

VIRTUALDJ

AUDIO & VIDEO MIXING
DJ SOFTWARE



NEON



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INSTALLATION

Firmware & Drivers

Firmware: No firmware update is available at the time that this guide is written, but you should always check the product's webpage <http://www.reloop.com/reloop-neon>

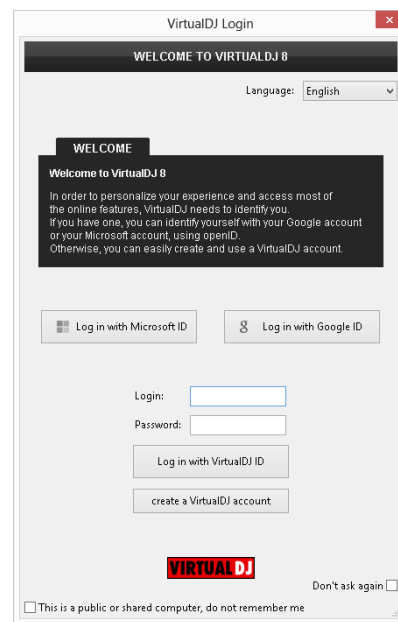
Drivers: No driver software is required for the Reloop NEON to be installed. The device is a USB class compliant and your Operating System will auto-install the necessary driver when connected with a USB cable.

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 **NEON Plus** or a **Pro Subscription License** is required to fully use the Reloop NEON.

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 verify that the device is properly connected.

Click to **OK**.



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

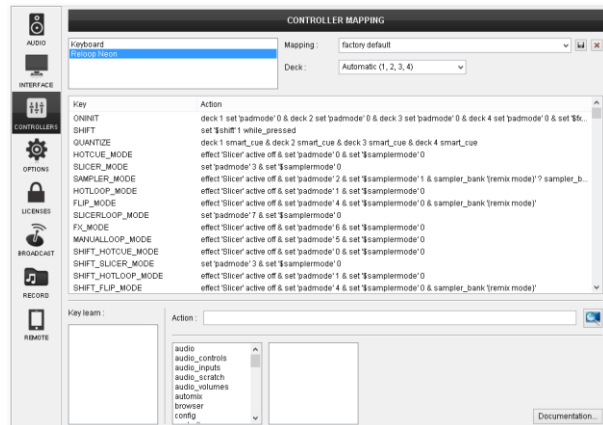
Advanced Setup

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

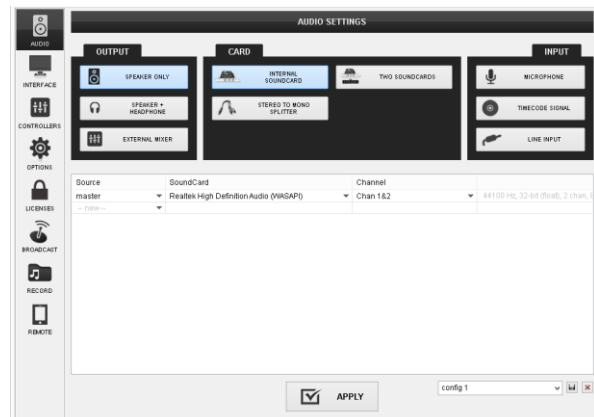
<http://www.virtualdj.com/wiki/VDJscript.html>



AUDIO Setup

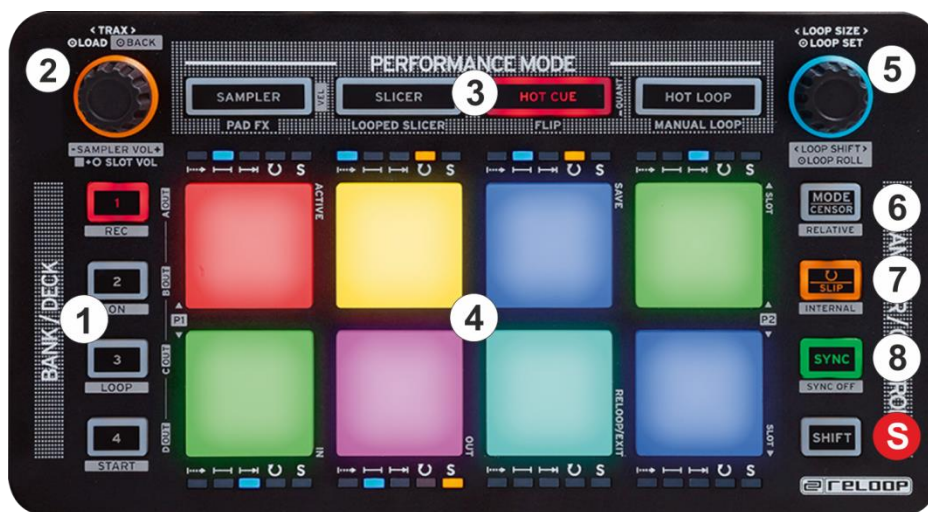
The unit is not offering any **pre-defined** audio configuration, as no built-in audio interface is available. Depending on the sound card you need to use, manually create the necessary Master and Headphones audio configuration.

By default VirtualDJ 8 will send the Master Output to the built-in (default) sound card of your computer.



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

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



Reloop NEON Layout

A. Control buttons

S. SHIFT. Press and **hold** this button **down** to access **secondary functions** of the Reelock NEON

1. DECK/BANK SELECT.

In **Sampler mode** (see [Sampler mode](#)), use these buttons to select Sampler Banks 1 to 4.

Hold **SHIFT** down and then use these buttons to select the **Output** channel (1 to 4) for the Sampler. By default VirtualDJ will output Sampler to all available decks if External mixer audio configuration is set and to the Master Output in other case. To force Sampler Output to Master (in case a deck is selected), hold SHIFT down and then press the same Output Assign button once again (all leds will be on in this case)

In **all other modes**, use these buttons to **assign** the unit **to decks 1 to 4**.

2. TRACK ENC. Use the encoder to **scroll through files or folders**. If focus is on the Folders list, **push** the encoder to set the focus to the **Songs List**. If focus is on the Songs list, **push** the encoder to **load** the selected track to the assigned deck. Hold **SHIFT** down and then **push** the encoder to set the focus to the **Folders list**.

Hold **SHIFT** down and then use the encoder to adjust the **Master Sampler Volume**.

3. PAD MODE SEL. Use these buttons to set the PADS (4) to one of the 8 available Pad modes (see [PADS](#))

4. PADS. The 8 touch-sensitive Pads offer different functionality, depending on the selected Pad mode. (see [PADS](#))
They offer touch and after-touch velocity in all modes (selected using SHIFT+SAMPLER) and RGB leds. The velocity on the Effects mode is always On.

5. LOOP ENC. Turn the encoder anti-clockwise to **half** the size of the loop and clockwise to **double** it. Hold **SHIFT** down and then use the encoder to **move** the triggered **loop** forward or backwards **by half the size of the selected loop**.

Push the encoder to trigger the selected **loop**.

Hold **SHIFT** down then **push** the encoder toggle between normal and **Roll Loop mode**. If the Loop Roll mode is enabled, the loops will act temporary and the track will return to the position it would have been if the loop was never triggered.

The same encoder can control the 2nd parameter of the selected Effects (see [Effects mode](#))

6. MODE/SENSOR.

In **Sampler mode** hold this button down and then press any of the Sampler pads to cycle through the available **Trigger modes** (see [Sampler mode](#)).

In all other modes, press and keep this button down to play the track in reverse. When released, the track will return to the position it would have been if the reverse play was never enabled (**cancel**)

7. LOOP/SLIP.

In Sampler mode hold this button down and then press any of the Sampler pads to set a Sample to Loop or Drop mode (see [Sampler mode](#)).

In all other modes, use this button to enable/disable Slip mode. When Slip mode is enabled, several actions (scratching, loops, HotCues etc.) will act temporary and the track will return to the position it would have been if this action was never triggered.

8. SYNC

In Sampler mode the button currently offers no functionality. Samples can be set to Sync or flat mode, using the Sampler Editor of VirtualDJ.

In all other modes, use this button to **sync** the tempo and phase of the assigned deck with the Master Deck.

The **Master Deck** is automatically assigned by VirtualDJ (based mainly on the currently playing live deck), but can be also manually assigned by holding **SHIFT** and pressing the SYNC button.

B. Pads

Pads (4) offer **8 different modes**, depending on the **PAD MODE SEL** buttons (3). Each of the 4 PAD MODE SEL buttons offers 2 individual modes. Press the **same** PAD MODE button again to access the **additional** mode (the **LED will blink** as an indication).

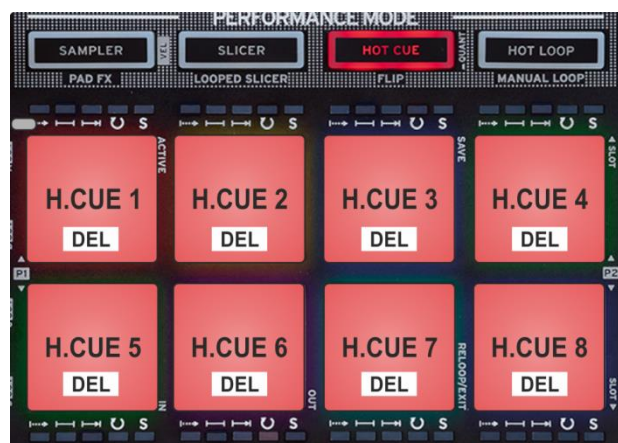
HotCue mode

Press the **HOT CUE** mode button to set the PADS to **HotCue mode**. The HotCue mode is selected by default on launch (for all decks)

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 unlit, 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 red.

Hold **SHIFT** and then press any of the pads to **delete** its assigned Hot Cue Point.

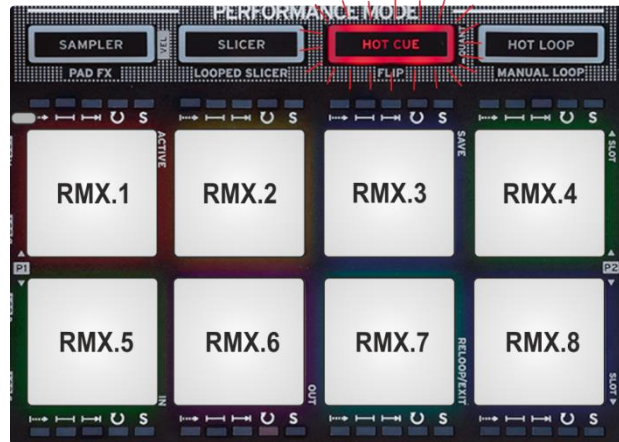


Remix mode

While the Hot Cue mode is selected, press the same HOTCUE mode button **again** to set the PADS to **Remix mode** (led will blink).

Each one of the 8 pads triggers a Remix point (1 to 8) from the loaded track. Remix points are pre-assigned when a track is analyzed (loaded) and usually offer the Start and End points of a Break. Remix points can be added/edited/deleted from the POI Editor of VirtualDJ.

When a Remix point is triggered, the track will jump to that point, but will also make a smooth transition, so that the Beat phase is kept and a seamless jump/mix offered.



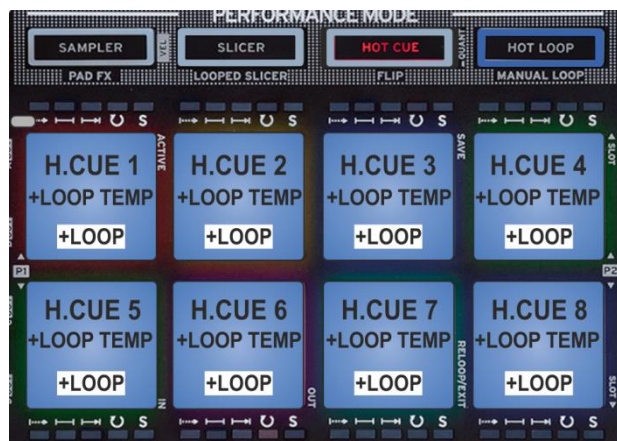
Hot Loop mode

Press the **HOT LOOP** mode button to set the PADS to **Hot Loop mode**.

Each one of the 8 pad assigns a **Hot Cue** Point or returns the track to that Hot Cue Point, but in both cases, it also triggers a **momentary Loop** at that point.

Hold **SHIFT** down and then use the same pads to trigger a **toggle (on/off) loop**.

The Loop length can be adjusted by the LOOP ENC (5).



Manual Loop mode

While the Hot Loop mode is selected, press the same HOT LOOP mode button **again** to set the PADS to **Manual Loop mode** (led will blink).

Each one of the 8 pad offers a different loop function.

Pad 1 enables/disables **Smart Loop**. If enabled VirtualDJ will auto-create a seamless loop if a manual loop is set.

Pad 2 enables/disables **Loop Roll** mode. If enabled, the loops will act temporary and the track will return to the position it would have been if the loop was never triggered.

Pad 3 enables/disables **Back Loop** mode. If enabled and a loop is triggered by a number of beats, the current position will be set as the **end point** of the loop.



Pad 4 **records** this deck to a new **Sample**. If a loop is enabled, the recorded sample will be automatically set to Loop and Sync mode (suggested way to quickly create synced samples)

Use **Pads 5 and 6** to set a **Loop Entry (In)** and a **Loop Exit (Out)** point for manual looping. While a loop is active, use the same buttons to enable the **Loop In Move and Loop Out Move** modes (leds will blink to indicate the mode). When these modes are enabled, you can fine adjust the Loop In and Loop Out points of the loop, by either using a jogwheel or SHIFT+LOOP ENC.

Use **Pad 7** to either **exit** or trigger a loop.

Use **Pad 8** to repeat the last triggered loop (**reloop**).

When **SHIFT** is pressed, the 8 Pads offer **4 Saved Loop slots**.

Use **Pads 1 to 4** to **save a loop** to the first available slot at the current position.

Hold any of the same buttons down for more than 1 second to **delete** the last saved Loop

Use **Pads 5 ad 8** to Load and **Prepare** the Saved Loops (it will not jump to that point if the position of the track is before that point).



Slicer mode

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

The eight pads represent eight 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 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.



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.



Sampler mode

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

Each one of the 8 pads triggers a sample (1 to 8) from the selected Sampler Bank of VirtualDJ.

The leds of the Pads will automatically get the assigned color of each sample (dark when off, bright when playing).

Press the pads to **trigger a sample**. Depending on the selected trigger mode, use **SHIFT** and the same pads to **stop the sample**.



Use the DECK/BANK SEL buttons (1) to **select** a different **Sampler Bank** (1 to 4). Banks greater than 4 can be selected via the VirtualDJ GUI.

Hold **SHIFT** down and then use these buttons to select the **Output** channel (1 to 4) for the Sampler. By default VirtualDJ will output Sampler to all available decks if External mixer audio configuration is set and to the Master Output in other case. To force Sampler Output to Master (in case a deck is selected), hold SHIFT down and then press the same Output Assign button once again (all leds will be on in this case)

Hold the MODE/CENSOR (6) button down and then press any of the Pads to select a different mode for the Sample. The blue Leds above or below that sample will indicate the selected mode (Stutter-1st led, Hold-2nd led, On/off-3rd led, Unmute-all 3 leds)

Hold the LOOP/SLIP (7) button down and then press any of the Pads to set a Sample to Loop or Drop mode. In drop mode, the sample will stop when reached at the end.

The orange leds above or below each sample will indicate the status (On when in Loop mode)

Notes:

- If the trigger mode or loop mode of a sample is changed, all other samples of the same group will get the same mode too.
- At the time that this manual is written, the changes are temporary (will be lost if a different bank is selected). Permanent changes in trigger and loop mode can be obtained from the Sampler Editor.

Effects mode

While the Sampler mode is selected, press the same SAMPLER mode button **again** to set the PADS to **FX mode** (led will blink).

In this mode, Pads **5, 6** and **7** **enable/disable** the selected **Effect** for **Slots 1 to 3** respectively.

Press and hold Pads 1, 2 and 3 to **temporary trigger** the selected Effect for slots 1 to 3 respectively.

Hold **SHIFT** down and then use Pads **5, 6** and **7** to **select the next** Effect for each slot.

Hold **SHIFT** down and then use Pads **1, 2** and **3** to **select the previous** Effect for the same slot.



While the temporary Effect Pads (1 to 3) are used, the **1st parameter** of the selected effect will be adjusted, according to the **applied pressure**. Once released, the value of the adjusted parameter will return to zero position.

Use Pad **4** to **disable velocity** or **freeze** the value of the effect parameter to the current position. (Can be turned off while Pads 1 to 3 are pressed too)

With velocity turned off, the **1st parameter** of the selected Effects (for all 3 slots) can be adjusted using the TRACK (**2**) encoder and the **2nd parameter** of the selected Effects from the LOOP (**5**) encoder.

Hold Pad **8** down and then use Pads **5, 6** and **7** to **open/close** the **FX GUI** of the selected effect (will be docked at the right side of the Browser), and get more effect parameters and options.

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 NEON product page: <http://www.reloop.com/reloop-neon>

Reloop NEON Quick Start Guide: http://www.reloop.com/media/custom/upload/Reloop-QSG_NEON_web_V1.2.pdf

Hardware Integration Department



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