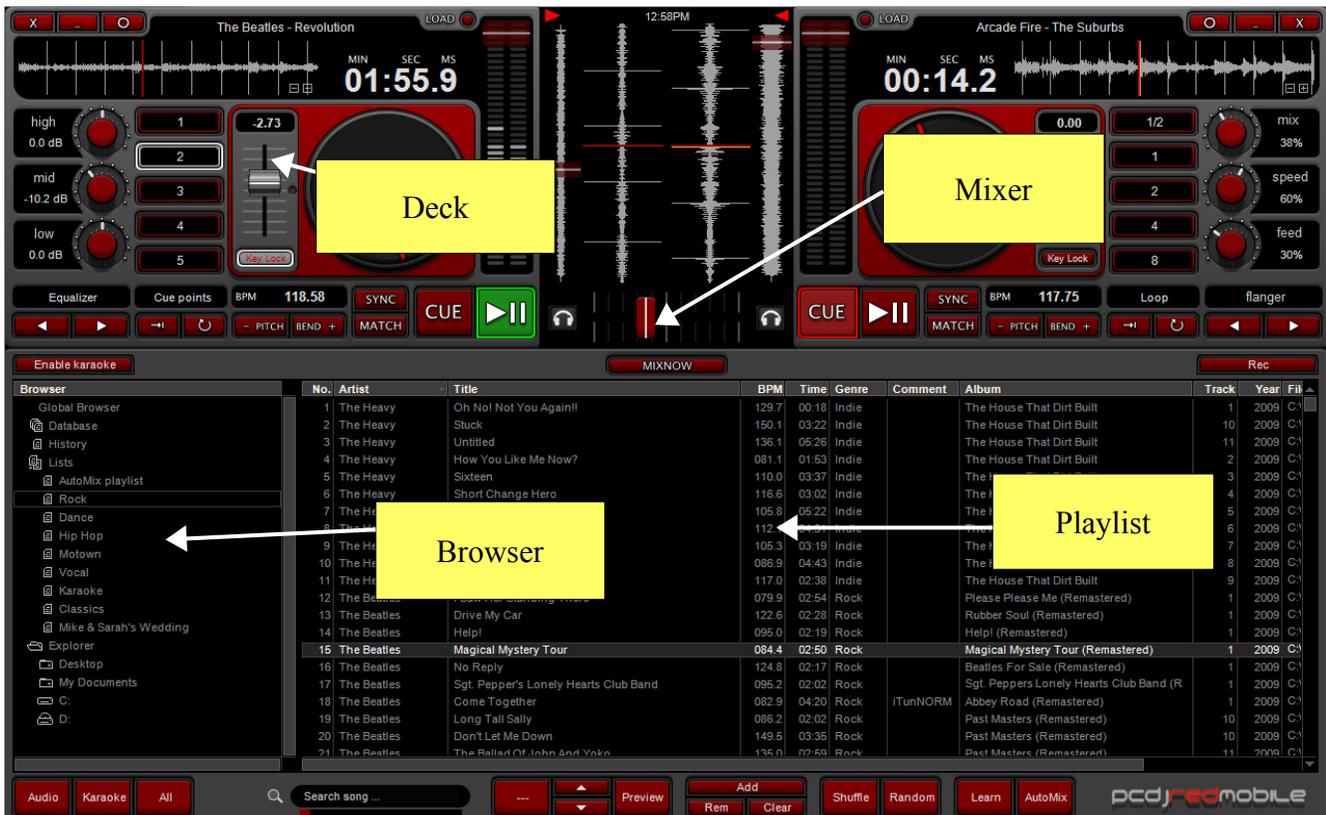




PCDJ RED MOBILE 2 – Quick Start Guide

For all of us at PCDJ, features are paramount, but only if they're completely functional and easy-to-use. This is why we've made this quick start guide that will get you accustomed to the PCDJ Red Mobile 2's features and functions, without having to read a 60 page manual.

Red Mobile 2 has been developed for professional DJ's and entertainers, specifically mobile DJs: You have 2 decks, an advanced mixer and playlists/database. You can use external hardware controllers, MIDI controllers, VST/AU effect plug-ins, and play/display karaoke files. Moreover, you can use an external mixer and professional grade sound cards. A modern design, ergonomic user interface with skin support allows for rock solid performance - even under the most difficult live circumstances. In short, you have everything you need to get to perform at any gig, with any media type.



This is an overview of the PCDJ Red Mobile 2 interface:

This is a Quick Start Guide and as such, we will highlight the main features of PCDJ Red Mobile 2 that will have you ready to mix in no time. We will go through the decks, mixer, playlist, browser, preferences, as well as the PCDJ Red Mobile 2's karaoke capabilities and other key functions. By the time you will have finished reading this start guide, you will have no problem mixing your favorite songs and karaoke files. Please keep in mind that this is only a quick start guide and will not cover ALL the features and functions of the PCDJ Red Mobile 2.

Decks

A good mix means a smooth transition between two songs. The decks and the mixer are the sections of the software that accomplish this process. The two decks (1 & 2) control playback of audio and karaoke files and one or more CD drives, if audio CD's are inserted. The structured and ergonomic design of the software guarantees that whoever is using the software won't have any trouble distinguishing the program's various functions, thus enjoying a complete DJ experience. This means that you'll be less concerned with reading the instructions and focused more on the perfect mix.

The waveform graphic display gives you real time audio signal monitoring, information about the audio signal and the beat rhythm. It can be configured to display more or less of the song, using the zoom in and zoom out buttons. You are free to make real scratch effects. Depending on the speed of the drag and drop you can create a disk spin effect, scratch, reverse, play, mute, fine-tune cue-points, and even reverse spin and play effect. Of course, you can use your MIDI hardware controller to achieve the same functions.

The image shows a screenshot of a DJ software interface with several callout boxes explaining different features:

- Waveform Display** – graphical overview of the track with loop points (the green lines) and a separate track overview; you can also use the mouse to scratch on the waveform display.
- Pitch** – increases or decreases the tempo (speed); you can temporarily speed up or slow down the tempo by momentarily right clicking on the slider.
- Load** – clicking this will load Whatever song you have highlighted In the library into this player.
- Zoom** – zooms in/out on the waveform display.
- Kill High/Mid/Low** – cuts off the entire High/Mid/Low frequency range (-90 dB cut off for each frequency range).
- KeyLock** – when enabled, changing the pitch of the song does not change the tone of the track.
- EQ/Effects Toggle** – Use the left and right arrows To scroll through effects/eq This will swap out eq control For selected effects controls
- Hot Cues**– Click any one of the 5 Hot cue buttons and it will instantly Set a hot cue point at that exact Playing position of the song. Hit the Button again and you will instantly Play from that cue position.
- Looptoggle**– used to swap Cues for loops
- BPM** – displays the current BPM value and tempo alterations/changes.
- Synchronize & Match** – instantly synchronizes the monitoring deck (slave) to the one playing in the speakers (master). Match just matches Tempo – doesn't line up beats
- Volume Slider** – adjusts Player volume.
- Virtual Platter** – moves with playing audio at 33rpm Grab and scratch with mouse
- Play/Pause** – starts / stops playback at the current position of the track.
- CUE** – goes to the selected cue-point and stops.

The two decks control playback of audio and karaoke files, and one or more CD drives, if audio CD's are inserted. Besides the traditional CD player or turntable functions, a lot of additional features are available. Some of them can be achieved only by using this DJ software. The structured and ergonomic design of both the controller and the software allows for professional use and simplifies re-

adjusting from commercial double CD players, which cost more and do less.

It's through instant functions such as cue-points, smart loops, key-lock, seamless pitch and tempo alterations/changes, effects and many others that PCDJ Red Mobile 2 stands out from other DJ mixing software.

A good example is the smart loop function. When you press one of the predefined auto-loop buttons you activate the start loop point and the snap-to-beat feature (the loop will be snapped to the closest beat). The loop length is automatically adjusted to make a seamless loop. Press the loop button again to exit the current loop.



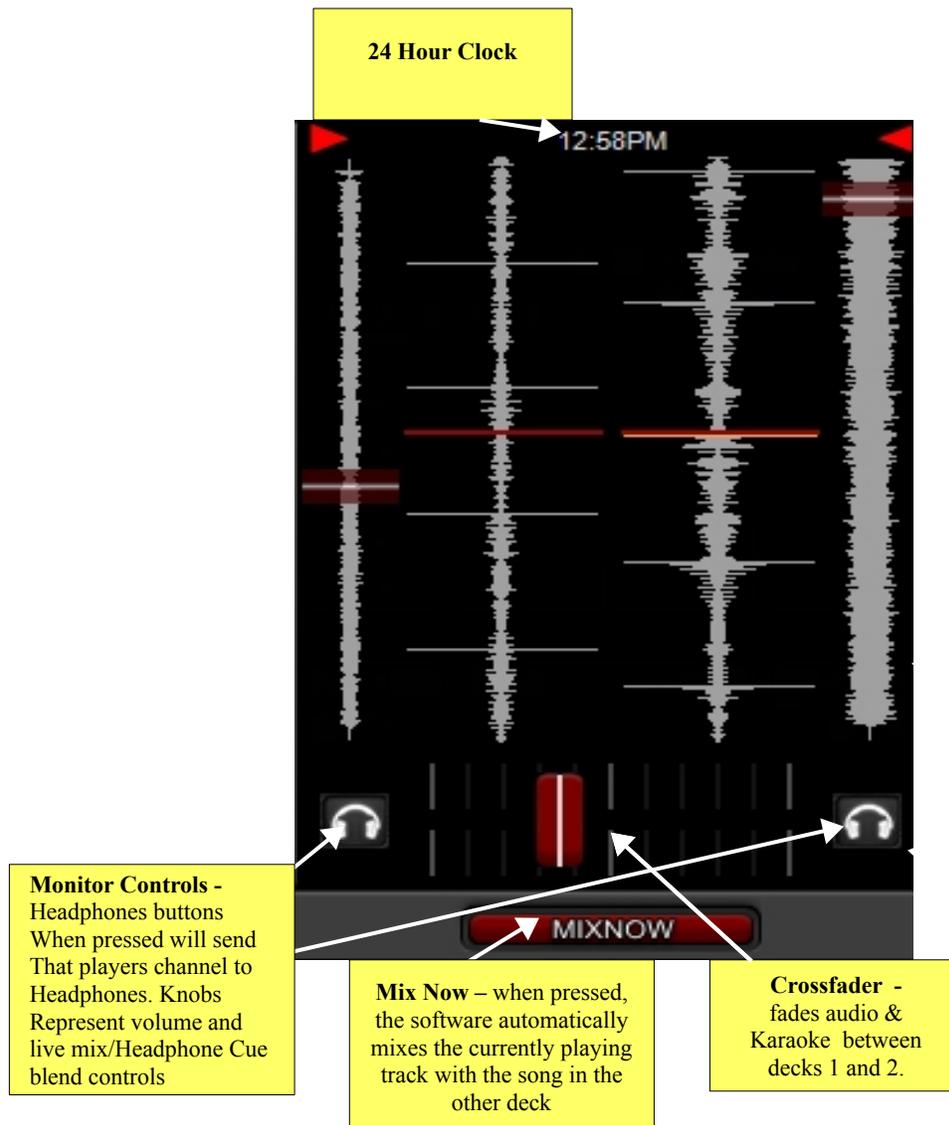
CUE-POINTS: What are they and how can we have more fun with our music by using them?

Cue-points are positions you can set in the song. DJ's use them a lot, because they act as "bookmarks" in the song. As with a book, it's easier to use bookmarks, so you know what parts are most interesting, when a different chapter begins, and so on. So, basically a DJ loads a song in the deck and then starts searching for interesting positions/mix points in the song (by listening in the headphones, or by using the visual waveform display) to begin and/or end the mix. The DJ places those cue points, so later he/she can cue to those saved positions. When a song is first loaded into a deck, no cue-points exist. When you find a good position and you want to set a cue-point on that position you just need to press one of the hot cue buttons (1 thru 5). This way the current position is memorized in the currently selected cue-point (which memorizes the selected cue-point). If later on,

when you are at a different position in the song and you want to go back to that saved position, you can either press CUE to return to the saved position or you can press CUE-PLAY and it will immediately start playing the song from the cue-point that you've placed. You can clear the cue-point by simply right clicking on the same cue position button (1-5).

If you want to take full advantage of the software's manual DJing capabilities you will need to adjust the tempo (pitch) of the song yourself and will also need to align the beat of one song (eg. the track in deck 1) with the beat of the other song (eg. the track in deck 2). To do this, you need to use a function called pitch bend (see above). This temporarily speeds up or slows down the song so that the beats of one song (deck 1) will “catch up” with the beats of the other song (deck 2). To use the pitch bend you need to temporarily right click on the pitch slider to either slow down or speed up the song for as long as you need or you can use the + and – buttons which change gradually (as opposed to instantly) the tempo/speed of the song. As you are doing this, you'll be able to hear in the headphones whether the beats match or if you still need to bend the pitch.

Mixer



DJ software has come a long way, making a DJ's job easier, and giving them new tools to be more creative when mixing. However, regardless of all this new technology, there's one thing that hasn't changed: the mixer. Be it hardware or software (or both), the mixer has kept roughly the same shape and overall feel/look. Apart from the video preview monitor, the Red Mobile 2 mixer is as ergonomic as any other hardware/software mixer would be.

Playlist & Browser

We've taken into consideration each and every aspect so that your favorite music can be easily imported, regardless of the audio format, so that you can quickly immerse yourself in the music and the mix.

Karaoke Secondary Output
Click this button to activate Secondary karaoke lyrics Screen (you must have Computer setup for secondary Screen output first – Extended desktop).

Browser – allows you to explore and import tracks from your computer or other portable devices.

Tag Edit– Allows you to Edit the tag information For the currently selected track

Preview – used to listen to a track in the headphones without loading it into a deck.

Record Your Mix
Capture your mix in real-time

Playlists – shows you the selected playlist/tracks; it acts like a virtual record holder.

File Type Filters - Select one of these buttons To ONLY display that File type within the select Playlists of folder

Search – you can search for a track by entering its partial name; press space to enter search mode and press ESC to exit search mode.

Drag up/down - drags the selected track up or down in the list.

Add – enables you to add tracks from your computer.

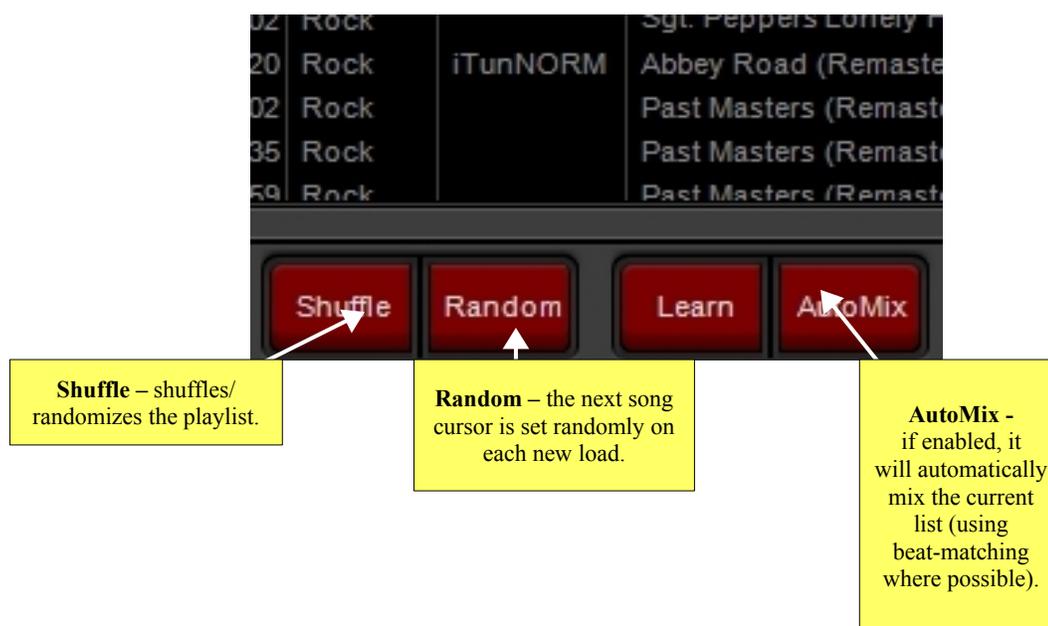
Remove – removes (a) (selected) track(s) from your playlist.

Clear – clears the current list.

Playlist – shows you the selected playlist/tracks; it acts like a virtual record holder.

No.	Artist	Title	BPM	Time	Genre	Comment	Album	Track	Year	File
1	The Heavy	Oh No! Not You Again!!	129.7	00:18	Indie		The House That Dirt Built	1	2009	C:\
2	The Heavy	Stuck	150.1	03:22	Indie		The House That Dirt Built	10	2009	C:\
3	The Heavy	Untitled	136.1	05:26	Indie		The House That Dirt Built	11	2009	C:\
		How You Like Me Now?	081.1	01:53	Indie		The House That Dirt Built	2	2009	C:\
		Sixteen	110.0	03:37	Indie		The House That Dirt Built	3	2009	C:\
		Short Change Hero	116.6	03:02	Indie		The House That Dirt Built	4	2009	C:\
		No Time	105.8	05:22	Indie		The House That Dirt Built	5	2009	C:\
		Long Way from Home	112.1	04:31	Indie		The House That Dirt Built	6	2009	C:\
		Cause for Alarm	105.3	03:19	Indie		The House That Dirt Built	7	2009	C:\
		Love Like That	086.9	04:43	Indie		The House That Dirt Built	8	2009	C:\
		What You Want Me to Do?	117.0	02:38	Indie		The House That Dirt Built	9	2009	C:\
		I Saw Her Standing There	079.9	02:54	Rock		Please Please Me (Remastered)	1	2009	C:\
		Drive My Car	122.6	02:28	Rock		Help! (Remastered)	1	2009	C:\
		Help!	095.0	02:19	Rock		Help! (Remastered)	1	2009	C:\
15	The Beatles	Magical Mystery Tour	084.4	02:50	Rock		Magical Mystery Tour (Remastered)	1	2009	C:\
16	The Beatles	No Reply	124.8	02:17	Rock		Beatles For Sale (Remastered)	1	2009	C:\
17	The Beatles	Sgt. Pepper's Lonely Hearts Club Band	095.2	02:02	Rock		Sgt. Pepper's Lonely Hearts Club Band (R	1	2009	C:\
18	The Beatles	Come Together	082.9	04:20	Rock	iTunNORM	Abbey Road (Remastered)	1	2009	C:\
19	The Beatles	Long Tall Sally	086.2	02:02	Rock		Past Masters (Remastered)	10	2009	C:\
20	The Beatles	Don't Let Me Down	149.5	03:35	Rock		Past Masters (Remastered)	10	2009	C:\
21	The Beatles	The Ballad Of John And Yoko	135.0	02:59	Rock		Past Masters (Remastered)	11	2009	C:\

On the left side (browser) are your database, playlists, volumes and other portable devices where you might have music/karaoke tunes, and, on your right side there's the playlist, which displays the music you selected from your browser. The entire playlist has been designed in such a way that you can easily find and import songs, load and save playlists. The search function guarantees that you won't get lost in your own music and quickly find the track that you're looking for. The up and down arrows (drag up/down) allow you to rearrange songs into the playlist.



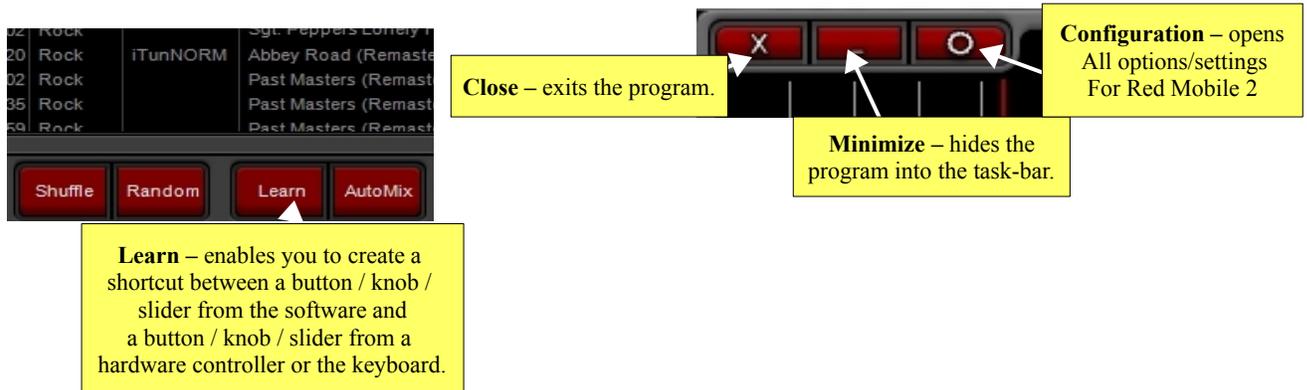
The playlist has advanced features like instant column sorting, column resizing, column show/hide, drag&drop within the list, between the existing lists and even from other applications, tag editor, physical and an instant search. The Lists browser manages multiple playlists that you can create and also, the computer disks, which are displayed in a tree-like structure (see above).

While this DJ solution is intended to be used in live conditions, you also have additional functions, like the AutoMix (aka Auto Play) feature. When in AutoMix mode, the software takes over the mixing, Red Mobile mixes songs without any human intervention whatsoever. Both songs rhythms and volume are automatically synchronized and the beats are perfectly overlapped to create quality beat-matching (which can be turned on or off in options).

You can listen to a title before sending it to be loaded into a deck by pressing the Preview button. The button lights on and the slider next to it marks the position in the song that's being played. The slider can be adjusted to hear different parts of the song. The preview player plays only in the headphones (monitor output). Press the Preview button again to stop the preview player. You can also double-click on a song in the playlist to preview (pre-listen) it.

Other Controls

If you want to configure the software, find the version, assign a button / knob / slider from the software that you want to control from a hardware controller, record a mix or start the limiter, here you have some additional controls that will help you do just that.

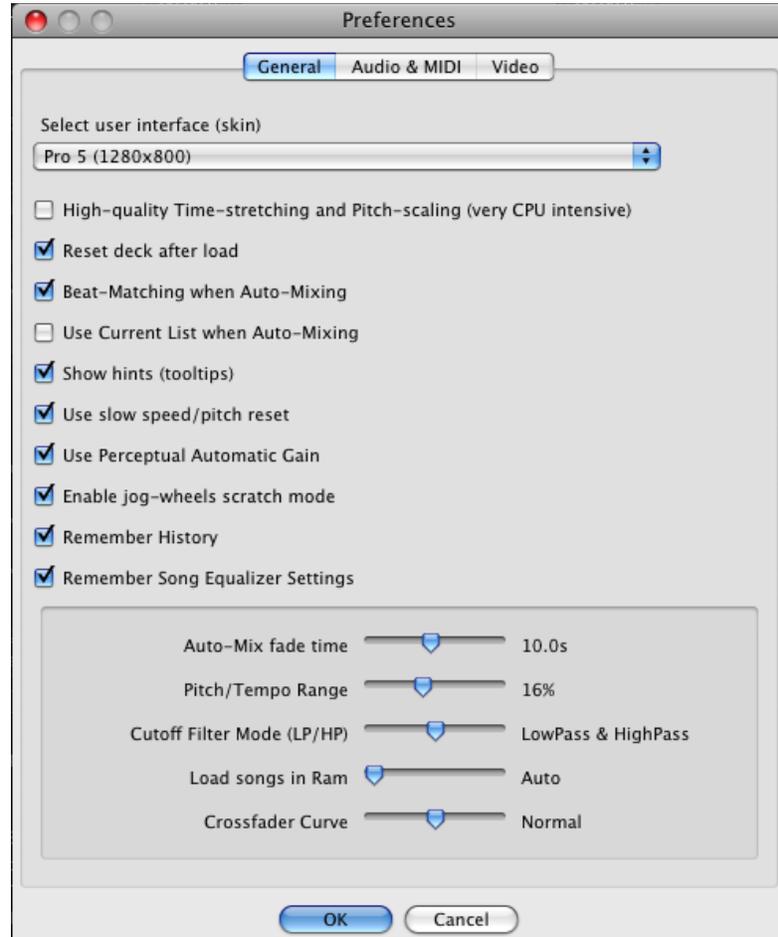
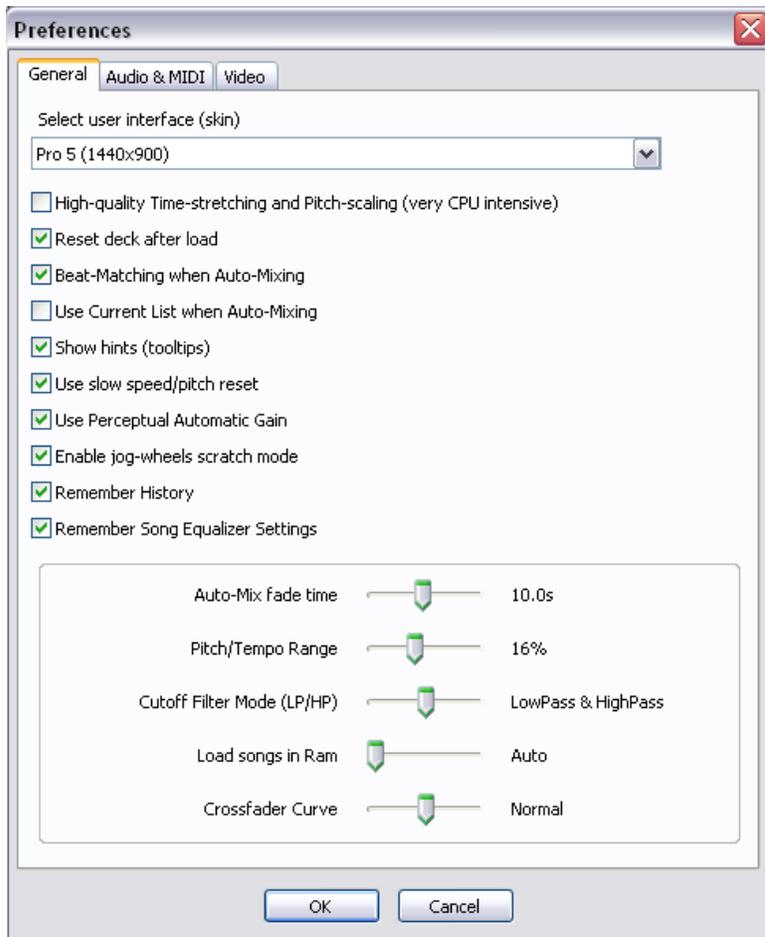


A hardware controller gives you a hands-on tactile way to control PCDJ Red Mobile 2. Every software function can be controlled with a controller or the keyboard. You have the possibility to assign all software functions to specific buttons / knobs / faders on a hardware controller / MIDI device, or to the keyboard thanks to a very special feature called LEARN mode. You activate it by pressing the Learn button. You will notice that almost all the buttons, sliders and knobs have a blue dotted rectangle on them (displayed as a border around the element). Then, select the button / knob / slider that you want to control on the software. Then, you move or press the corresponding knob / slider / button on the hardware controller or the keyboard. In this way the software learns and knows that the element on the software is linked to the physical element on the hardware.

Close and minimize buttons are included in the interface itself so that you still have access to them even when the full screen mode is active. We have placed them on both left and right sides so that it will be user-friendly for both Mac and Windows users

Preferences / Configuration (General)

You can open the preferences window by pressing the CFG (button looks like a sprocket) button shown on the previous page.



- **Select user interface** - you can select the preferred user interface that suits your taste/liking and screen resolution; you can find more skins on the PCDJ website (www.pcdj.com) and on the public forums.

- **High-quality Time-stretching and Pitch-scaling** – this enables the use of pitch scaling (key semitones modifier) and also enables high quality time-stretching (tempo adjustments). To give you a better idea, try to set -50% tempo on a loaded song with this feature enabled and then disabled. You will immediately notice the difference.

- **Reset Deck after Load** – if enabled, after loading a new song in the deck, all the deck settings will be reset: pitch, volume, eq-kills and cut-off filter.

- **Beat-Matching when Auto-Mixing** – this option beat matches the two tracks before cross-fading between them in Auto-Mix mode.

- **Use Current List when Auto-Mixing** – when tracks are loaded automatically into the decks (while Auto-Mix mode is activated or when Mix Next is pressed), the songs must come from a playlist. If this setting is activated, the tracks will be selected from the playlist that you are currently in. When this function is disabled it will load the songs only from the special Auto-Mix playlist, unless it is empty, in which case it will still load them from the currently selected list.

- **Show hints** – this acts as a guide in the program, showing details about any button/feature/function that your mouse is on.

- **Use slow speed/pitch reset** - if enabled, after you press the pitch reset button on a deck, the pitch/speed will gradually (instead of immediately) reset to 0.

- **Use Perceptual Automatic Gain** – this enables Red Mobile to automatically alter the gain of the song so that both tracks will match in volume. This uses a very advanced psycho-acoustically (perceptual) algorithm to determine the exact gain that will be applied to each song.

- **Enable jog-wheels scratch mode** – if this is enabled, the jog wheels will be used for scratching even when in play mode. If it is disabled, the jog wheels on the controller will be used for pitch-bending when in play mode. Irrespective of this setting, when the song is paused, the jog-wheels are always used for fine-tuning the current position and for scratching.

- **Remember History** – whenever you load a song into a deck, the software copies/adds the track to the special History list. If the Remember History setting is active, the software will remember all the songs played between sessions (software restarts). Otherwise, only songs played in the current session will be shown in the History list.

- **Remember Song Equalizer Settings** – when activated, the software remembers any alterations/changes to the High/Mid/Low frequencies of an individual song/any song.

- **Auto-Mix fade time** – when the software automatically mixes two songs, it moves the crossfader to actually do the mix. This parameter controls how long it takes for the crossfader to move from one deck to the other.

- **Pitch/Tempo range** – the pitch slider allows 4, 8, 16, 24, 32 or 50% pitch change for a smooth manual mix.

- **Cutoff Filter mode** – lets you choose the type of cut-off filter that you prefer. You can select between Low Pass, High Pass and a combined Low Pass & High Pass filter mode. If the filter mode is changed, the two cut-off filters are set to Filter OFF.

- **Load songs in RAM** – you can select when to load a song completely into the system memory (RAM). Loading into RAM has many advantages, but at the same time it requires that your computer has enough memory for it.

- **Crossfader curve** – this controls the way the crossfader is modifying the volume of the 2 decks. If this is set to hard, the volume will jump abruptly from mute to full volume (or from full volume to mute). If the curve is soft, the volume will change smoothly.

(MORE) Preferences / Configuration

- **Select MIDI In device** – apart from a DJ hardware controller, you can still use an additional MIDI device. It can be a second controller or even a MIDI keyboard or some other device that will help you have a more hands-on approach on the PCDJ Red Mobile 2.
- **Select audio device** – selects the audio output where the Master signal comes out. Usually, you will select the sound card / audio device where your speakers are connected. If you have internal speakers, the device is usually called “Built-in”, “Internal Speakers” or has a similar name. Optionally, if you have a multichannel sound device you can also use this to output the Monitor signal as well.
- **Latency** – this is the amount of time from giving/issuing a command to its actual execution. For example, if the latency is 100ms (0.1 seconds), after you press the Play button it will take another 100ms until the sound is actually heard in the speakers / headphones. A lower latency will increase the interactivity by making the program respond faster to the commands (e.g. more natural sounding scratch, etc.); on slower systems, sound dropouts and glitches tend to occur.
- **Select output mode** – this lets you select the type of sound card / sound device that you use. This refers to the device that you selected at the Select audio option. As you can see in the screen shots, you have three output modes to choose from, each mode letting you manage the signal output as you see fit / that's best for you.
- **Reverse Master and Monitor audio output channels** – enable this in case you have a multichannel sound card or controller and you want to swap the speakers' signal with the headphones' signal.
- **Use an External Mixer** – if you don't want to use PCDJ Red Mobile 2's internal mixer, you have the option of using an external mixer. If your sound card has enough outputs you can have independent outputs for Deck A, Deck B, Monitor. You can then mix these as you see fit on your external mixer. Please note that mix recording will not work in this case, since the software doesn't do the actual mix itself.
- **Select an additional audio device for previewing / monitoring** – in case you don't have a multichannel sound device you can still connect your headphones to a secondary output by selecting it here. It is, however, recommended that you have one sound device or hardware controller with multiple audio outputs (multichannel) than to have two different audio devices (sync problems may occur in this scenario).

CONCLUSION:

Thanks for reviewing our start guide, we hope by the time you reach this section you're already in the mix with PCDJ Red Mobile 2. If you need more assistance, please visit www.pcdj.com and review our FAQ and tutorial videos. If you need technical assistance with PCDJ Red Mobile 2, please put in a support ticket using this form: www.pcdj.com/contactsupport

For any sales related inquiry, call us at 877-999-7235 or visit www.pcdj.com

We hope you enjoy the software as much as we have enjoyed creating it!