

VERSION

8

Operation Guide

# VIRTUALDJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE



## BEATPAD 2



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# INSTALLATION

## Firmware & Drivers

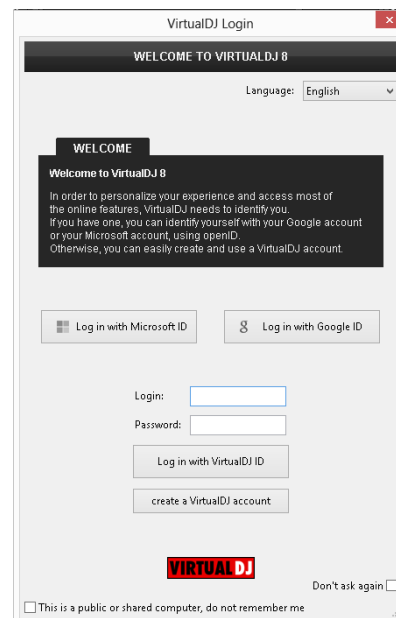
**Firmware:** Update the firmware of the unit to the latest version from <http://www.reloop.com/reloop-beatpad-2>

**Drivers (for Windows only):** Install the latest Reloop ASIO drivers from <http://www.reloop.com/reloop-beatpad-2>  
No drivers are required for Mac OSX computers

## VirtualDJ 8 Setup

Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

Once VirtualDJ 8 is launched, a Login Window will appear. Login with your virtualdj.com account. A **Pro Infinity**, a **PLUS** or a **Subscription License** is required to fully use the Reloop Beatpad2. Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ. <http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next asking to use or not the **pre-defined audio setup** with the built-in sound card of the Reloop Beatpad2. You can still change that from Settings->AUDIO tab.



The unit is now **ready** to operate.

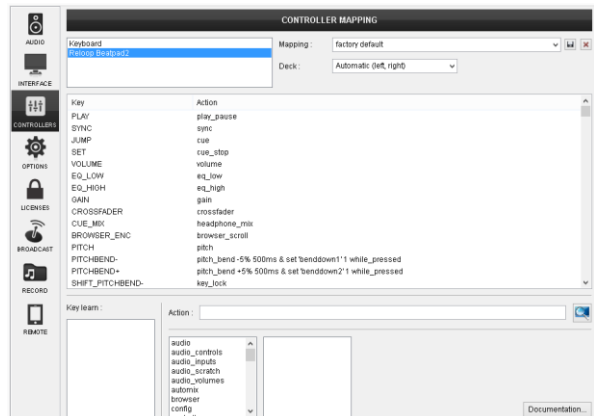
## Advanced Setup

### MIDI Operation

The unit should be visible in the CONTROLLERS tab of Config and the “**factory default**” available/selected from the Mappings drop-down list. The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

Find more details at

<http://www.virtualdj.com/wiki/VDJscript.html>

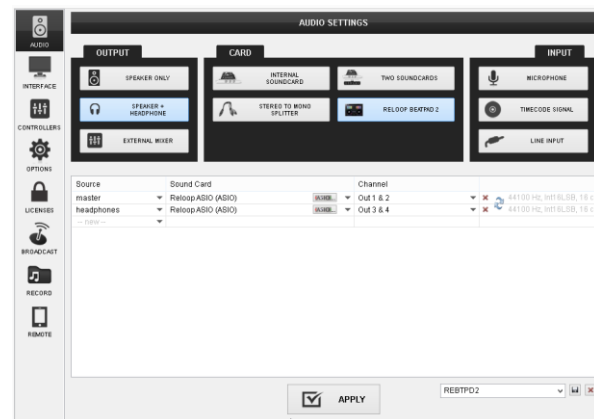


### AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

Please read the manual of the unit for further Audio capabilities-setups.

<http://www.reloop.com/reloop-beatpad-2>



For further software settings please refer to the User Guides of VirtualDJ 8.

<http://www.virtualdj.com/wiki/PDFManuals.html>



## A. MIXER & BROWSER

1. **CROSSFADER.** Blends audio between left and right mixer channels.
2. **VOLUME.** Adjust the Volume of each channel.

Hold **SHIFT** down and then use the Volume Faders with **Fader Start-Stop** operation (the deck will stop at the previously used Cue if the Volume Fader reaches the minimum position and will start playing if the Volume fader moves from the minimum position).

- LOAD.** Press these buttons to **load the selected track** from the Browser to the left or right deck. The LED of the button will be on if the deck is loaded.

Hold the same button for more than 2 seconds to unload the same deck.

Hold **SHIFT** down and then use the left LOAD button to show/hide the **Sideview** of Browser and the right one to cycle through its available views (Automix, Sidelist, Karaoke, Sampler and Shortcuts)

- PFL.** Press these buttons to send each channel to the Headphones Output channel for pre-listening.

Hold **SHIFT** down and then use the left PFL button to start/stop the **Prelisten Player** (controls available in the INFO window of Browser) and the right PFL button to start/stop **Automix** (will auto-mix tracks of Automix list)

- FILTER/LOW.** Depending on the selected EQ Preset (rear switcher 32), either adjust the **Low** (Bass) frequencies or apply a **High/Low-Pass Filter** on each mixer channel.

- LOW/MID.** Depending on the selected EQ Preset (rear switcher 32), either adjust the **Low** (Bass) or **Mid** (Middle) frequencies of each mixer channel. .

- EQ HIGH.** Adjust the **High** (Treble) frequencies for each mixer channel.

- GAIN.** Adjust the **Gain** of each mixer channel.



- MASTER VOLUME.** Adjust the level of the Master Output. Hardware operation - movement not visible on the VirtualDJ GUI

- HEADPHONES LEVEL.** Adjust the Volume Output of the Headphones Channel. Hardware operation – movement not visible on the VirtualDJ GUI.

- HEADPHONES MIXING.** Adjust how the Channels and the Master Output blend at the Headphones Channel.

- AUX LEVEL.** Adjust the Volume of the AUX Input of the rear panel. Hardware operation – movement not visible on the VirtualDJ GUI.

**13. REC.** Use this button to cycle through the center **mixer panels** of the default VirtualDJ GUI (MIXER, VIDEO, SCRATCH and MASTER).  
Hold **SHIFT** down and then use this button to **start/stop the recording** of your mixing with VirtualDJ.

**14. BROWSE ENC.** Scroll through files or folders. **Push** the encoder to set **focus** to the **next** available/visible **Browser window** (Folders, Songs List and Sideview).

If the Prelisten Player is enabled (SHIFT+Left PFL), hold **SHIFT** down and then use the Encoder to **fast seek** through the **pre-listened track**.

If focus is on the Folders list, hold **SHIFT** down and then **push** the encoder to **open/close** the subfolders. If focus is on the Songs List, hold **SHIFT** down and then push the encoder to **add** the selected **track to the Automix** List. If the focus is on the Automix List, hold **SHIFT** down and then **push** the encoder to **start/stop** the **Automix**.

## B. DECK CONTROLS

**S. SHIFT.** Press and hold this button to access secondary functions of other controls on the Beatpad2.

**15. PLAY/PAUSE.** Plays / Pauses the track.  
Hold **SHIFT** down and then press this button to apply a **brake** and gradually stop the track.

**16. CUE JUMP.** When the Deck is paused, you can set a **temporary Cue Point** by moving the Platter to place the Audio Pointer at the desired location and then pressing the Cue Button. During playback, you can press the Cue Button to **return** the track to this **Cue Point** and **continue to play** from that position.

If the Deck is paused, you can press and hold the Cue Button to play the track from the Temporary Cue Point. Releasing the Cue Button will return the track to the temporary Cue Point and pause it.

To continue playback without returning to the Temporary Cue Point, press and hold the Cue Button, then press and hold the Play Button (15) and then release both buttons.



Hold **SHIFT** down and then press this button to **stop** the track at its **beginning**

- 17. SET CUE.** This button has the same functionality as the JUMP CUE (16) with the difference that the deck will stop to the Cue point if the deck is playing.

Hold **SHIFT** down and then press this button to enable/disable **Slip Mode**. When Slip mode is enabled several functions (such as HotCues, Loops, scratching etc.) will apply temporary and the track will continue from the point it would have been if these functions have never applied.

- 18. SYNC.** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase.

Hold **SHIFT** down and then tap this button (at least 4 times) to manually re-calculate the BPM of the track (if set incorrectly)

- 19. JOGWHEEL.** Touch sensitive platter for **scratching** (SCRATCH mode), **bending** (CD Mode) or Seek mode. In Scratch mode, use the jogwheel to scratch and the outer ring to bend.

Toggle between Scratch and CD mode using the VINYL buttons on the default GUI of VirtualDJ.

Hold **SHIFT** down and then use the Jogwheel to **fast seek** through the track.

The jogwheel offers **multi-color leds**, which will show the playing marker, the song progress bar (in SEEK mode), and other colored combinations depending on the applied effect, loop, loop roll or Filter.

- 20. PITCH BEND** Use these buttons **temporary slow-down/speed up the tempo** of the track. Once the buttons are released the track will continue to play at the tempo designated by the pitch fader.

Hold **SHIFT** down and then use the **Minus** button to enable/disable **Keylock** (also known as Master Tempo) and the **Plus** button to select the **next range for the Pitch**.

- 21. PITCH.** Controls the track's playback **tempo**. The **red led** indicates that the pitch fader of the unit is on **zero** (center) position

- 22. PAD MODES.** Use these buttons to select the mode of the Performance Pads (see PADS)

- 23. PADS.** RGB Velocity Pads with functionality depending on the selected mode (see PADS).



## C. PADS

The 8 Performance Pads (23) offer **8 different modes**, depending on the **PAD MODE** buttons (22).

### Velocity

The PADS of the Beatpad2 offer **Touch Velocity and After-Touch Velocity** in all modes. Set the PADS to HotCue mode and then press the same button while SHIFT is held. If the Pads flash Green, the PADS are set to Velocity mode. If the Pads are momentarily list red, the Pads are in Normal (non-velocity mode).

In the factory default mapping of the Beatpad2, the Velocity (how hard you push the Pad) is used only in the SAMPLER mode and controls the **Volume of each Sample**.

### HotCues mode

Press the **HOTCUE** mode button to set the PADS to **HOT CUE mode**. If the default skin of VirtualDJ is used, the Extended HotCues panel will be automatically selected on the deck the mode is set.



In this mode, each one of the 8 pads **assigns** a **Hot Cue Point (1 to 8) or returns** the track to that Hot Cue Point.

When a Hot Cue Button is lit blue, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light up cyan.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point.

## Sampler mode

While the **HOTCUE** mode is selected, press the **same** mode button to set the PADS to **Sampler mode**. The LED of the HOTCUE button will **blink** as an indication of this mode selection.

Each one of the 8 Pads **triggers a sample** from the selected Sampler Bank of VirtualDJ. If a bank has less than 9 samples, both sides of the Beatpad2 will control the same samples. If a bank has more than 8 samples, the left side of the Beatpad2 will control samples 1 to 8 and the right side samples 9 to 16. The LEDs of the Pads will tend to get the assigned color of each sample, as the Beatpad2 is capable of offering 64 individual colors.



Hold **SHIFT** down and then use **Pads 1 and 5** to select the previous and next available **Sampler Bank**.

Hold **SHIFT** down and then use **Pads 4 and 8** to select the next sampler **trigger mode** (On/off, Hold, Stutter and Unmute)

Hold **SHIFT** down and then use **Pads 2** to **record** the Output of the deck to a new Sample.

## Auto Loop mode

Press the **AUTOLOOP** mode button to set the PADS to **Auto Loop mode**. If the default skin of VirtualDJ is used, the Extended Loops panel will be automatically selected on the deck the mode is set.



In this mode, each one of the pads **triggers a seamless loop** of a different size in beats (from 1/8 to 16 beats), as per the image.

Once a Loop is triggered, choose a different size to continue the loop or press again the lit pad to exit the Loop.

## Bounce Loop (Roll) mode

While the **AUTOLOOP** mode is selected, press the **same** mode button to set the PADS to **Loop Roll mode**. The LED of the AUTOLOOP button will **blink** as an indication.

Press (and keep down) any of the 8 pads to trigger a **momentary Loop Roll** of a different size in beats (from 1/32 to 4 beats) as per the image.

Once the PAD is released the track will continue to play from the position it would have been if the Loop Roll was never triggered.



## TOUCH FX mode

Press the **TOUCH FX** mode button to set the PADS to **Effects mode**. If the default skin of VirtualDJ is used, the Extended Effects panel will be automatically selected on the deck the mode is set.



In this mode, the first **3 Pads** of the top row **trigger the selected Effect of Slots 1 to 3**. The **4<sup>th</sup> Pad** of the top row triggers the selected **Video Effect** (on the right side of the unit) and the selected **Video Transition** (on the left side of the unit). Hold **SHIFT** down and then use the same Pads to **dock the GUI** of the selected Effect or Transition to the side of the Browser.

Use the 4 Pads of the 2<sup>nd</sup> row to **select the next or the previous** (if SHIFT is pressed) Effect or Video Transition to any of the 3 Slots or Master video.

## JOG FX mode

While the Touch FX mode mode is selected, press the **same** mode button again to set the PADs to **Jog FX mode**. The LED of the TOUCH FX button will **blink** as an indication  
 In this mode the 8 Pads offer exactly the same Effects functionality. The only difference is that the Jogwheel controls the **1<sup>st</sup> and the 2<sup>nd</sup>** (if SHIFT is pressed) **Parameter of all 3 the selected Effects** on Slots 1 to 3 simultaneously, and the Leds around the Jog will indicate the amount of the applied Parameter.

## Slicer mode

Press the **SLICER** mode button to set the PADs to **Slicer mode**.

The 8 Pads represent 8 sequential beats/"Slices" in the Beat Grid. The playing Slice is represented by the currently green lit pad. The green light will "move through the pads" as it progresses through each 8-Slice phrase. Press a pad to repeat that Slice (hold it down if you want to keep looping it).

Once the Pad is released the track will continue to play from the position it would have been if the pad was never pressed.



Hold **SHIFT** down and then use Pads **1** and **5** to increase/decrease the **step** of the Slicer and Pads **4** and **8** to increase/decrease the **length** of the applied loop on the slice.

## Slicer Hold mode

While the Slicer mode is selected, press the same SLICER mode button **again** to set the PADs to **Slicer Hold mode** (led will blink).

In this mode the pads offer the same functionality as in the Slicer mode, but in this case, the **Slice is memorized** on first press as the track continues to play. (HOLD mode).

The playing Slice is represented by the currently magenta lit pad.

Same as in Slicer mode, hold **SHIFT** down and then use Pads **1** and **5** to increase/decrease the **step** of the Slicer and Pads **4** and **8** to increase/decrease the **length** of the applied loop on the slice.



## E. FRONT



- 24. MIC INPUT.** Connect a 1/4" microphone to this input. This input's audio signal is routed directly to the Program Mix and Cue Mix.
- 25. MIC LEVEL.** Adjust the gain of the microphone input channel.
- 26. HEADPHONES SOCKET.** Connect your 1/4" headphones to this output for cueing and mix monitoring.

## F. REAR



- 27. AUX INPUT.** Connect your audio sources to this RCA input. The input can accept both line and phono-level signals, depending on the switcher next to the Input and its Output Level is controlled from the top panel (AUX knob)
- 28. MASTER OUTPUT (RCA):** Use standard RCA cables to connect this output to a speaker or amplifier system. The level of this output is controlled by the Master knob on the top panel.
- 29. MASTER OUTPUT (XLR):** Connect this low-impedance XLR output to a PA system or powered monitors. The level of this output is controlled with the Master knob on the top panel.
- 30. EQ-PRESET:** Select the CLASSIC EQ (with High, Mid and Low operation for the Mixer knobs) or the FILTER EQ mode (with High, Low and Filter)
- 31. LED DIMMER:** Adjust the brightness of the Leds when those are at the OFF position (dimmed).
- 32. USB.** This USB connection sends and receives audio and control information from a connected computer.
- 33. POWER:** Use the included power cable to connect the Beatpad2 to a power outlet.

While the power is switched off, plug the cable into the Beatpad2 first, and then plug the cable into a power outlet. Use the Power Switch to turn the unit on and off. Turn on the unit after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off Beatpad 2.

**34. POWER BUTTON.** Use the Power Switch to turn the Beatpad2 on and off.

## G. INPUTS & RECORDING

The Beatpad2 offers 2 Inputs, an **AUX** at the rear side and a **Microphone** Input at the front. However none of these Inputs can be routed to the software mixer and recorded (or broadcasted).

The input signal of both Inputs is directly routed to the Master Output of the Beatpad (Hardware inputs).

**Useful links**

VirtualDJ web-page: <http://www.virtualdj.com>

VirtualDJ Support Center: <http://www.virtualdj.com/contact/index.html>

VirtualDJ 8 Operation Guides: <http://www.virtualdj.com/wiki/PDFManuals.html>

Reloop web-page: <http://www.reloop.com/>

Reloop Support Center: <http://support.reloopdj.com/>

Reloop Beatpad2 product page: <http://www.reloop.com/reloop-beatpad-2>

Reloop Beatpad User Guide:

Hardware Integration Department



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