

# VIRTUALDJ

AUDIO & VIDEO MIXING  
DJ SOFTWARE

## MD1310



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# INSTALLATION

## Drivers

### **Windows:**

Install the necessary ASIO drivers for the MD1310 from the provided VirtualDJ 8 LE CD or download the installation file from

[http://www.virtualdj.com/documents/MD%20Drivers/MD1310\\_USB\\_Audio\\_Driver.exe](http://www.virtualdj.com/documents/MD%20Drivers/MD1310_USB_Audio_Driver.exe)

### **Mac:**

No drivers are required to be installed.

## VirtualDJ 8 installation

Install VirtualDJ 8 LE from the provided CD or use the provided LE Keycode to download the installation file from <http://virtualdj.com/le>

Users with a PLUS or Pro Infinity license can also install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html>

## VirtualDJ 8 Setup

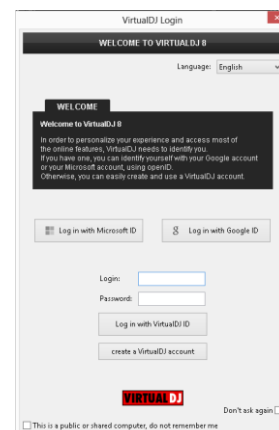
Once VirtualDJ 8 is launched, a Login Window will appear.

Login with your virtualdj.com account.

A **Pro Infinity**, a **PLUS License** or a **LE Keycode** (provided with VirtualDJ 8 LE) is required to use the MD1310

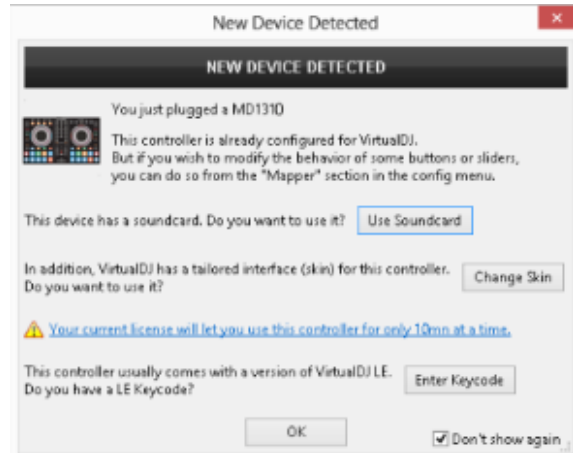
Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ.

<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 MD1310. By choosing the pre-defined audio setup, speakers and Headphones need to be connected to the relative MD1310 sockets.

If VirtualDJ 8 LE is installed, the detection window will also ask you if the **tailored skin** needs to be loaded (recommended). For PLUS and Pro Infinity users, the tailored skin can be installed from <http://www.virtualdj.com/plugins/index.html?category=skins>



If your MD1310 came with a VirtualDJ 8 LE Keycode, use the **Enter Keycode** button to enter it. If a Pro Infinity or Plus license is available and you have logged in the previous window, this button will not be offered.

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

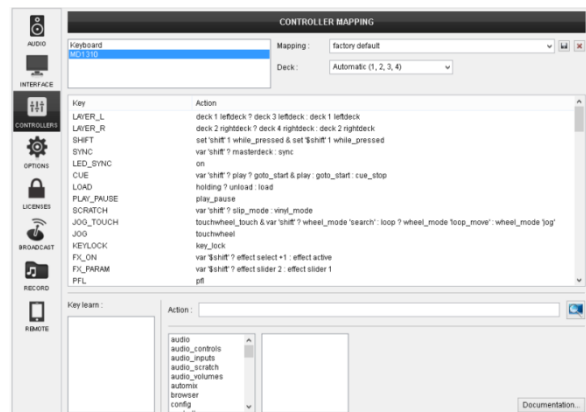
## Advanced Setup

**Custom Mapping** (not available in LE mode).

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.

A Pro Infinity or a PLUS license is required to customize the mapping of the MD1310.

Find more details at <http://www.virtualdj.com/wiki/VDJscript.html>



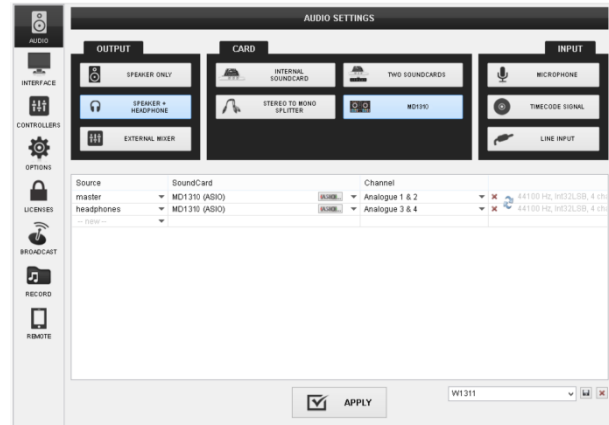
## AUDIO Setup

The MD1310 has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

Alternative audio setups (e.g. using a different sound card) can be also applied.

Please refer to the VirtualDJ 8 Operation manual

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



## INTERFACE (Skin)

The tailored skin of the MD1310, which is automatically installed and used with VirtualDJ 8 LE, is also available for download at <http://www.virtualdj.com/plugins/> for those who do not wish to install the LE version from the provided CD.

Note that in LE mode the change of the skin is not available.

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

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

**LAYOUT**



**S. SHIFT.** Press and hold this button to access secondary functions of other controls on the MD1310

## A. MIXER

1. **CROSSFADER.** Blends audio and video between the left and right decks.
2. **VOLUME.** Adjust the Volume of left/right decks.
3. **CUE/PFL.** Press these buttons to send the output of any deck to the Headphones Output channel.
4. **FILTER.** Apply a High Pass/Low Pass Filter to each deck.
5. **LOW (EQ).** Adjust the Low frequencies for each deck.
6. **MID (EQ).** Adjust the Mid frequencies for each deck.
7. **HIGH (EQ).** Adjust the High frequencies for each deck.
8. **GAIN.** Adjust the Gain of each deck.
9. **BOOTH VOLUME.** Adjust the level of the Booth Output of the MD1310. Hardware operation, movement not visible on the VirtualDJ GUI
10. **HEADPHONES CUE/PGM.** Adjust how the Channels and the Master Output blend at the Headphones Channel. When the knob is at minimum position, only the selected decks (depending on the PFL buttons) will be routed to the Headphones Channel. When the knob is at the maximum position, only the Master Output will be routed to the Headphones Channel. In all other positions, decks and Master will be blend.
11. **HEADPHONES VOL.** Adjust the Volume of the Headphones Channel.
12. **MASTER VOLUME.** Adjust the level of the Master Output. Of the MD1310. Hardware operation, movement not visible on the VirtualDJ GUI



## B. BROWSER

**13. BROWSE ENC.** Scrolls through files or folders.

**Push** the encoder to toggle focus between the Folders and the Songs Lists. Hold **SHIFT** down and then push the encoder to **open/close the subfolders**.



**14. LOAD.** Load the selected track from Browser to the left or right deck. Hold the same button for more than 1 sec to unload the same deck.

**15. PAGE LEFT.** Use this button to set focus to the **previous Browser window**. Hold **SHIFT** down and then use this button to **show/hide the Sideview** window of Browser

**16. PAGE RIGHT.** Use this button to set focus to the **next Browser window**. Hold **SHIFT** down and then use this button to **cycle** through the available **views of Sideview** (Sampler, Automix, Sidelist, Karaoke and Clones). In LE mode, only the Sampler in Trigger pad view will be available.

## C. DECKS

**17. PLAY/PAUSE.** Play/Pause the track.

**18. CUE.** 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. The Cue point can be stored using one of the 8 Pads in [HotCue mode](#).

During playback, you can press the Cue Button to **return** the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.)

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, and then release both buttons. Hold **SHIFT** and then press the **CUE** button to jump (or stop) the **track to the beginning**.

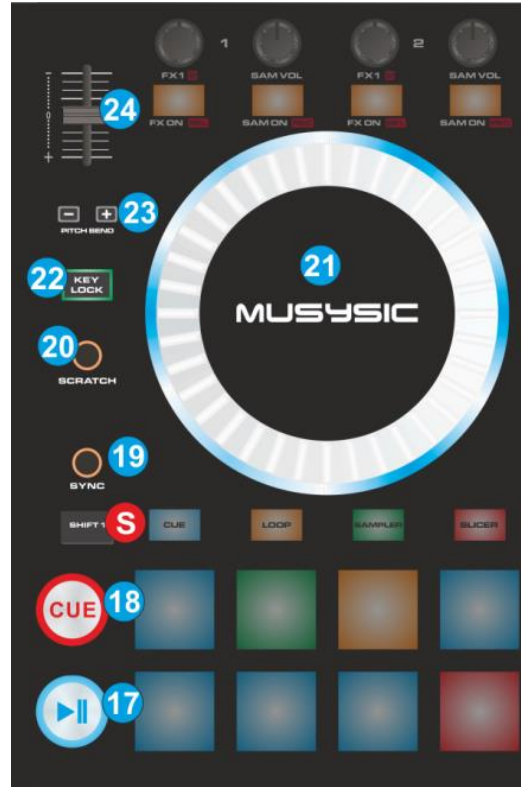


**19. SYNC.** Press this button to automatically match the tempo of the track with the opposite deck.

Hold **SHIFT** and then press this button to **manually tap the tempo** of the track (requires at least 4 taps while the track is playing). When the track is paused, press this button once (with SHIFT) to set the current position as a Beatgrid anchor.

**20. SCRATCH.** Use this button to set the Jogwheel to **Scratch** (Vinyl) or **Bend** (CD) mode.

Hold **SHIFT** down and then use this button to turn the **Slip mode** on/off. When Slip mode is enabled, several actions (scratching, HotCues, loops) will act temporary and the track will return to the position it would have been if the Slip mode was never enabled.



**21. JOGWHEEL.** Touch sensitive platter for scratching (vinyl mode) or bending (CD Mode) depending on the SCRATCH mode button (18). In Vinyl mode bending can be performed using the outer side of the platter.

Hold **SHIFT** down and then use the Jogwheel to **fast search** (seek) through the loaded track.

**22. KEYLOCK.** Use this button to enable/disable **Keylock** (Master Tempo)

**23. PITCH BEND.** Press and hold down these buttons to **temporary slowdown/speed up the tempo** of the track. Once the buttons are released, the track will return to the tempo defined by the pitch fader.

Hold **SHIFT** and press the **left (-)** button to select the **previous** available **pitch range**. Hold **SHIFT** and press the **right (+)** button to select the **next** available **pitch range**

**24. PITCH.** Controls the track's playback tempo.

## D. PADS

The 8 Pads (26) offer 4 different modes, depending on the selected MODE (25). The tailored skin of the MD1310 will also follow the chosen mode and will display the necessary info.

### HotCue mode

Press the **CUE** MODE button to set the PADS to HotCues mode.

Each one of the 8 pad assigns a Hot Cue Point (1 to 8) or returns the track to that Hot Cue Point.

When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. The Leds will blink if a HotCue point exists.



HotCue mode MD1310



HotCue mode MD1310 LE skin

### Loop & Roll mode

Press the **LOOP** MODE button to set the PADS to Loop & Roll mode

Each one of the 8 pad will trigger a seamless auto-loop of a different **length in beats** as per the image below.



Loop mode MD1310



Loop mode MD1310 LE skin

Hold **SHIFT** down and then press one of the Pads to **trigger a momentary Loop Roll** of a different pre-selected size in beats, as per the image below. Once the Pad is released, the track will return to the position it would have been if the loop was never triggered.



*Loop Roll mode MD1310*



*Loop Roll mode MD1310 LE skin*

## Sampler mode

Press the **SAMPLER MODE** button to set the PADS to Sampler mode.

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 MD1310 will control the same samples. If a bank has more than 8 samples, the left side of the MD1310 will control samples 1 to 8 and the right side samples 9 to 16.



*Sampler mode MD1310*



*Sampler mode MD1310 LE skin*

The Leds of the PADS will be lit if a sampler slot is loaded (available) and will blink if triggered (playing). The tailored (LE) skin will indicate which sample each pad triggers.

Hold **SHIFT** down and then press any of the PADS to stop the playing sample (useful if the Stutter or Unmute trigger pad mode is selected)

Hold **SHIFT** down and then press the **SAMPLER MODE** button to select and load the **next** available **Sampler Bank** of VirtualDJ

## Slicer mode

Press the **SLICER MODE** button to set the PADS to Slicer mode.

The 8 PADS represent eight sequential beats—"Slices" in the Beat Grid. The currently playing Slice is represented by the currently lit pad. The light will "move through the pads" as it progresses through each eight-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.



*Slicer mode MD1310*



*Slicer mode MD1310 LE skin*

Hold **SHIFT** down and then use the PADS as per the image below, to adjust the **Step of the Slices and the length of the Loop** applied to the slice.

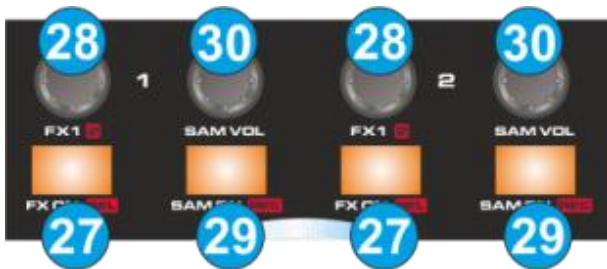


*Slicer Parameters MD1310*



*Slicer Parameters MD1310 LE skin*

## E. EFFECTS & SAMPLER



Effects & Sampler – MD1310



Effects – MD1310 LE Skin



Sampler – MD1310 LE Skin

27. **FX.ON.** Use these buttons to **enable/disable** the selected **Effect** on the left or right deck.  
Hold **SHIFT** down and then use the same buttons to **select the next** available **Effect** from the VirtualDJ Effects list.
28. **FX1.PARAM.** Use these knobs to adjust the **1<sup>st</sup> parameter** of the selected effect for the left or right deck.  
Hold **SHIFT** down and then use the same knobs to adjust the **2<sup>nd</sup> parameter** of the selected effect.
29. **SAM.ON.** Use these buttons to **trigger** the selected **Sample** of the left or right deck.  
Hold **SHIFT** down and then use the same buttons to **record** left or right deck **to a new Sample**.
30. **SAM.VOL.** Use these knobs to adjust the **Volume of the selected Sample** on either left or right deck.

## F. FRONT SIDE

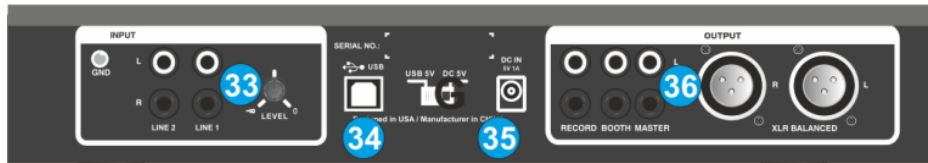


31. **MIC INPUT/LEVEL.** Connect a 1/4" microphone to this input. This input's audio signal is routed directly to the Master Output. Adjust the level/Volume of the

Microphone Input, using the knob next to the socket. Hardware Operation, not visible on the VirtualDJ GUI.

- 32. PHONES SOCKET.** Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring.

## G. REAR SIDE



- 33. LINE INPUTS.** Connect your audio sources to these inputs and adjust their input level using the knob right next to the inputs. Hardware Operation, not visible on the VirtualDJ GUI. The Line Inputs are routed directly to the Master Output of the MD1310

- 34. USB.** This USB connection sends and receives audio and control information from a connected computer.

- 35. POWER:** Use the included AC/DC Power Adaptor to connect the MD1310 to a power outlet, and turn the corresponding switcher to the DC5V position. Even though the MD1310 is capable to operate via USB power, it strongly advised to use the supplied Power Adaptor.

### 36. OUTPUTS:

**MASTER.** Connect the MD1310 with a PA system or powered speakers, using either the low-impedance XLR or the standard RCA sockets. The level of the Master Output is controlled with the Master knob on the top panel.

**BOOTH.** Use standard RCA cables to connect this output to a booth monitoring system. The level of this output is controlled by the Booth knob on the top panel.

**REC.** Use standard RCA cables to connect this output to an analogue recording system.

Hardware Integration Department



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