QUICK-START GUIDE

RELOOP TERMINAL MIX 8



Installation and Setup

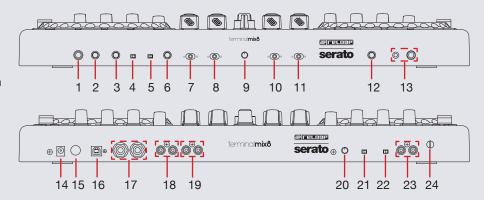
The Reloop Terminal Mix 8 is a class compliant USB plug and play device for Mac, however requires drivers for Windows. You will find these on the installation cd provided within your Reloop Terminal Mix 8.

NOTE: Please ensure you have the latest available drivers AND firmware updates, which may be required in order to be compatible with Serato DJ. Please go to http://serato.com/dj/support

- Download and install the latest version of Serato DJ from http://serato. com/dj/downloads
- 2. After installing drivers, connect your Reloop Terminal Mix 8 to an available USB Port.
- 3. Open Serato DJ.

NOTE: The Reloop TM8 does not require a Serato DJ license purchase. When you first download Serato DJ you will see the **My Serato** Panel appear on the right hand side for you to manage your Serato DJ licenses and Expansion Packs.

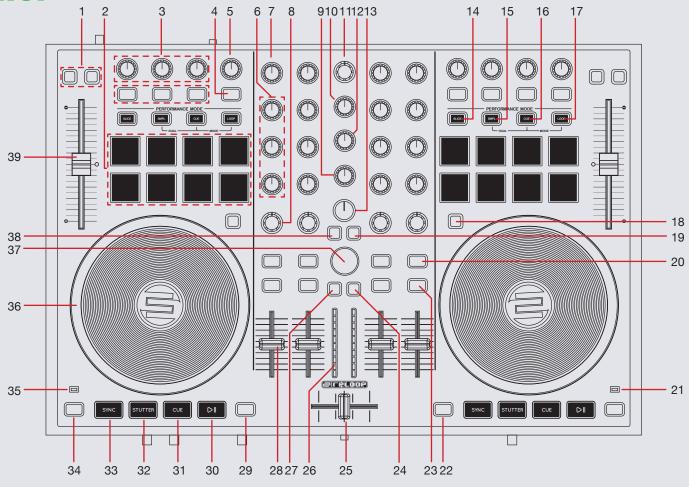
Simply tick the box OD NOT SHOW AGAIN in the bottom right hand corner, then click on Wy Serato which will hide this panel. Serato DJ will remember these settings for when you next open the software.



Reloop Terminal Mix 8 Comtrol		
MIC INPUT	12	CUE TONE
MIC/AUX LEVEL	13	HEAPHONE INPUT
MIC/AUX TONE	14	DC IN
INPUT ROUTING MIC	15	POWER BUTTON
INPUT ROUTING PHONO/LINE	16	USB
LEVEL	17	MASTER BALANCED OUTPUT
CROSSFADER ASSIGN CHANNEL 3	18	MASTER UNBALANCED
	19	BOOTH RCA
CROSSFADER ASSIGN	20	LED DIMMER
	21	LED CHAIN
	22	AUX INPUT SELECT
CROSSFADER SELECT CHANNEL 2	23	AUX INPUT
CROSSFADER SELECT CHANNEL 4	24	GROUNDING POST
	MIC INPUT MIC/AUX LEVEL MIC/AUX TONE INPUT ROUTING MIC INPUT ROUTING PHONO/LINE LEVEL CROSSFADER ASSIGN CHANNEL 3 CROSSFADER ASSIGN CHANNEL 1 CROSSFADER CURVE CROSSFADER SELECT CHANNEL 2 CROSSFADER SELECT	MIC INPUT MIC/AUX LEVEL MIC/AUX TONE 14 INPUT ROUTING MIC IS INPUT ROUTING PHONO/LINE LEVEL 17 CROSSFADER ASSIGN CHANNEL 3 CROSSFADER ASSIGN CHANNEL 1 CROSSFADER CURVE CROSSFADER SELECT CHANNEL 2 CROSSFADER SELECT CHANNEL 2 CROSSFADER SELECT CHANNEL 2 CROSSFADER SELECT 24



Controller





NOTE: The SHIFT button is used with other buttons that have shift modifier functions.

#	Reloop Terminal Mix 8 Control	Function	Shift Function
1	DECK FX ASSIGN	Assigns FX to selected Deck	SHIFT+RANGE will change the available pitch range. SHIFT+KEY will turn on Keylock for selected deck
2	PERFORMANCE PADS	See performance pad section for more information	
3	FX 1-3 KNOBS/BUTTONS	Slots 1-3 Effect On/Off- See DJ-FX section for more information	Select FX
4	ON/TAP	Enables Autoloop	TAP tempo
5	LOOP SIZE/BEATS	Auto Loop On/Off or Exit Manual Loop (Click Knob) Auto Loop Length (Twist Knob)	Adjust Beats Multiplier
6	EQs	Adjust Low/Mid/High	
7	GAIN	Adjust individual channel gain	
8	FILTER	LP/HP filter combo adjust	
9	CUE MIX	Adjusts between Cue and Master in your headphones	
10	BOOTH	Adjusts booth output volume	
11	MASTER	Adjusts master output volume	
12	PHONES	Adjusts headphone output volume	
13	SAMPLER VOL	Adjusts the master volume of the sample player	
14	SLICE	Activate Slicer Performance Mode - See performance pad section for more information	
15	SMPL	Activate Sampler Performance Mode - See performance pad section for more information	
16	CUE	Activate Hot Cue Performance Mode - See performance pad section for more information	
17	LOOP	Activate Loop Performance Mode	
18	JOG	Toggle between Scratch or Jog modes	Activates Slip mode

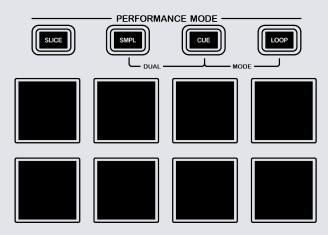


#	Reloop Terminal Mix 8 Control	Function	Shift Function
20	LOAD	Load track to selected deck	Activate Fader Start for that channel
21	POWER	Shows unit is being powered by AC	
22	DECK 4	Select Active Deck 2/4 (Right Deck)	
23	HEAPHONE CUE	Cue selected channel in headphones	
24	PREPARE	Sends highlighted track in library to the PREPARE Crate	
25	CROSSFADER	Crossfades audio between active decks	
26	LED METER	LED representation of Master Output	
27	BACK	Toggles between the Crate list and Library	
28	CHANNEL FADERS	Adjust channel volume	
29	DECK 3	Select Active Deck 1/3	
30	PLAY/PAUSE	Play/Pause	
31	CUE	Play from temporary cue point	
32	STUTTER	Stutter Play	
33	SYNC	Sync On	Sync Off (Press twice to return to Absolute Pitch when in Relative Mode)
34	SHIFT	The SHIFT button is used with other buttons that have shift modifier functions.	
35	MIDI	Shows when MIDI signals are being sent/recieved	
36	PLATTER	Scratch or Jog deck	
37	BROWSE	Scroll through tracks and crates. Push to toggle focus between crate list and library.	
38	AREA	Toggles through FILES, BROWSE, PREPARE and HISTORY panels.	
39	TEMPO SLIDER	Adjusts Tempo	When in Sync mode, used to disable the Pitch Fader temporarily and change the zero position

NOTE: #20 LOAD When used with SHIFT, activates Fader Start for each deck. This means the track will stop when the channel fader is down, and the track will start when the channel fader is up. The LOADbutton will flash when Fader Start is activated.



Performance Pads



The performance pads have four different modes you can select. The four modes are; SLICE, SMPL, CUE and LOOP.

- SLICE Mode: A specified Slicer range (or domain) is divided into eight equal sections, and these eight sliced sections are assigned to the respective performance pads. Pressing SLICE once for the first mode, is a shifting Slicer Domain. Pressing SLICE twice, for the second mode is a fixed Slicer Domain or "slicer loop".
- SMPL Mode: Pads 1-6 Trigger Samples loaded in your Sample Banks. Press
 and hold SMPL for 1 second or more to activate Sampler Velocity mode.
 Triggering the pads will play the loaded samples acording to the velocity to
 which the pads are struck. Holding SHIFT while pressing a pad will load the
 highlighted track in the library to that associated sample slot.
- CUE Mode: When pressing pads 1-8 you can add up to 8 Cue Points.

- Holding SHIFT and pressing pads 1-8 will delete the Cue Points.
- LOOP Mode: Pressing LOOP once for the first mode, is Manual Looping. Pressing LOOP twice for the second mode enables Loop Roll Mode. Pressing pads 1-8 will enable a loop roll for the time the pad is pressed, the loop will exit once the pad is released. See the looping table for more infomation.

The **SMPL**, **CUE** and **LOOP** modes are able to be activated together in **Dual Mode**. You can enable **Dual Mode**, by pressing two of these Performance Mode buttons at the same time. This splits the 8 performance pads into two lots of 4, allowing you to control two modes on the 8 pads.

For example: If you press **CUE + LOOP** Performance Mode buttons together, the top 4 performance pads will act as **Hot Cues**, and the bottom 4 pads will act as the first 4 **Loop** slots. This allows you the versitility of having two performance modes active at the same time.



Looping

You have up to 8 loops per track in Serato DJ, and the choice between either manual or auto loops. You can choose whether you have 4 loops (and 4 cuepoints) showing on screen, or 8 loops. To switch between Manual and Auto looping, click (Manual) or (Auto) onscreen. You can also half or double the loop length in either manual or auto modes. Press the 1/2X button onscreen to half the loop length, hold the 2X button to double the loop length, or you can use the Loop Size knob on the controller to do the same.

Reloop Terminal Mix 8 Control	Auto Loop Mode
ON/TAP	Turns Auto Loop ON/OFF
LOOP SIZE/BEATS	Adjusts Loop length

NOTE: Manual Loop and Loop Roll options are done using the Performance Pads.

Reloop Terminal Mix 8 Control	Manual Loop Mode	Loop Roll Mode
Pad 1	Trigger Loop/Reloop	1/8 Bar Loop Roll
Pad 2	N/A	1/4 Bar Loop Roll
Pad 3	Duplicate selected Loop to next slot	1/2 Bar Loop Roll
Pad 4	Select previous loop slot	1 Bar Loop Roll
Pad 5	Set loop out point (If loop in point is set), Adjust loop out point (Loop active)	2 Bar Loop Roll
Pad 6	Set loop in point (Loop not active), Adjust loop in point (Loop active)	4 Bar Loop Roll

Pad 7	Turn selected Loop on and off	8 Bar Loop Roll
Pad 8	Select next loop slot	16 Bar Loop Roll

NOTE: The best way to edit the in and out points of a manual loop is with the jog wheel/platter on your Reloop Terminal Mix 4.

NOTE: You can also save a loop to the next available free loop slot in the software. To do this, either click the button in the manual/auto loop tab or click on an available loop slot. Your loops are saved to the file and recalled the next time it is loaded. They are not lost if the file is moved or renamed.



DJ-FX

The DJ-FX in Serato DJ are powered by iZotope™. Click the FX tab to open the FX panel. Select either 1, 2, 3, 4 or M to assign the selected effect bank to a deck or Master Output. To activate an effect, click the ON button on your FX UNIT in the software, or the FX1 ON button on your controller. You can adjust effect parameters by using either software controls, or the FX1/FX2/FX3 knobs/buttons on the controller.

There are two available modes in the DJ-FX. Single FX Mode allows you to select one effect per FX bank, and has multiple parameters that can be adjusted. Multi FX Mode allows you to select up to three effects per FX bank, and adjust only one parameter, the FX Depth. The same effects available in Single FX mode are available in Multi FX mode, as well some additional presets.

You can select between the two FX modes by clicking either the Single FX mode button or Multi FX mode button

Reloop Terminal Mix 8 Control	Manual Loop Mode	Loop Roll Mode
FX1 Button	Effect On/Off	Slot 1 Effect On/Off
FX1 Knob	Adjust FX Slot Parameter (Wet/Dry)	Adjusts Slot 1 FX Parameter
FX2 Button	Adjusts FX Modifier	Slot 2 Effect On/Off
FX2 Knob	Adjusts FX Modifier	Adjusts Slot 2 FX Parameter
FX3 Button	Adjusts FX Modifier	Slot 3 Effect On/Off
FX3 Knob	Adjusts FX Modifier	Adjusts Slot 3 FX Parameter
SHIFT + FX 1-3 Buttons	Select Effect	Select Effect in Slots 1-3

NOTE: Use 1 - 2 on the left deck to assign FX UNIT 1 to the Active Deck. Use 1 - 2 on the right deck to assign FX UNIT 2 to the Active Deck.

MIDI

The MIDI feature in Serato DJ provides the ability to remap Serato DJ software functions to your primary Serato DJ controller, interface or mixer. You can also assign controls to a secondary MIDI controller to further enhance your performance.

For more information on MIDI mapping with Serato DJ click here.

To remap your supported Serato DJ device, open the **SETUP** screen and click the **MIDI** tab. If your Serato DJ device supports hardware remapping it will show up in the **MIDI Devices** list at the top.

Select your connected device from the MIDI Devices list and make sure the "Allow Serato Hardware Remapping" option is checked.

✓ Allow Serato Hardware Remapping

Once checked, the MIDI assign button at the top of the screen will become available for you to start remapping.

MIDI

You can save, edit or delete MIDI presets in the **MIDI** tab of the **SETUP** screen. Clicking '**Restore Defaults**' will erase any custom mappings for all connected devices and revert their functions back to default.

Download the Serato DJ software manual for further information.

NOTE: Official Serato Accessories do not currently support user remapping. Hardware features that cannot be remapped at this stage are Jogwheels/ Platters, Input Switches, Shift buttons and Performance Pad Mode buttons. Re-mapping any pad(s) in Hot Cue mode will also re-map the same pad in Saved Flip mode and vice versa.



Beat Jump

To activate **Beat Jump**, open the **Setup** screen and under the DJ preferences tab turn on "**Show Beat Jump Controls**".



When you close the Setup screen you will see Beat Jump controls underneath the existing Auto Loop values on each deck. Checking this box will turn on Beat Jump features in the deck area and let you control Beat Jump from on your supported Serato DJ hardware.



When the Beat Jump option is enabled, controllers with 8 performance pads that have an **AUTO LOOP** or **LOOP ROLL** mode will use the bottom row of 4 pads (pads 5-8) as Beat Jump controls. This is designed to mirror the change in deck Auto Loop area (from 8 Auto Loop sizes to 4 Auto Loop sizes + Beat Jump controls).

Performance Pad Function	Pad 5	Pad 6	Pad 7	Pad 8
Beat Jump	Auto Loop/	Auto Loop/	Auto Loop/	Auto Loop/
disabled	Loop Roll 5	Loop Roll 6	Loop Roll 7	Loop Roll 8
Beat Jump enabled	Beat Jump	Beat Select	Beat Select	Beat Jump
	Left	Left	Right	Right

Controllers with Loop Shift controls can now do a Beat Jump by enabling Beat Jump in the Setup screen. Regular Loop Shift is still available if Beat Jump is disabled in the Setup screen.

Using the Tool Tips

Click on the icon to enable Tool Tips. This is located in between the MIDI and setup button in the top right hand corner of the screen. Tool Tips provide a handy way to learn the various features of Serato DJ.

Move the mouse over a section of the screen to bring up a context sensitive tool tip. Holding the mouse over the button with Tool Tips turned on will show you a list of all keyboard shortcuts.

For more information about how to use Serato DJ, please go to our website www.serato.com or refer to the Serato DJ Software Manual.

For more information on your controller, please refer to the hardware manual.

For further help, please contact support@serato.com or go to www.serato.com/di/support

