
MAPPER 2.1 PLUG-IN MANUAL

for **VIRTUAL DJ**



MANUAL REVISION: 2.1

DATE: 26/03/2007

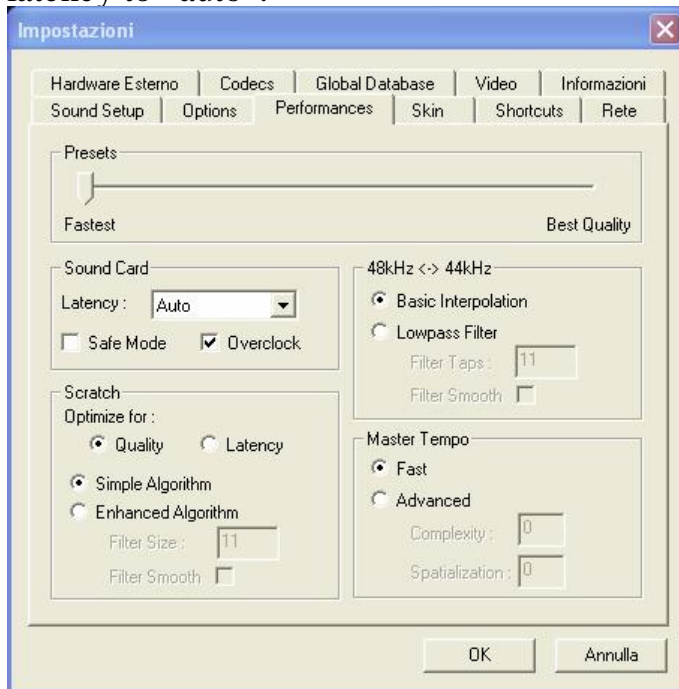
REVISED BY: MAX MORA DJ(MORAMAX)

NOTE: IN RED DIFFERENCE BETWEEN LAST RELEASE 1.1

INSTALLATION INSTRUCTIONS

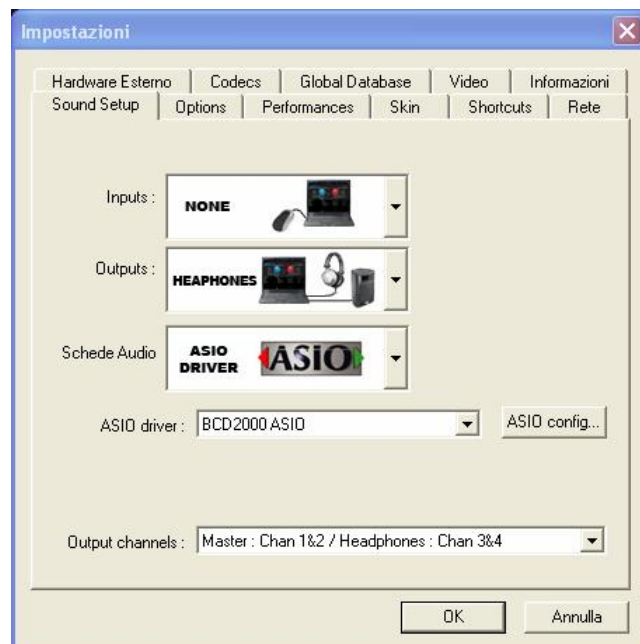
1) Execute BCD2000_2_1.EXE. The mapper will be installed

2)Go in the performance menu' and set like the following picture. Make sure to set latency to "auto".



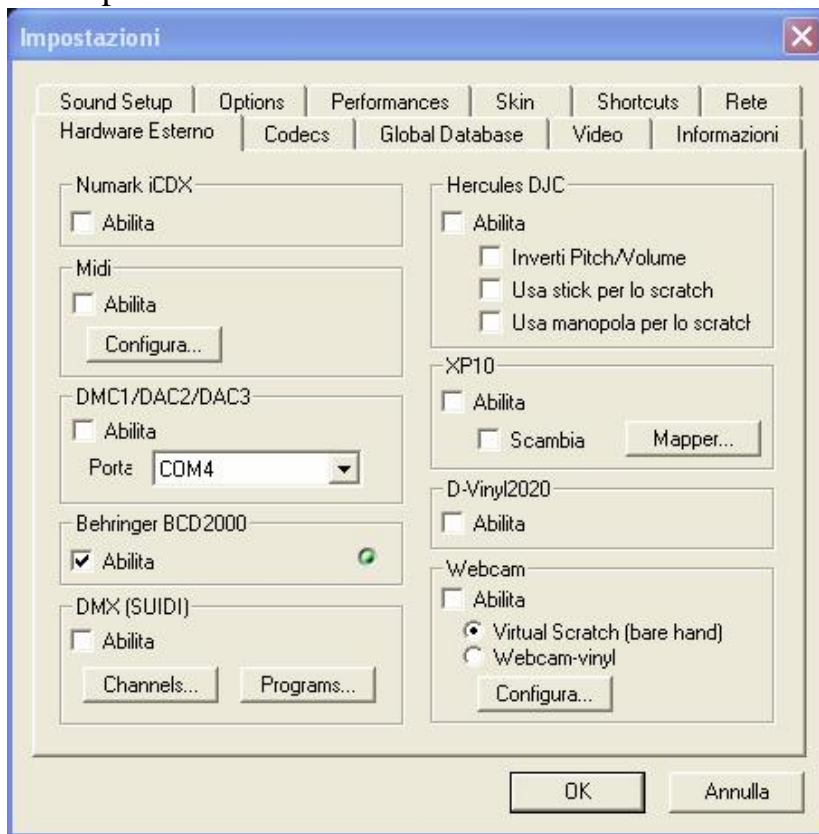
Pic.1

3)Open config menu' and audio set-up and make this configuration of pic.2. Make sure to set ASIO mode and not BCD2000 mode.



Pic.2

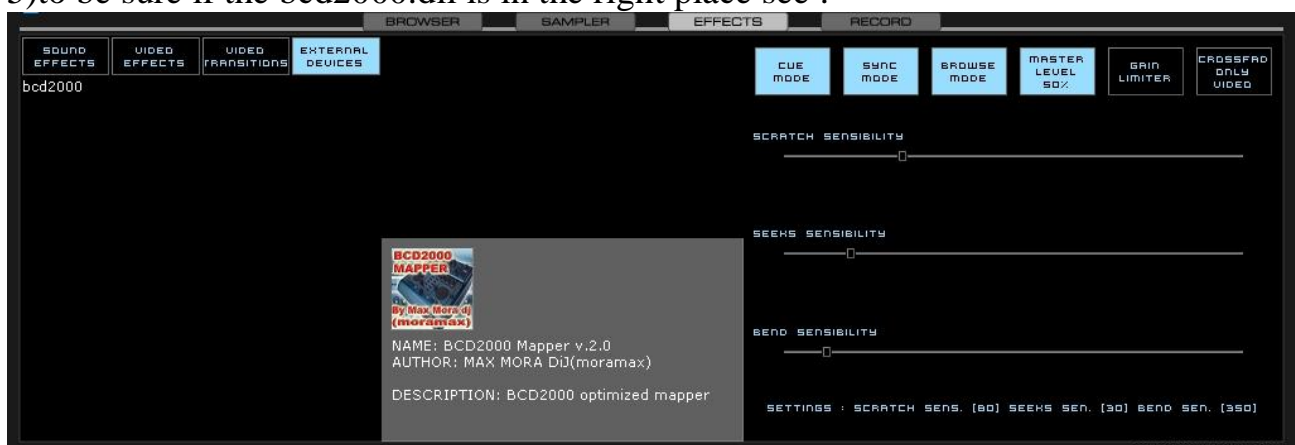
2)Open Virtual dj 4.1 and go in the following screen and see if the plug-in if loaded like ti pic. 3:



Pic.3

4)Go in the performance menu' and set like the following picture. Make sure to set latency to "auto".

5)to be sure if the bcd2000.dll is in the right place see :



Pic.4

5)Close and open again VirtualDJ.

If you have some audio problems you can see this blog:

<http://www.virtualdj.com/blog/moramax/>

INTRODUCTIONS

I suggest to use the standard skin VirtualDJ: Internal mixer or VirtualDJ: Full Video

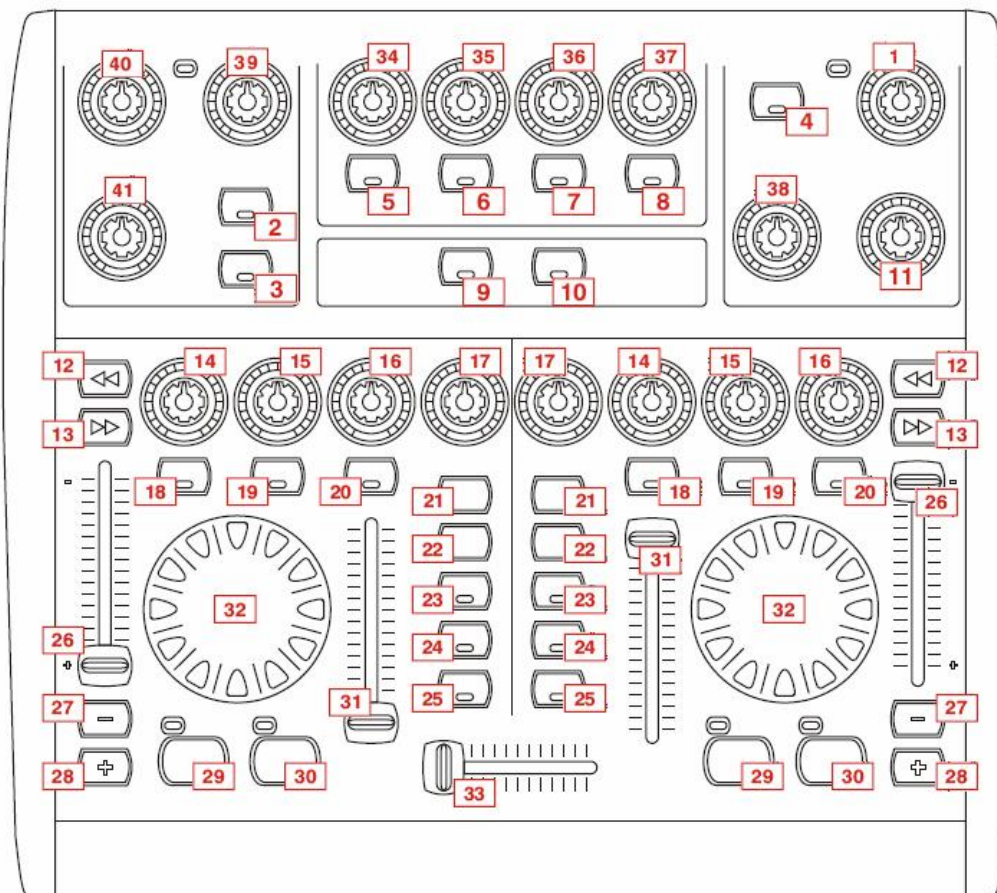
KEY FUNCTION OF MAPPER 1.0

The new mapper works in two modality:

-PLAY MODE: playing functions

-BROWSE MODE: browsing function

The key ON-AIR(N.3) it's the dedicated key to switch to play and browse mode and some keys has double function dependent of this status. On release 2.0 you have the possibility to use two modality to switch browsing mode. See [APPENDIX A](#) for more details.



- | | | |
|---|-------------|--|
| 1 | MASTER KNOB | adjust master out volume |
| 2 | TALKOVER | <u>In play mode</u> : active video effect
<u>In Browse mode</u> : to browse video transition and video effect with left and right jog wheel |
| 3 | ON-AIR | switch <u>play mode</u> to <u>browse mode</u> (See appendix A) |

4	PHONES SPLIT	<u>play mode</u> : switch crossfader audio and video to only crossfader video
5	FX CONTROL A	- <u>In play mode</u> : start audio sample selected on left deck - <u>In browse mode</u> : browsing samples with left jog wheel
6	FX CONTROL B	- <u>In play mode</u> : start audio effect selected on left deck - <u>In browse mode</u> : browsing samples with left jog wheel
7	FX CONTROL C	- <u>In play mode</u> : start audio effect selected on right deck - <u>In browse mode</u> : browsing samples with right jog wheel
8	FX CONTROL D	- <u>In play mode</u> : start audio sample selected on right deck - <u>In browse mode</u> : browsing samples with right jog wheel
9	SOURCE A	- <u>In play mode</u> : if is pressed with BEND +/- (27,28) adjust fine pitch of left deck - <u>In browse mode</u> : open/close folder, load song into the left deck
10	SOURCE B	- <u>In play mode</u> : if is pressed with BEND +/- (27,28) adjust fine pitch of right deck - <u>In browse mode</u> : open/close folder, load song into the left deck
11	HEADPHONE KNOB	adjust the headphone volume
12	SEARCH back	-to seek song backward -ANALOG INPUT A/B(9,10) +SEARCH(12): to seek more fast
13	SEARCH forward	-to seek song forward -ANALOG INPUT A/B(9,10) +SEARCH(13): to seek more fast
14	BASS KNOB	to adjust the bass on the left/right deck
15	MID KNOB	to adjust the mid on the left/right deck
16	HIGH KNOB	to adjust the high on the left/right deck
17	GAIN KNOB	to adjust the volume gain on the left/right deck SEE APPENDIX D FOR NEW GAIN WORKING MODE
18	KILL BASS	-if deck is in <u>play</u> set to 0 the bass in the left/right deck -if deck is in <u>pause</u> set cue points 1 and led flash to confirm -if it's pressed with ANALOG INPUT A/B (9-10) delete cue 1
19	KILL MID	-if the deck is in <u>play</u> set to 0 the mid on the left/right deck -if the deck is in <u>pause</u> set cue points 2 and led flash to confirm -if it's pressed with ANALOG INPUT A/B (9-10) delete cue 2

20	KILL HIGH	-if the deck is in <u>play</u> set to 0 the high on the left/right deck -if the deck is in <u>pause</u> set cue points 3 and led flash to confirm -if it's pressed with ANALOG INPUT A/B (9-10) delete cue 3
21	BACK TO TOP	-increase loop length on the left/right deck (see APPENDIX B) -ANALOG INPUT A/B(9,10)+BACK TO TOP A/B(21): switch to master tempo Left/right deck
22	LOOP IN/END	-decrease loop length on the left/right deck (see APPENDIX B) -ANALOG INPUT A/B(9,10)+LOOP IN/END(22): clone deck left to right or right to left deck
23	LOOP OUT	-activate loop on the left/right deck -If press with ANALOG INPUT A/B (9,10) + LOOP OUT(23): to understand every time the loop length selected.
24	SYNCH	-active sync or sync nocgb(release 2.0 SEE APPENDIX D) function if press less than 1 sec. -Active Beatlock functions if pressed more than 1 sec -ANALOG INPUT A(9)+ SYNC A(24): active mix now (see APPENDIX C) -ANALOG INPUT B(10)+ SYNC B(25): active auto-mix (see APPENDIX C)
25	SCRATCH	activate/deactivate scratch mode ANALOG INPUT A/B(9,10)+SCRATCH A/B(25): enabled pitch reset right or left deck
26	PITCH	adjust the pitch on decks a/b
27	BAND -	Pitch Bends the track forward while being pressed. If pressed with ANALOG INPUT A/B adjust fine pitch
28	BAND +	Pitch Bends the track back while being pressed. If pressed with ANALOG INPUT A/B adjust fine pitch
29	CUE	two operative mode(release 2.0): CUE MODE 1(OLD MODE STOP) jump to start, cue1, cue2, cue3(stop function). If you are pointed on cue1 or cue 2 or cue3 the leds 18 or 19 or 20 flash to indicate the cue pointed. <u>CUE MODE 2(NEW MODE CUE STOP)</u> When CUE(29) is still pressed play the song , when is released the player come back to the cue.(cue/stop function) If push ANALOG INPUT +CUE jump to start, cue1, cue2, cue3(stop function). If you are pointed on cue1 or cue 2 or cue3 the leds 18 or 19 or 20 flash to indicate the cue pointed <u>TO KNOW HOW CHANGE THE OPERTIVE MODE SEE THE APPENDIX D</u>

30	PLAY	play/pause song on deck a/b If it's pressed with ANALOG INPUT A/B(9-10) it reverse play If the deck is in pause and reverse is active the play led flash quickly
31	VOLUME FADER	adjust the volume on decks a/b
33	CROSSFADER	make the cossfader from deck a to deck b if key 4 is pressed the crossfader become only video crossfader.
34	EFFECT KNOB A	adjust volume of sample 1
35	EFFECT KNOB B	adjust parameter 1 of audio effects on left deck
36	EFFECT KNOB C	adjust parameter 1 of audio effects on right deck
37	EFFECT KNOB D	adjust volume of sample 2
37	PFL KNOB	prelisten crossfader
39	KNOB	not yet implemented
40	KNOB	not yet implemented
41	KNOB	not yet implemented
32	JOG-WHEEL	- <u>in play mode</u> : if the decks are in play increase or decrease the bpm while the wheel is turned(like vinyl).If the scratch button(24) is pressed make the scratch. If the decks are in pause permit to seek the cue points. - <u>In browse mode</u> : browsing hardisk, playlist, samples, effects audio and video.

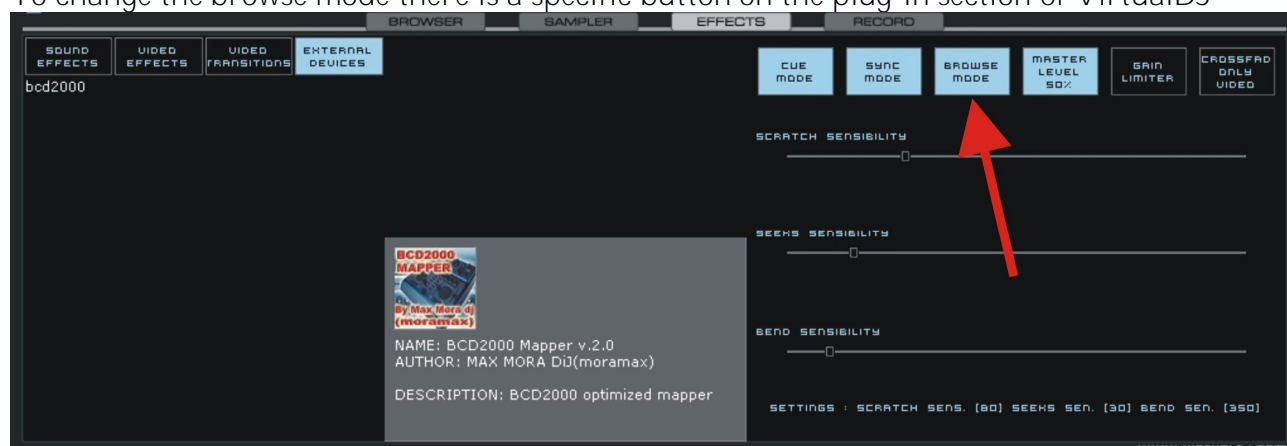
APPENDIX A: BROWSING

To explain well the BROWSE MODE function we have to spend some words.

The BROWSE MODE can be configured in **two different work modality**.

Old kind modality browsing (exactly like old mapper 1.1) and new modality.

To change the browse mode there is a specific button on the plug-in section of VirtualDJ



Pic.5

If the "BROWSE MODE" button is ON the mapper work in a new mode or if the button is OFF the mapper work like 1.1 version. You can choose the mode that you like!

1)EXAMPLE OF OLD BROWSING MODE("BROWSE MODE" BUTTON OFF)

1)First PUSH the key ON-AIR(3) to switch in browse-mode. The ON-AIR(3) led is fixed on .

2)You can see also the ANALOG INPUT A(9) and ANALOG INPUT B(10) leds flashing. It means that you can browse the songs in your hard disk. If you move the left jog you can browse the directory; use the ANALOG INPUT A(9) or ANALOG INPUT B(10) to open or close directory; if you move the right jog you can browse the song in the selected directory. When you have done your choice push again ANALOG INPUT A(9) or ANALOG INPUT B(10) to load song in left deck or right deck.

3)Now push FX CONTROL B(6) or FX CONTROL C(7) and you see leds on FX CONTROL B(6) and FX CONTROL C(7) flashing. It means that you can browse audio effects with moving left jog wheel for left deck or right jog-wheel for right deck.

4)Now push FX CONTROL A(34) or FX CONTROL D(37) and you see leds on FX CONTROL A(34) and FX CONTROL D(37) flashing. It means that you can browse audio samples with moving left jog wheel for left deck or right jog-wheel for right deck.

5) Now push TALKOVER(2) and you see led on TALKOVER(2) flashing. It mean that you can browse transition video and effects video with moving left jog wheel for transition or right jog-wheel for video effects.

6)Now exit from browse mode by pressing ON-AIR(3) button to go in play mode

PUSH 5: activate sample 1 (with knob 34 you can adjust volume)

PUSH 6: activate effects selected on left deck(with knob 35 you can adjust effect Parameter 1)

PUSH 7: activate effects selected on right deck(with knob 36 you can adjust effect parameter 1)

PUSH 8: activate sample 2 (with knob 37 you can adjust volume)

PUSH 2: activate video effects

7)Open the play-list panel and lock it. Put in some songs in the play-list side. Now push on air button and still pressed. Now if you move right jog wheel you can browse play-list (when you browse play-list the leds on ANALOG INPUT A(9) and ANALOG INPUT B(10) are fixed and not flashing). Load a song in a player by press ANALOG INPUT A(9) and ANALOG INPUT B(10).

2)EXAMPLE OF NEW BOWSING MODE("BROWSE MODE" BUTTON ON)

1)First PUSH the key ON-AIR(3) and **STILL PRESSED** to switch in browse-mode. If you release ON-AIR(3) it come back to play-mode

2)You can see the ANALOG INPUT A(9) and ANALOG INPUT B(10) leds flashing. It means that you can browse the songs in your hard disk. If you move the left jog you can browse the directory; use the ANALOG INPUT A(9) or ANALOG INPUT B(10) to open or close directory; if you move the right jog you can browse the song in the selected directory. When you have done your choice push again ANALOG INPUT A(9) or ANALOG INPUT B(10) to load song in left deck or right deck.

3)Now don't release ON-AIR(3) (**STILL PRESSED**) then push FX CONTROL B(6) or FX CONTROL C(7) and you see leds on FX CONTROL B(6) and FX CONTROL C(7) flashing. It means that you can browse audio effects with moving left jog wheel for left deck or right jog-wheel for right deck.

4)Now ON-AIR(3) **STILL PRESSED** then push FX CONTROL A(34) or FX CONTROL D(37) and you see leds on FX CONTROL A(34) and FX CONTROL D(37) flashing. It means that you can browse audio samples with moving left jog wheel for left deck or right jog-wheel for right deck.

5) Now ON-AIR(3) **STILL PRESSED** then push TALKOVER(2) and you see led on TALKOVER(2) flashing. It mean that you can browse transition video and effects video with moving left jog wheel for transition or right jog-wheel for video effects.

6)to exit from browse mode just **RELEASE** ON-AIR(3) button to go in play mode.

PUSH 5: activate sample 1 (with knob 34 you can adjust volume)

PUSH 6: activate effects selected on left deck(with knob 35 you can adjust effect Parameter 1)

PUSH 7: activate effects selected on right deck(with knob 36 you can adjust effect parameter 1)

PUSH 8: activate sample 2 (with knob 37 you can adjust volume)

PUSH 2: activate video effects

7)Open the play-list panel and lock it. Put in some songs in the play-list side .
Push on ON-AIR(3) fast twice(like double click of the mouse) to switch play-list browsing.

Now push ON-AIR(3) button and don't release it and push ANALOG INPUT A(9) or ANALOG INPUT B(10). Now if you move right jog wheel you can browse play-list (when you browse play list the led on ANALOG INPUT A(9) and ANALOG INPUT B(10) are fixed and not flashing). Load a song in a player by press ANALOG INPUT A(9) and ANALOG INPUT B(10).

To switch back again to browse the song and exit from play-list browsing Push again on ON-AIR(3) fast twice. Attention make a little pause of 1 sec from one double click and the other.

APPENDIX B: LOOPS

My intention was to make BCD2000 independent from the skin than I decided to make a led code to understand the loop length.

To understand well make this operation:

- open Virtual dj
- load a song on left deck
- push BACK TOP BUTTON(21): you can see leds 18,19,20 left side flashing
- push BACK TOP BUTTON(21): can see leds 18,19,20 right side flashing
-an so on.....
- push LOOP IN/END button to come back loop length

This is the leds code:

```
LED 18 LEFT.....LOOP LENGTH 1/8
LED 19 LEFT.....LOOP LENGTH 1/4
LED 20 LEFT.....LOOP LENGTH 1/2
LED 18 RIGHT.....LOOP LENGTH 1
LED 19 RIGHT.....LOOP LENGTH 2
LED 20 RIGHT.....LOOP LENGTH 4
LEDS 18,19,20 RIGHT.....LOOP LENGTH 8
LEDS 18,19,20 LEFT.....LOOP LENGTH 16
LEDS 18,19,20 LEFT .....LOOP LENGTH 32
AND RIGHT
```

APPENDIX C: MIX NOW AND AUTOMIX

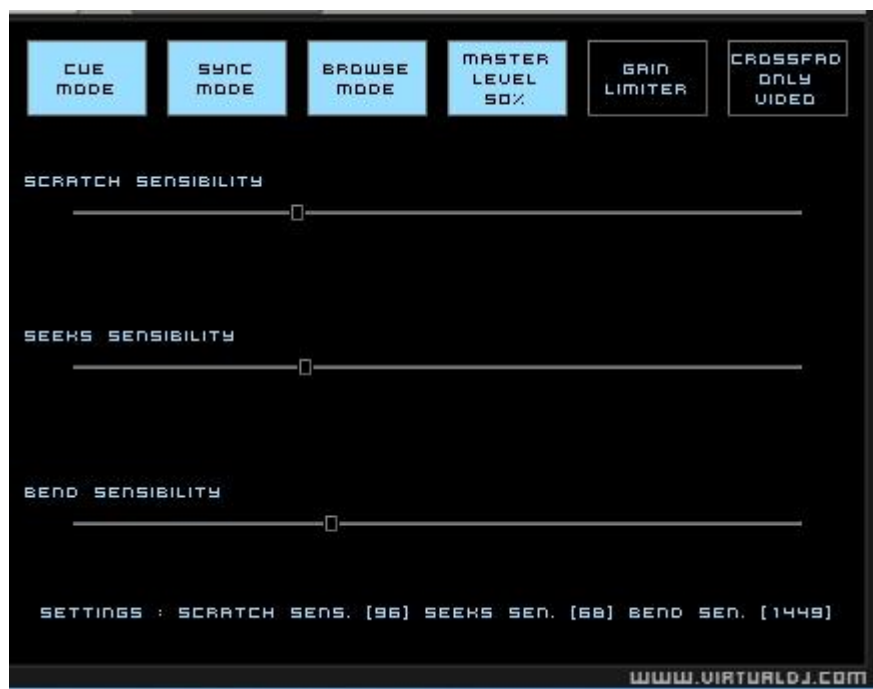
The following combination of keys make this functions:

ANALOG INPUT A(9)+ SYNC A(24) active mix now
ANALOG INPUT B(10)+ SYNC B(24) active automix

To understand with sync slave led what's function is active:

SYNC LED A+ SYNC LED B flashing fastà mix now active
SYNC LED A+ SYNC LED B flashing slowà automix active
SYNC LED A FLASHING FAST+SYNC LED B onà mix now active and beatlock B
SYNC LED B FLASHING FAST+SYNC LED A onà mix now active and beatlock A
SYNC LED A FLASHING SLOW+SYNC LED B onà automix active and beatlock B
SYNC LED B FLASHING SLOW+SYNC LED A onà automix active and beatlock A

APPENDIX D:WHAT'S NEWS IN THE 2.0 RELEASE



Pic.6

This is the setting screen. There are 4 buttons and 3 slider.

BUTTON FUNCTION:

CUE MODE= set the cue mode modality to the CUE(29) key

CUE MODE 1(OLD MODE STOP)= BUTTON OFF
jump to start, cue1, cue2, cue3(stop function).
If you are pointed on cue1 or cue 2 or cue3
the leds 18 or 19 or 20 flash to indicate the cue pointed.

CUE MODE 2(NEW MODE CUE STOP)= BUTTON ON

When CUE(29) is still pressed play the song , when is released the player come back to the cue.(cue/stop function)
If push ANALOG INPUT+CUE jump to start, cue1, cue2, cue3 (stop function).
If you are pointed on cue1 or cue 2 or cue3

SYNC MODE= if button is ON the SYNC SLAVE(24) function is **sync nocgb**
if button is OFF the SYNC SLAVE(24) function is sync

BROWSE MODE= if button is ON >NEW BROWSING MODE
if button is OFF >OLD BROWSING MODE
SEE APPENDIX A FOR MORE DETTAILS

MASTER LEVEL 50%=BCD2000 output is very high signal. To prevent output distorsions
Automatic reduce of 50% the master out of VirtualDJ.

GAIN LIMITER= if the button is ON reduce the gain excursion to prevent output distorsions.

CROSSFAD ONLY VIDEO= if the button is ON set to default if the crossfader is only for
video

SLIDER FUNCTION

SCRATCH SENSIBILITY: configure the scratch sensibility JOG WHEEL(32)

SEEK SENSIBILITY: configure the seek sensibility JOG WHEEL(32)

BEND SENSIBILITY: configure the bend sensibility of BEND(27,28) button

CONCLUSIONS

I think to make in the future update and improvement.

Thanks to all people that help me to test the mapper in particular Cioce, Dj Cell,
RudyB, Pern, Spazialex, and all the Virtual dj community.

Have a nice music day,

Max Mora DJ(moramax)

HISTORY

V 1.1

- FIXED LOOP LED VISUALIZATION
- ADD LOOP LED DISPLAY REQUEST (ANALOG INPUT A/B + LOOP OUT A/B)
- ADDED “REVERSE PLAY” (ANALOG INPUT A/B+PLAY A/B)
- ADDED “ DELETE CUES” (ANALOG INPUT/B+CUT LOW /MID HIGH)
- ADDED PLAYLIST BROWSING
- ADDED MIX NOW AND AUTOMIX FUNCTION
- ADDED PITCH RESET FUNCTION
- ADDED MASTER TEMPO SWITCH
- ADDED CLONE FUNCTION
- IMPROVED SEEK FUNCTION

V 2.0

- FIXED FX AND SAMPLE LED VISUALIZATION(NOW IT’S SINCROIZED WITH SKIN)
- ADDED TWO MODALITY OF CUE : “CUE /STOP ” AND “STOP FUNCTION”
- ADDED SYNC NOCBG MODE
- TWO BROWSING MODE
- POSSIBILITY TO SET IF THE CROSSFADER IS ONLY FOR VIDEO BY DEFAULT
- ADDED SCRATCH SENSIBILITY FADER
- ADDED SEEK SENSIBILITY FADER
- ADDED BAND SENSIBILITY FADER
- ADDED MASTER LEVEL 50%
- ADDED GAIN LIMITER

V 2.0

- FIXED “SAVE PLAYLIST” CAUSE VIRTUALDJ CRASH