

# PCDJ Reflex DMC-1/DAC-2 Function List

## Auto Assign

Reflex is plug and play. Meaning it will automatically detect up to 2 controllers and assign them to players A, B, C, and Case Player. On startup the version number of the plug-in will be displayed (currently 1.0.0.0) for a second and then the LCD windows will go to its empty state, with track indicator showing the assign player (1-4).

## Loading Tracks and Library

Selecting and loading a track: Scroll the Library with the JOGWHEEL on non playing side then press LOAD to load. To unload track press SHIFT+LOAD.

If playing and not in jog filter mode you can scroll Library with GROUP+JOGWHEEL.

When not playing and using GROUP+JOGWHEEL the recordcase steps will be 5 instead of 1, for fast manual searching.

SHIFT+FX toggles BPM/Pitch display.

GROUP+BEND buttons steps playlists.

WAITLIST toggles Waitlist on/off

WAITLIST+MATCH toggles Smart List on/off

WAITLIST+FX toggles focus Waitlist/Tracklist

## Play and Setting Cues

Cue and play buttons are multi functional.

Play toggles play/pause and when in pause the jog does studder editing, and you hit CUE to store.

If you are already cued and want to adjust the cue, you can use BEND+- to move cue in very small steps, this also work in studder mode, or do SHIFT+JOGWHEEL to start studder editing.

Reflex has unlimited number of cue memory location, you the controllers can show up to 99 positions, use |<< and >>| to select what cue memory to use, it will display current cue memory in the track number display (upper left corner of display).

To delete active cue by pressing CUE+GROUP, punch in cue is done by pressing SHIFT+CUE, to add new cue to list press GROUP+CUE.

Retrigger cue by pressing SHIFT+PLAY

All cues are using quantization unless you turn that feature off, by pressing GROUP+FX on the DAC-2 or LOOP+BEND plus (when not looping) on the DMC-1, (its default off). Quantize will make the cues be put on the Beatgrid, but also adjusts the small timing errors that happens when manually triggering cues, this way you can jump around in the track and the beat will be perfect, this works even without the auto sync turned off (See auto sync section).

Its recommended to turn quantize on (indicated on by the text "continue" in LCD), to help set the cues and make the jumps correct. Quantize is off by default, as this feature could be mis-understood as a latency problem. Since quantize only allows retriggering on half beats resolution. If you can't trigger cues fast enough quantize is probably on since it will only go max speed of 1/2 beat triggers, if turned off you will go instantly as fast as you can press the button.

You can sample play by holding down CUE and pressing PLAY on and off.

## Looping with DAC-2

You create a 4 beat loop by pressing FX+LOOP.

You can expand the loop while looping with LOOP+BEND plus, cut it in half with LOOP+BEND minus, and move it with LOOP+JOGWHEEL.

To reloop and exit use LOOP button. Quantize is used unless disabled to adjust for time errors when using loop, so it will be placed on the grid.

## Looping with DMC-1

You create a 4 beat loop by pressing LOOP+BEND plus.

You can expand the loop while looping with LOOP+BEND plus, cut it in half with LOOP+BEND minus, and move it with LOOP+JOGWHEEL.

To reloop and exit use LOOP button. Quantize is used unless disabled to adjust for time errors when using loop, so it will be placed on the grid.

## Effects

The DMC1/DAC2 has brake on FX+CUE, or FX+PLAY, dump on LOOP+FX (short tap for it to stick, or hold release), filter on FX Button.

When filter is on the JOGWHEEL is used for dry wet control, and SHIFT+JOGWHEEL for freq control.

You select what filter to use with FX+BEND, bandwidth is controlled with FX+WAITLIST+JOGWHEEL, gain with WAITLIST+JOGWHEEL.

The brake effect can be interrupted at any time by pressing CUE or PLAY, and drag from paused mode (play blinking) will slowly start the player.

## Timestretch

The time stretch on the DMC1/DAC2 is enabled by pressing FX+>>| and disabled with FX+|<<, it does NOT check if playing so it can be switched at any time, and you toggle LQ/HQ time stretch with FX+GROUP.

You can switch to +-100 range by holding down SHIFT and then moving the slider.

When switching between timestretch and pitch the hardware slider will become unsynced, you need to move towards where the value is and grab it. You can always override this by holding down SHIFT and move the slider.

To do pitch shift changes on the DMC1/DAC2 you press and hold FX while moving jogwheel, and when you let go of the FX button it will return to normal pitch.

## Fastfwd/rev

The fast fwd/rev is done using the outer jogwheel.

## Bending

Bend button uses static non auto increased bending.

The jogwheel bends, faster rotation more bending.

## BPM Matching

You can match to any player like this

Player A short press on MATCH button match to B

Player A holding down FX+short press on MATCH button match to C

Player B short press on MATCH button match to A

Player B holding down FX+short press on MATCH button match to C

Player C short press on MATCH button match to A

Player C holding down FX+short press on MATCH button match to B

You can also move the slider and when it sync with any other player the match led will turn on, this works even between multiple controllers.

The grab window is 0.5 bpm, so it really easy to get it to lock compared to LE.

## Auto sync

To enable it press and hold down MATCH until the match led starts to blink, if you don't want to wait you can also use MATCH+LOOP to enable autosync. Added commands are available to do a quick hard lock to the grid so you don't have to wait since the autosync only allows max 1.5% changes, and you trigger hardlock by pressing MATCH+LOOP. When lock is already enabled, this will quick lock the player and then go back to tiny adjustments only. Since the beat grid is a 1/2 beat resolution sometimes it will lock to the wrong half beat, use WAITLIST+BEND plus/minus to jump in half beats, you can also use SHIFT+BEND to jump whole beats

The slider at the top of the Reflex window can be used to change all players locked to master section.

The adjustments being made to a track is indicated in the track display

To change the master slider with the controller press SHIFT+SLIDER when player is locked to master sync and with it you can change the bpm up and down, if slider reaches the end just release SHIFT move the slider back and press SHIFT and continue changing the bpm master slider.

### **Mixer control**

Pressing GROUP+MATCH will toggle the controller to mixer mode, the pitch slider now controls volume and you have to use the "white boy button" to sync players, since you can no longer change the pitch, but this way you can use the controller as a mixer plus play control. Mixer mode is indicated by blinking loopin led.

A tap on GROUP works as mixer cue on/off.

### **3rd player support with a 2player controller**

With a 2 player controller it also possible to control the third by pressing GROUP+LOAD, then third player is switch to that side without stopping or changing 1 o 2 player, to go back press GROUP+LOAD again. 3rd player mode is indicated with 3 blinking in LCD display.