

## **DJ Controller**

# DDJ-ERGO



"VIRTUAL DJ LE"
Audio Effects Manual

# **Contents**

#### How to read this manual

In this manual, named of screens and menus displayed on the computer screen, as well as names of buttons and terminals on the product, etc., are indicated within brackets. (e.g.: [RECORD] panel, [CONFIG] menu, [CUE] button, [VINYL] mode, [AUX IN] terminals)

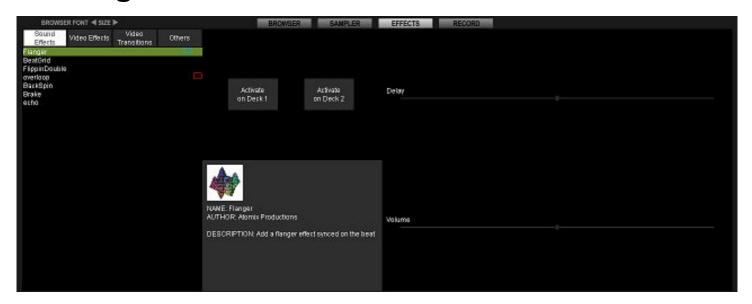
1. Flanger	3
2. BeatGrid	
3. FlippinDouble	12
4. overloop	13
5. BackSpin	
6. Brake	15
7. echo	. 16

# **Cautions**

· The effects which can be used are dependent on the OS.

Sound Effect	Windows	Mac
Flanger	1	1
BeatGrid	1	1
FlippinDouble	1	1
overloop	1	×
BackSpin	1	1
Brake	1	1
echo	/	×

# 1. Flanger



#### 1-1. Outline

When the effect is turned on, the flanger effect is applied in sync with the beat and output.

Two types of parameters can be set.

## 1-2. Parameter settings

#### **Delay**

This can be operated using the controller's parameter control 1.

The control adjusts the flanger effect.

#### **Volume**

This can be operated using the controller's parameter control 2.

The further the control is turned clockwise, the stronger the effect.

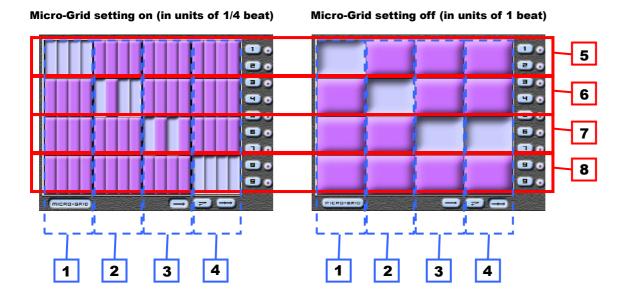
## 2. BeatGrid



## 2-1. Outline

When the effect is turned on, four beats of the input sound are recorded, and this is output repeatedly according to the parameter settings.

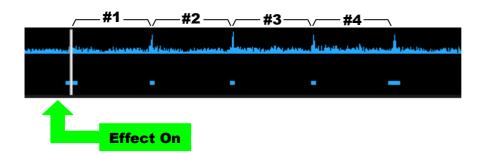
Two types of parameter settings are possible: Micro-Grid setting on (in units of 1/4 beat) and Micro-Grid setting off (in units of 1 beat). The respective parameter setting screens are shown below.



- 1 to 4 : These set the "Beat Grid" effect sequence.
- 1 Sequence #1
- 2 Sequence #2
- 3 Sequence #3
- 4 Sequence #4

When the effect is turned on, the input sound selected with sequence #1 to #4 is output at the timing of #1 to #4 on the diagram below.

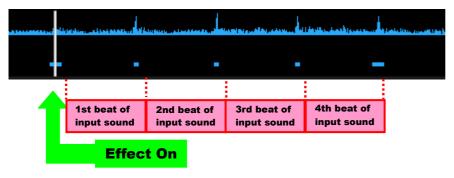
and on the parameter setting screens indicate that the input sound is selected.



- 5 to 8 : These select the input sound for the "Beat Grid" effect.

  Select the sequence in which to output the recorded four beats of input sound.
  - 5 First beat of input sound
  - 6 Second beat of input sound
  - 7 Third beat of input sound
- 8 Fourth beat of input sound

When the effect is turned on, four beats of the input sound are recorded, as shown on the diagram below.



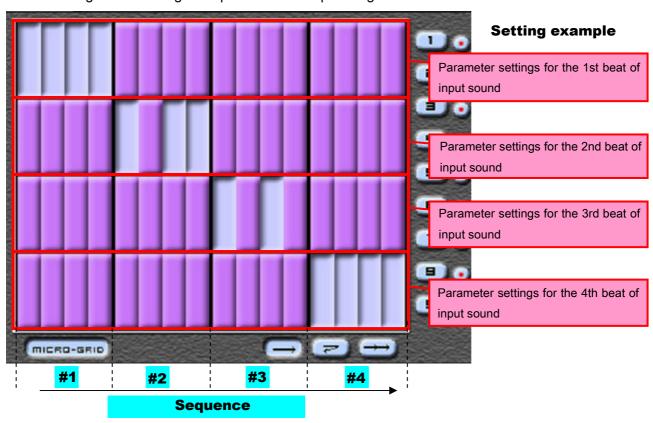
Various combinations of sequence settings ( 1 to 4 ) and input sound selections ( 5 to 8 ) are possible.

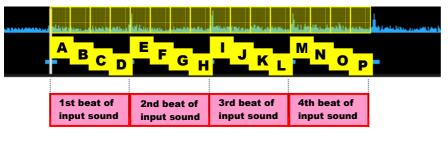
## 2-2. Setting examples with the Micro-Grid setting turned on

The following describes the parameter settings when the Micro-Grid setting is turned on.

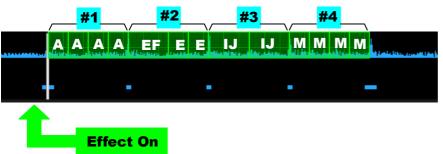
#### (1) Setting example 1

The following shows setting example 1 and an output image.





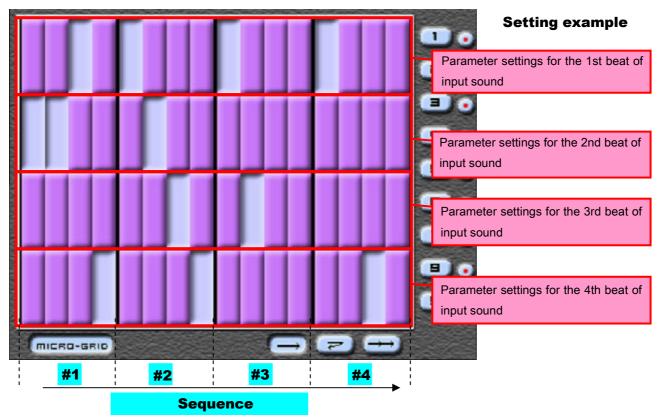
## **Original sound**

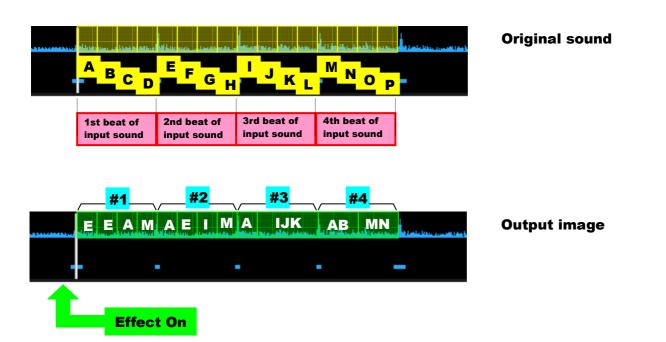


#### **Output image**

#### (2) Setting example 2

The following shows setting example 2 and an output image.



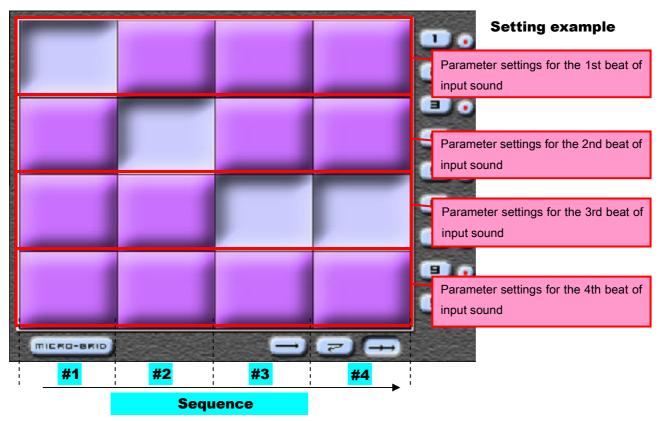


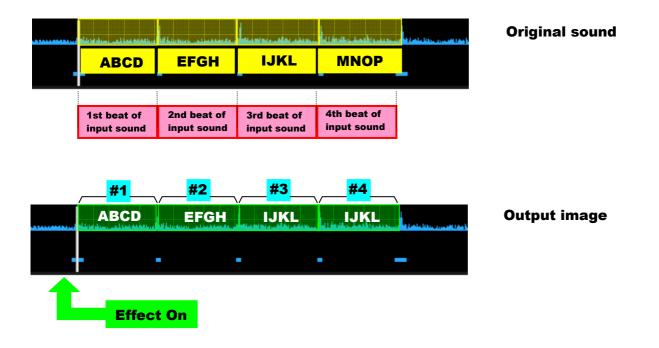
## 2-3. Setting examples with the Micro-Grid setting turned off

The following describes the parameter settings when the Micro-Grid setting is turned off.

#### (1) Setting example 1

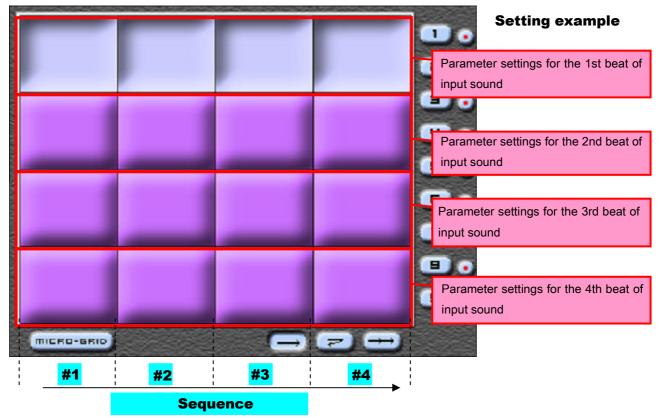
The following shows setting example 1 and an output image.

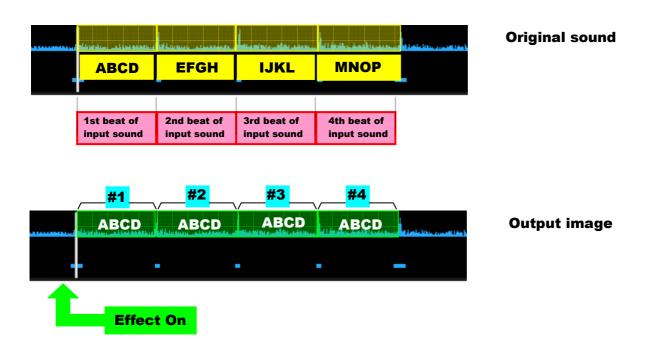




## (2) Setting example 2

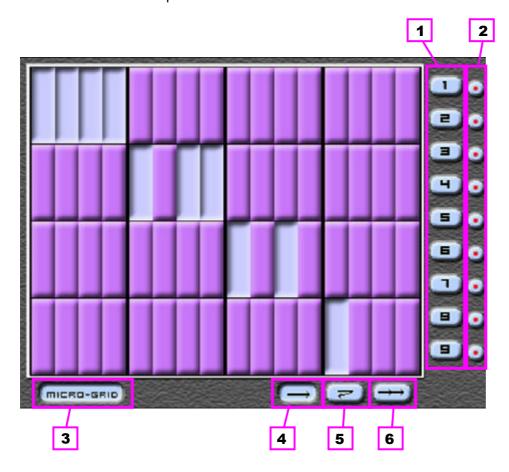
The following shows setting example 2 and an output image.





## 2-4. Description of setting buttons\*

\*These buttons cannot be operated from the controller.



1 Call out

These call out the stored "Beat Grid" effects.

2 Save

These save the "Beat Grid" effect.

3 Micro-Grid setting on/off

On: The parameters can be set in units of 1/4 beat.

Off: The parameters can be set in units of 1 beat.

4 Mode 1

After the effect is turned on, it automatically turns off after four beats.

5 Mode 2

After the effect is turned on, it automatically turns off after four beats and playback returns to the first beat.

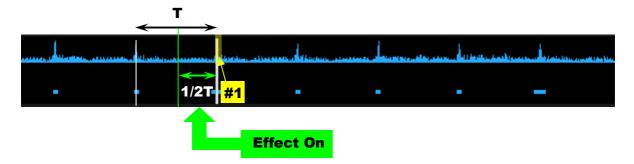
6 Mode 3

When the effect is turned on, the "Beat Grid" effect is repeated until the effect is turned off.

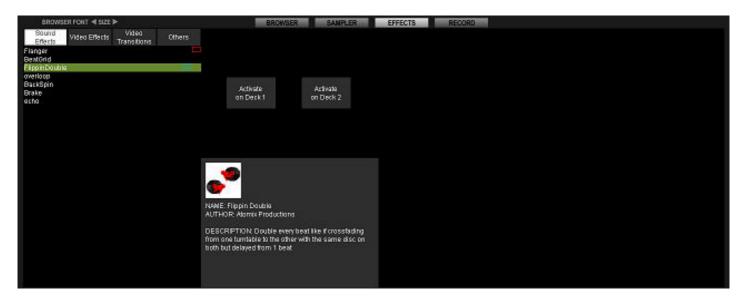
New input sound is recorded each time the "Beat Grid" effect is repeated.

## 2-5. Timing for turning the effect on

To enable the "Beat Grid" effect beginning from timing #1 below, turn the effect on exactly at #1 or within the 1/2 beat directly before #1.

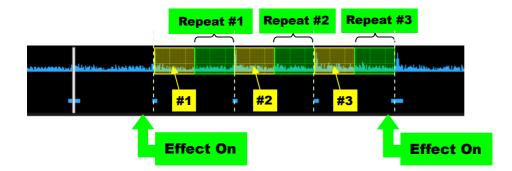


# 3. FlippinDouble



## 3-1. Outline

When the effect is turned on, a half beat of the input sound is recorded from the beginning of the grid, and this sound is output repeatedly. The original sound is not output in the second half of the time the recorded input sound is being output repeatedly.

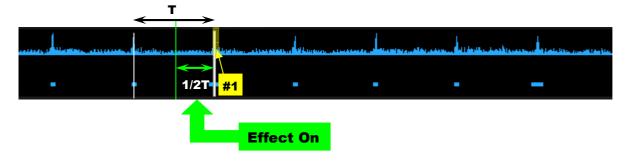


## 3-2. Parameter settings

There are no parameters to be set.

## 3-3. Timing for turning the effect on

To enable the "Flippin' Double" effect beginning from timing #1 below, turn the effect on exactly at #1 or within the 1/2 beat directly before #1.



## 4. overloop



## 4-1. Outline

When the effect is turned on, a sound repeated for the set length of beats is output simultaneously with the original sound from the position at which the effect was turned on.

There are five possible beat settings, and the volume of the repeated sound can be adjusted.

## 4-2. Parameter settings

#### **Volume**

This can be operated using the controller's parameter control 1.

The control adjusts the volume of the repeated sound.

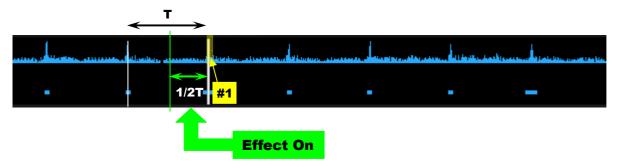
## 4-3. Beat settings

1Beat、2Beat、4Beat、8Beat、16Beat

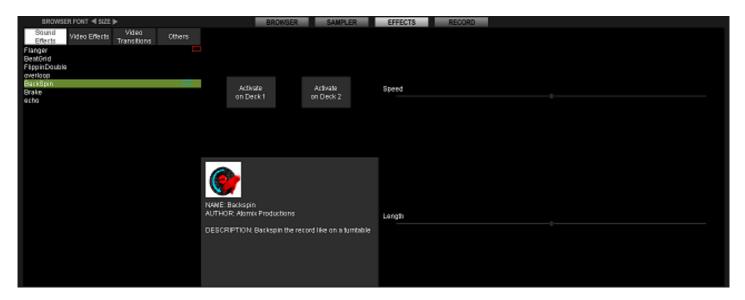
These can be operated using the controller's parameter buttons 1 to 5.

## 4-4. Timing for turning the effect on

To enable the "Overloop" effect beginning from timing #1 below, turn the effect on exactly at #1 or within the 1/2 beat directly before #1.



# 5. BackSpin



## 5-1. Outline

When the effect is turned on, a backspin sound is output and playback is paused.

Two types of parameters can be set.

## 5-2. Parameter settings

#### **Speed**

This can be operated using the controller's parameter control 1.

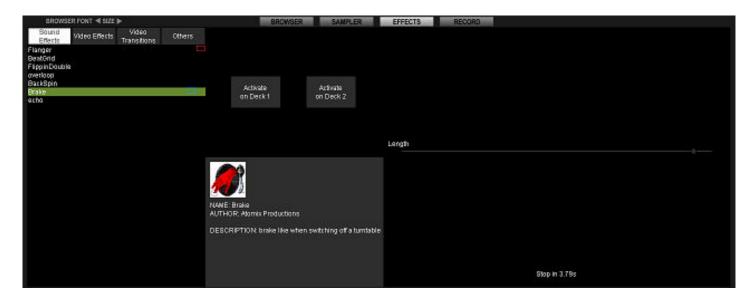
The control adjusts the speed of the backspin sound.

#### Length

This can be operated using the controller's parameter control 2.

The control adjusts the length of the backspin sound.

## 6. Brake



## 6-1. Outline

When the effect is turned on, the playing speed gradually decreases until playback pauses.

One parameter can be set.

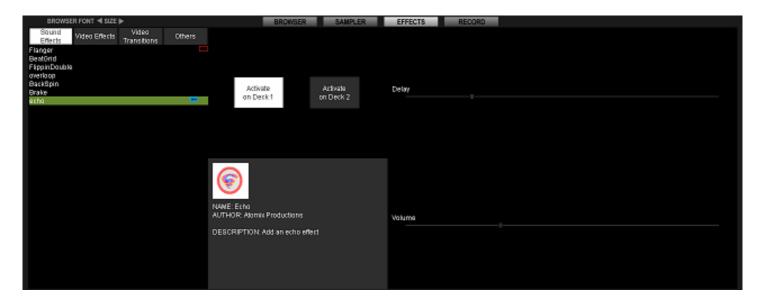
## 6-2. Parameter settings

#### Length

This can be operated using the controller's parameter control 1.

The control adjusts the length of time from when the effect is turned on until playback pauses.

## 7. echo



## 7-1. Outline

When the effect is turned on, an echo sound is applied and output.

Two types of parameters can be set.

## 7-2. Parameter settings

#### **Delay**

This can be operated using the controller's parameter control 1.

The control adjusts the amount of delay of the echo sound.

#### **Volume**

This can be operated using the controller's parameter control 2.

The further the control is turned clockwise, the stronger the effect.

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