



# dj console Rmx

## DJ Controller with 4-in/4-out Audio Interface

### Cutting-Edge DJ Controller with built-in Audio for Live & Studio

#### DESCRIPTION

Dual-deck metal DJ controller with audio dedicated to computer DJing.

#### TARGET

Advanced & Professional DJs

#### KEY FEATURES

##### 1 – Comprehensive Computer DJ Gear: 2-Deck Control with Built-In Audio for DJs

⇒ Everything you need to host parties

##### 2 – Large Control Surface for Impressive DJ Performance

⇒ Large surface: 13"8x10"7x2"7 (350x252x68mm)  
⇒ Spaced out controls to prevent DJs from feeling cramped while mixing

##### 3 – Metal Gear Controller: Aluminium Plate on Top, Steel Sheet on base

⇒ Solid metal casing, ready for intensive use  
⇒ Metal touch: the unique feel of analog gear with the power of digital mixing tools

##### 4 – Professional DJ Controls at Your Fingertips

⇒ 2 wheels + 6 faders + 12 rotary buttons + 46 push-buttons  
⇒ Accurate controls for all kind of DJ mixes

##### 5 – Secure and Reliable: High Class Hardware and Software

⇒ Secure hardware: metal surface, non-slip feet, dedicated audio  
⇒ Flawless drivers: ASIO and Core Audio drivers developed by Hercules  
⇒ Stable software: VirtualDJ 5 DJC Edition

##### 6 – Included software

⇒ VirtualDJ 5 DJC Edition, PC / Mac version  
Complete integration of DJ Console Rmx to VirtualDJ 5 DJC controls



#### Audio Built for DJing

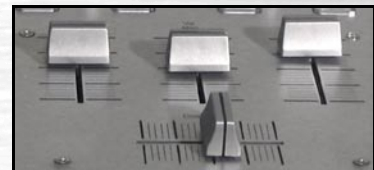
- Mic input for talk-over
- Headphones output
- **2 stereo outputs**
  - ⇒ 4 ¼" jack mono +4dBu outputs for pro devices
  - ⇒ 4 RCA mono -10dBv outputs for consumer devices
- **2 stereo inputs**
  - ⇒ Connect & mix external sounds with MP3 files

#### Metal Casing

- Aluminum plate on top
- Steel sheet on base

#### Comfortable Controls

- 13"8x10"7 / 35x25cm
- Comfortable mixing
- Spaced out controls



#### PC Minimum Requirements

1 GHz CPU or higher / 512 MB Ram  
Windows® XP / Vista® (32/64-bit)

#### Mac Minimum Requirements

1.5 GHz CPU or higher / 512 MB RAM  
Mac OS® 10.4 / 10.5

#### Codes

Internal Reference: 4780474  
International Barcode: 3362934737108  
USA/Canada Barcode: 663296412799

#### Specifications

USB DJ mixing console with audio interface

- 2 stereo out / 2 stereo in
- Microphone input
- Headphones out for monitoring

Large control surface and transport bag

Audio Drivers: - ASIO®/WDM® in Windows®  
- CoreAudio® in Mac OS X®

Control Mode: - MIDI & DirectInput® for PC  
- CoreMIDI® in Mac OS X®

USB interface

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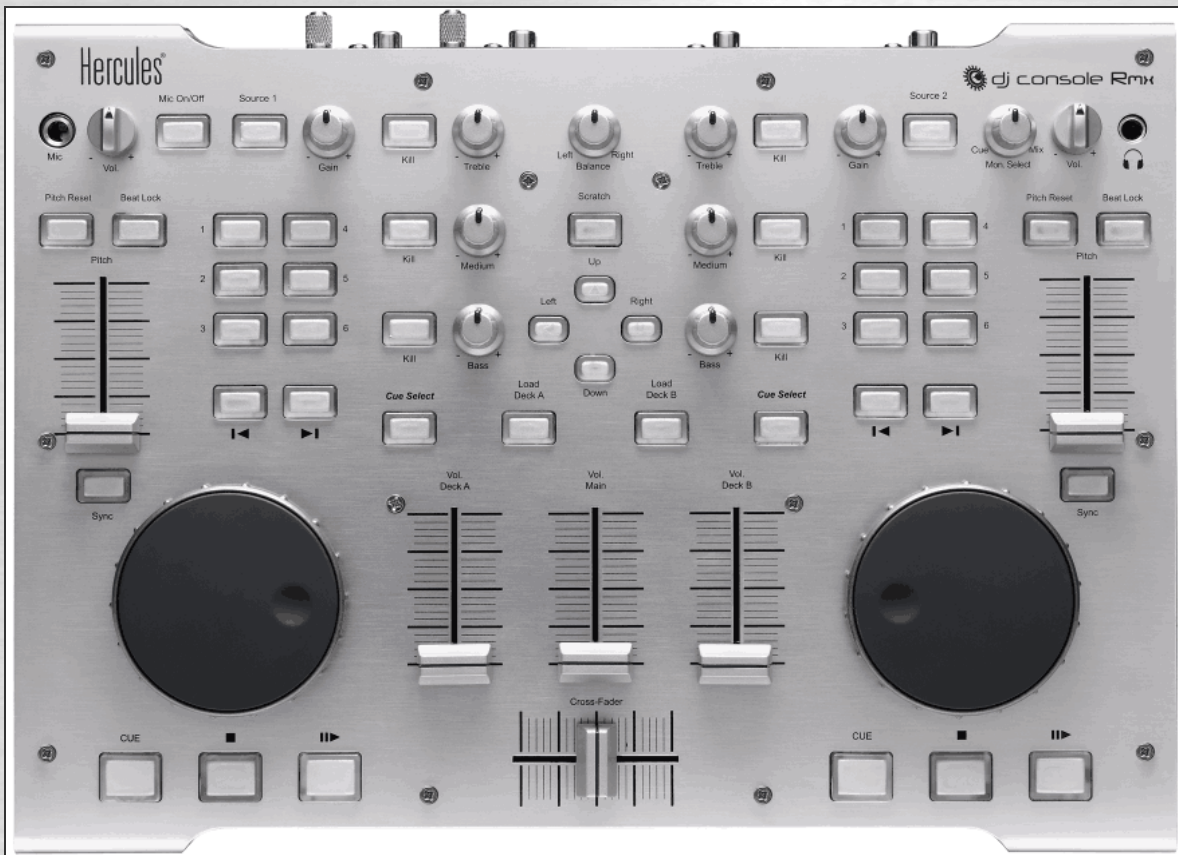
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## Overview (1/2)

### Top panel



- 2 jog wheels for navigating within the music, speeding up or slowing down tracks and scratching
- 1 cross fader and 3 volume faders
- 2 pitch faders
- 2 x 3 buttons for pitch setting : 2 for master tempo, 2 for Auto-Sync and 2 for pitch reset
- 2 x 3 buttons for playback control (Play / Cue / Stop)
- 2 X 2 Rewind / Fast Forward buttons for navigating within the loaded audio tracks
- 2 x 3 Equalizer knobs and 2 x 3 Kill buttons
- 2 x 6 buttons for loops, pitch bend, effects and sampler
- 1 button for switching the jog wheels in scratch mode
- 4 directional buttons (up / right / down / left) for browsing menus and 2 buttons for loading tracks on the decks
- 2 gain knobs and 2 buttons for assigning external audio sources on the deck
- 1 balance knob
- 1 microphone volume knob + 1 microphone on/off switch + 1 microphone 1/4" jack mono connector
- 2 Cue Select buttons + 1 Cue-Main knob for monitoring + 1 headphones knob + 1 1/4" jack connector for headphones

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## Overview (2/2)

### Rear Panel



#### 2 independent stereo outputs

- 4 RCA connectors featuring -10 dBv level for connecting a stereo system, a recorder or a mixing deck
- 4 1/4" jack mono connectors featuring +4 dBu level to connect a PA amplifier or PA speakers

#### 2 independent stereo inputs via 4 RCA connectors, with a switch for audio input level selection: line or phono

- Connect any analogue audio source to the inputs,
- If the audio sources are vinyl turntables at phono level, connect the turntables' ground cables to the DJ Console Rmx grounding screws.

USB connector for connection to a PC (USB 2.0 or 1.1) or Mac (USB 2.0).

### Front Panel



Microphone 1/4" jack mono input  
Headphones 1/4" jack stereo output

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## Differences between DJ Console Rmx & DJ Console Mk2 (1/2)

### Mechanical differences between DJ Console Rmx and DJ Console Mk2

#### Enclosure

The DJ Console Rmx enclosure is made of metal - aluminium plate on top, steel sheet on base -, while the DJ Console Mk2 enclosure is made of plastic.

#### Size

The DJ Console Rmx offers a mixing surface of 140 sq. in. (875 sq. cm), while the DJ Console MK2's mixing surface is 75 sq. in. (470 sq. cm) - the DJ Console Rmx therefore provides increased space for mixing.

#### Non-slip design

The DJ Console Rmx features 4 large feet, offering a total non-slip surface of 5.9 sq. in (37 sq. cm), while the DJ Console Mk2 has 6 smaller non-slip pads offering a total non-slip surface of 0.75 sq. in (4.7 sq. cm). The DJ Console Rmx weights 7 lbs (3.2 kg), while the DJ Console Mk2 weights 2.5 lbs (1.15 kg).

#### Rack ability

The DJ Console Rmx features 4 screw holes (2 on the left panel and 2 on the right panel) for optional rack ears to be fixed in a 6U rack, while the DJ Console Mk2 is not designed to be fixed in a rack.

### Controls keys: differences between the DJ Console Rmx and the DJ Console Mk2 (1)

#### Response time

The control keys on the DJ Console Rmx offer shorter response times than those on the DJ Console MK2. The DJ Console Rmx push buttons caps are made from hard materials, providing faster response times than the DJ Console Mk2's soft rubber buttons.

#### Pitch fading

On the DJ Console Rmx, pitch is controlled via 2 pitch faders featuring a centre detent, as on CD and vinyl disc players, while the DJ Console Mk2 features 2 rotary encoders for setting the pitch.

#### Volume setting

The DJ Console Rmx provides 5 controls for volume adjustment (3 volume faders + 2 gain knobs), while the DJ Console MK2 provides only 2 volume faders.

#### Equalization

The DJ Console Rmx includes 6 kill buttons in addition to the 6 equalization knobs, while the DJ Console Mk2 has no kill buttons.

#### Browsing

The DJ Console Rmx features 4 directional keys (Up / Right / Down / Left) for browsing music lists (these keys combine with the jog wheels when browsing large music lists), while the DJ Console Mk2 features a mini-stick allowing users to browse menus.

#### Preview

The DJ Console Rmx enables DJs to set previews using 2 Cue Select buttons (1 per deck) and a Cue to Mix rotary knob, akin to analog mixing decks, while the DJ Console Mk2 features a 4-position switch (Deck A / Deck B / Mix / Split)

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## *Differences between DJ Console Rmx & DJ Console Mk2 (2/2)*

### **Controls keys: differences between the DJ Console Rmx and the DJ Console Mk2 (2)**

#### Play and Cue buttons

The DJ Console Rmx features 6 buttons (2 sets of Play / Stop / Cue buttons), while the DJ Console Mk2 features 4 buttons (2 sets of Play and Cue buttons); the DJ Console Rmx therefore enables DJs to pause playback, while saving the cue point.

#### Jog wheels

The DJ Console Rmx's jog wheels are over 3 times more precise than those of the DJ Console Mk2, and their resistance can be adjusted.

### **Audio features**

#### Line outputs

The DJ Console Rmx offers two 4-channel line output formats: a 4 1/4" jack mono output with a +4dBu level (for PA amplifiers and speakers) and 4 RCA outputs with a -10dBv level (for mixing decks and hi-fi systems), while the DJ Console Mk2 4-channel output features 4 RCA outputs with a +4dBu level and 2 1/8" jack stereo outputs with a +4dBu level.

#### Microphone and headphones connectors

The DJ Console Rmx microphone and headphones connectors are located both on the top and front panels, and the control buttons are located on the top panel, providing greater flexibility than the DJ Console Mk2, which features microphone and headphones connectors located on the front panel only.

### **Software**

#### VirtualDJ version

The DJ Console Rmx comes with VirtualDJ 5 DJC Edition PC/Mac, while the DJ Console Mk2 features VirtualDJ 3 DJC Edition.

#### MIDI Mapper

The DJ Console Rmx is compatible with Hercules MIDI Mapper, a software piece enabling advanced MIDI users to assign other MIDI controls to DJ Console Rmx keys. Hercules MIDI Mapper is designed for programmers, not for standard users, since standard DJ software lets you map the controls you want without having to change MIDI commands.

### **Portability**

#### Bag

The DJ Console Rmx comes with a complete transport bag, enabling users to carry the DJ Console Rmx where they want; this replaces the protective cover & shoulder strap included with DJ Console Mk2.



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## DJ Console Rmx Connections (1/2)

### USB Connection

The DJ Console Rmx connects to a PC or a Mac via the USB port. The USB bus needs to be fully powered; if the DJ wants to connect the DJ Console Rmx to a low-power USB bus, a USB hub equipped with a power adapter must be used.

The DJ Console Rmx features its own 6.5 ft (2.0 m) USB cable.

### Audio outputs

#### 4-channel output = 2 stereo outputs

With VirtualDJ 5 DJC Edition, outputs 1-2 play the mix, i.e. the music the DJ plays to the audience, while outputs 3-4 play the preview, i.e. the music the DJ plays in his/her headphones, and are also used to play a preview in near field speakers if the DJ is mixing in a cabin set aside from the dance floor.

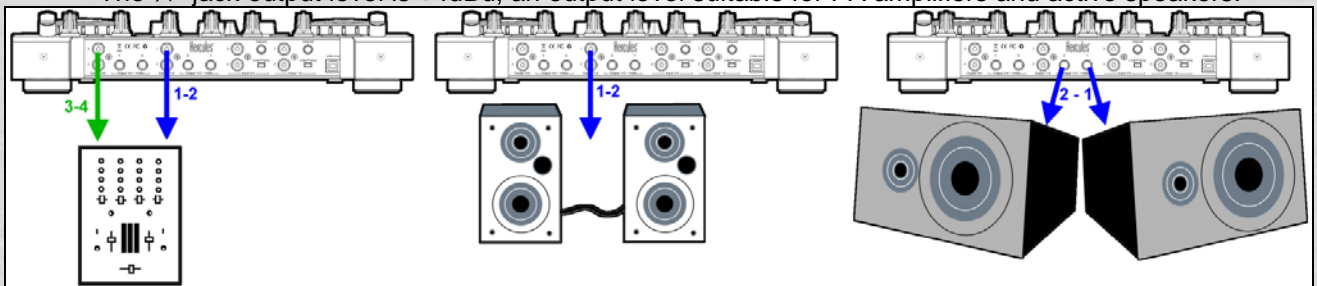
With software other than VirtualDJ 5 DJC Edition (e.g. with VirtualDJ 5 Pro or Traktor 3 DJ Studio), you can also set outputs 1-2 and 3-4 differently, i.e. split the signal so that outputs 1-2 play the music from the left deck of the DJ Console Rmx (deck A) and outputs 3-4 play the music from the right deck of the DJ Console Rmx (deck B). This split setting enables DJs to mix several audio sources on one external mixing deck.

#### 4 RCA outputs

The RCA output level is -10dBv, for use with stereo systems, multimedia speakers and mixers.

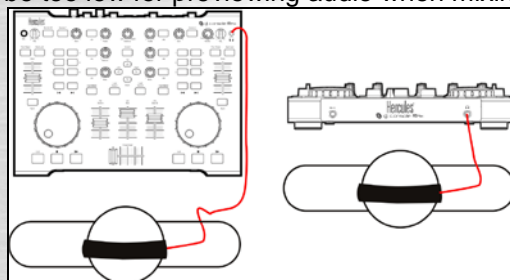
#### 4 1/4" jack mono outputs

The 1/4" jack output level is +4dBu, an output level suitable for PA amplifiers and active speakers.



### Headphones output

The headphones outputs, 1/4" jack stereo connectors, are located both on the front panel and on the top panel. Only one headphones output is active at a time: connecting headphones to the top panel mutes the headphones output located on the front panel. The headphones output is designed for low impedance headphones (up to 100 Ohms). If you connect headphones featuring a higher impedance level, they will work, but the headphones volume may be too low for previewing audio when mixing in front of the dance floor.



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## DJ Console Rmx Connections (2/2)

### Audio inputs

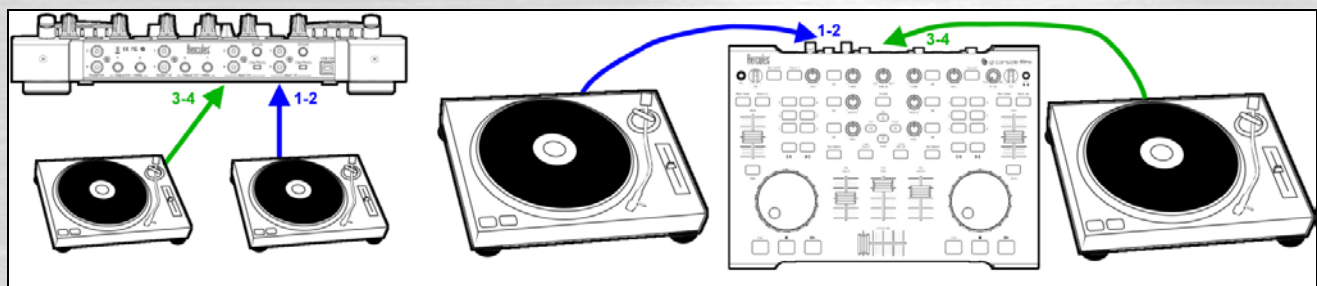
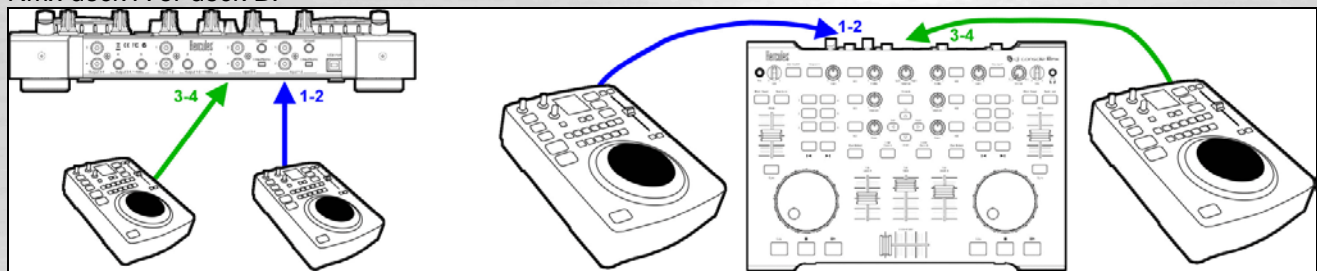
#### 4-channel input = 2 stereo inputs

Inputs 1-2 can receive the external audio source that will be played on DJ Console Rmx left deck, if the DJ switches on the "Source 1" button.

Inputs 3-4 can receive the external audio source that will be played on DJ Console Rmx right deck if the DJ switches on the "Source 2" button.

The external source(s) can be analog stereo source(s), e.g. vinyl turntable(s), CD player(s), MP3 player(s) or groove boxes.

The DJ can adjust the volume of this external audio source by turning the gain buttons located on DJ Console Rmx deck A or deck B.



### Phono / Line switches

The output level of most external analog audio sources is a line level; the switch should be set to the "Line" position when these audio sources are used. If the external analog audio source is a vinyl turntable, it may require you to set the switch to the "Phono" position: the turntable output level is phono if the turntable features a thin grounding cable, in addition to the left and right signal outputs.

### Microphone input

The microphone input, a 1/4" jack mono plug, is located both on the front panel and on the top panel. Only one microphone input is active at a time, so connecting a microphone to the top panel mutes the microphone input of the front panel.

The microphone input is designed for low impedance microphone (up to 100 Ohms). If you connect a microphone featuring a higher impedance level, it will work, but the volume of this microphone input may be too low.

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## Frequently Asked Questions

### 1) Is the DJ Console Rmx designed for PC only or for PC and Mac?

The DJ Console Rmx is designed and features drivers & VirtualDJ 5 DJC Edition software for:

- PC (Windows XP, Windows Vista, in 32-bit and 64-bit)
- Mac (Mac OS 10.4 (Tiger) and Mac OS 10.5 (Leopard)).

### 2) Can I use the DJ Console Rmx without a computer?

No, the DJ Console Rmx requires a computer. The DJ Console Rmx is a virtual mixing deck: the mix is processed in the DJ software, while the DJ Console Rmx controls the mix and provides the analogue audio inputs/outputs.

### 3) Does the DJ Console Rmx require a USB 2 port?

The DJ Console Rmx is compatible with both high-speed USB 2 (previously called USB 2.0) and full-speed USB 2 (previously called USB 1.1) ports.

### 4) Does the DJ Console Rmx require a USB powered bus?

Yes, the DJ Console Rmx is supplied by the USB bus power, so a powered USB bus (5V, 450 mA) is required for the DJ Console Rmx. If you get a "USB Power Surge" error message when connecting your DJ Console Rmx, then:

- Either your computer will keep on powering the bus, and you can ignore the message,
- Or your computer will switch off the USB port, and you should unplug your headphones and microphone, and reboot your computer with the DJ Console Rmx already connected to the USB port,
- Or you must connect your DJ Console Rmx to the computer through a USB hub featuring an independent power adaptor.

### 5) Does the DJ Console Rmx support other DJ software than the included software?

Yes, the DJ Console Rmx is compatible with all DJing software supporting MIDI controls (since the DJ Console Rmx is a MIDI controller), except the intentionally locked software pieces provided on a limited number of compatible devices.

### 6) What is the meaning of Rmx in the name "DJ Console Rmx"?

Rmx stands for Remix.

### 7) What are the main differences between VirtualDJ 5 DJC Edition and VirtualDJ 3 DJC Edition? (1/2)

VirtualDJ 5 DJC Edition is a more recent release than VirtualDJ 3 DJC Edition. VirtualDJ 5 DJC Edition is tailored for DJ Console Rmx; compared to VirtualDJ 3 DJC Edition, it features a number of new functions have, while some other functions have been removed. The main changes are:

- Adjustable pitch scale: set the pitch fader scale at 5%, 8%, 10%, 12%, 16%, 20%, 25%, 33%, 50% or 100%. The lower the scale, the higher the accuracy, but this limits the number of tracks that can be synchronized with the music currently playing to music tracks featuring similar BPM rates.
- New loop mode: set a loop in / loop out point in VirtualDJ 5 DJC Edition and choose the number of loops.
- New Stop function: in addition to the Pause function (which stops the playback and sets a Cue in point at the current position), VirtualDJ 5 adds a Stop feature, which stops the playback while keeping the existing Cue point.
- New Sampler mode: VirtualDJ 5 DJC Edition lets you save, store and play 2 samples on the DJ Console Rmx buttons and set the volume of these samples on the jog wheels.
- Effects on the microphone input: flanger, chorus, reverb, pitch shifting
- iTunes playlists: VirtualDJ 5 DJC Edition enables DJs to access iTunes playlists, while VirtualDJ 3 DJC Edition enables DJs to access iTunes music tracks, but not iTunes playlists.

The online upgrade from VirtualDJ 5 DJC Edition to VirtualDJ 5 Pro costs USD149 (+ local applicable VAT).

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