

ENGLISH

Core Kontrol D1

V1

Ordercode: D1265

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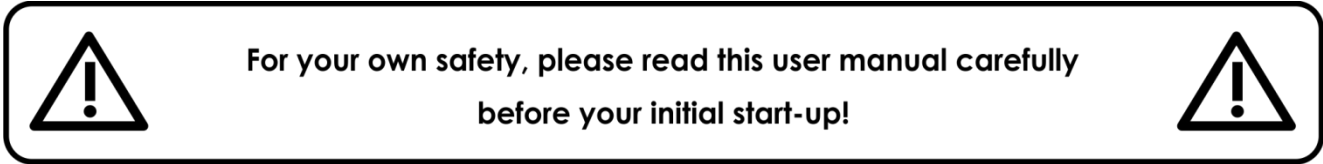
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Warning



Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

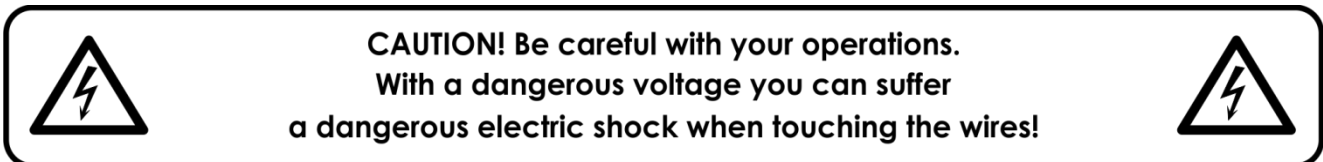
- DAP Core Kontrol D1
- USB cable (1,75 m)
- CD with Virtual DJ LE software
- User manual



Safety Instructions

Every person involved with the installation, operation and maintenance of this system has to:

- be qualified
- follow the instructions of this manual



Before the initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the system.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the system are not subject to warranty.

This system contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the system.

- Never remove warning or informative labels from the unit.
- Never leave any cables lying around.
- Do not connect this system to a dimmerpack.
- Do not switch the system on and off in short intervals, as this would reduce the system's life.
- Do not open the device and do not modify the device.
- Do not drive the inputs with a signal level bigger, than required to drive the equipment to full output.
- Only use system indoor, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Make sure you don't use the wrong kind of cables or defective cables.
- Extreme frequency boosts in connection with a high input signal level may lead to overdriving your equipment. Should this occur, it is necessary to reduce the input signal level by using the INPUT control.
- To emphasize a frequency range, you don't necessarily have to move its respective control upward; try lowering surrounding frequency ranges instead. This way, you avoid causing the next piece of equipment in your sound path to overdrive. You also preserve valuable dynamic reserve ("headroom")
- Avoid ground loops! Always be sure to connect the power amps and the mixing console to the same electrical circuit to ensure the same phase!
- If system is dropped or struck, disconnect the power supply or USB cable immediately. Have a qualified engineer inspect for safety before operating.
- If the system has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your system. Leave the system switched off until it has reached room temperature.
- If your Dap Audio device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Dap Audio dealer for service.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- For replacement use fuses of same type and rating only.

Operating Determinations

This system is not designed for permanent operation. Consistent operation breaks will ensure that the system will serve you for a long time without defects.

If this system is operated in any other way than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !



Return Procedure



Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a device is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

Description of the device

Features

The DAP audio Core series Kontrol D1 is a 2 Channel Midi controller.

- Large 134mm jog-wheels with adjustable touch sensitivity
- 2 Deck controller for any kind of DJ software
- Balanced master RCA output
- Microphone input (6,3 mm)
- Includes Virtual DJ LE
- Soundcard: 4 OUT, 16bit, 44,1 kHz
- Jog wheel resolution: 600
- 64 controllers
- USB powered

Overview

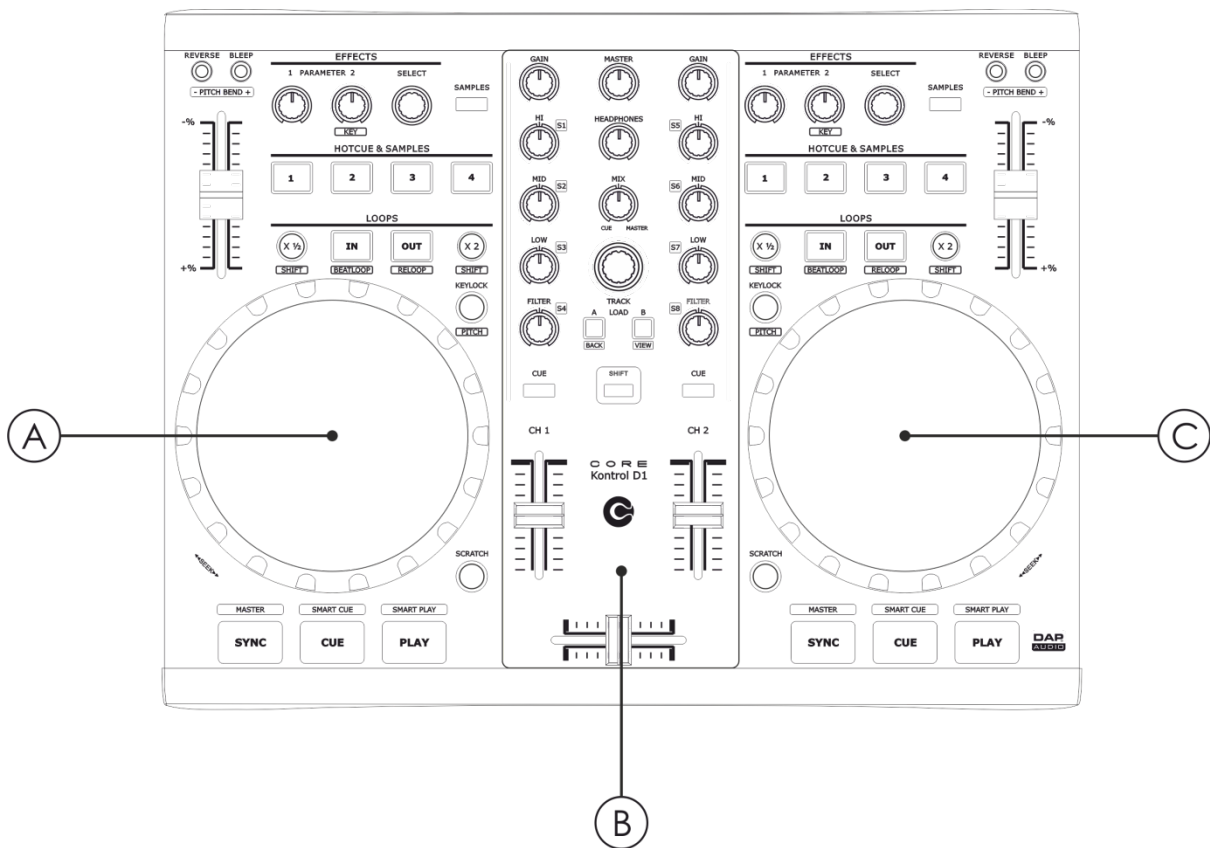


Fig. 01

- (A) Deck A
- (B) Mixer
- (C) Deck B

Deck A/B

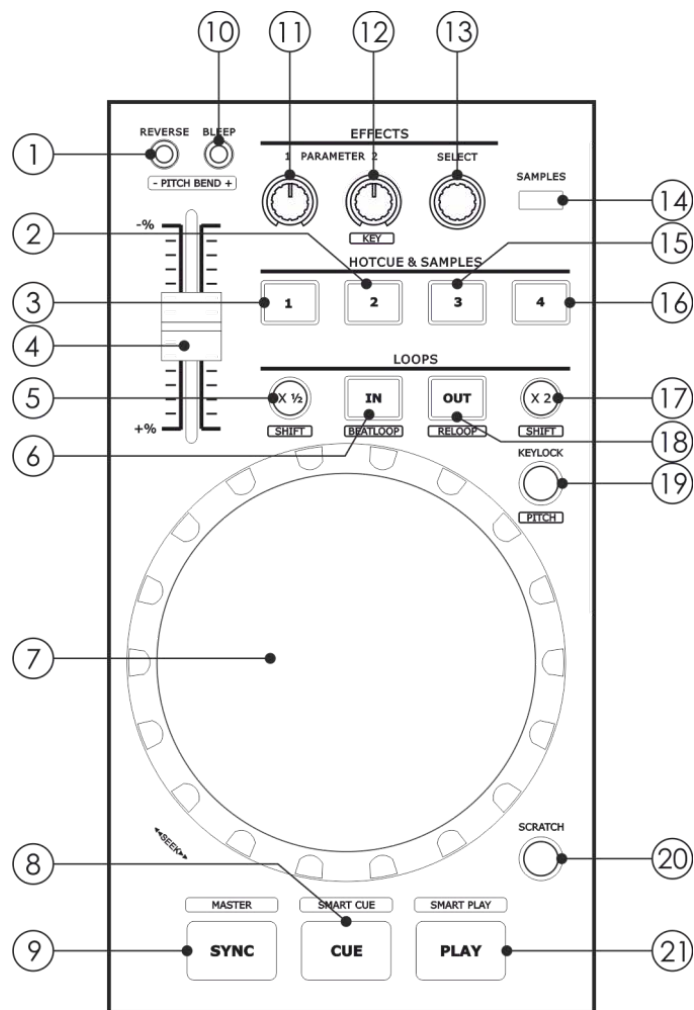


Fig. 02

- | | |
|-------------------------------|---------------------------|
| ① Reverse button/pitch bend - | ⑫ Parameter 2/key control |
| ② Hot cue/sample 2 button | ⑬ FX select encoder |
| ③ Hot cue/sample 1 button | ⑭ Samples button |
| ④ Pitch control fader | ⑮ Hot cue/sample 3 button |
| ⑤ x½/shift button | ⑯ Hot cue/sample 4 button |
| ⑥ Loop in/beat loop button | ⑰ x2/shift button |
| ⑦ Jogwheel | ⑱ Loop out/reloop button |
| ⑧ Cue/smart cue button | ⑲ Key lock/pitch button |
| ⑨ Sync/master button | ⑳ Scratch button |
| ⑩ Bleep/pitch bend + button | ㉑ Play/smart play button |
| ⑪ Parameter 1 control | |

Mixer

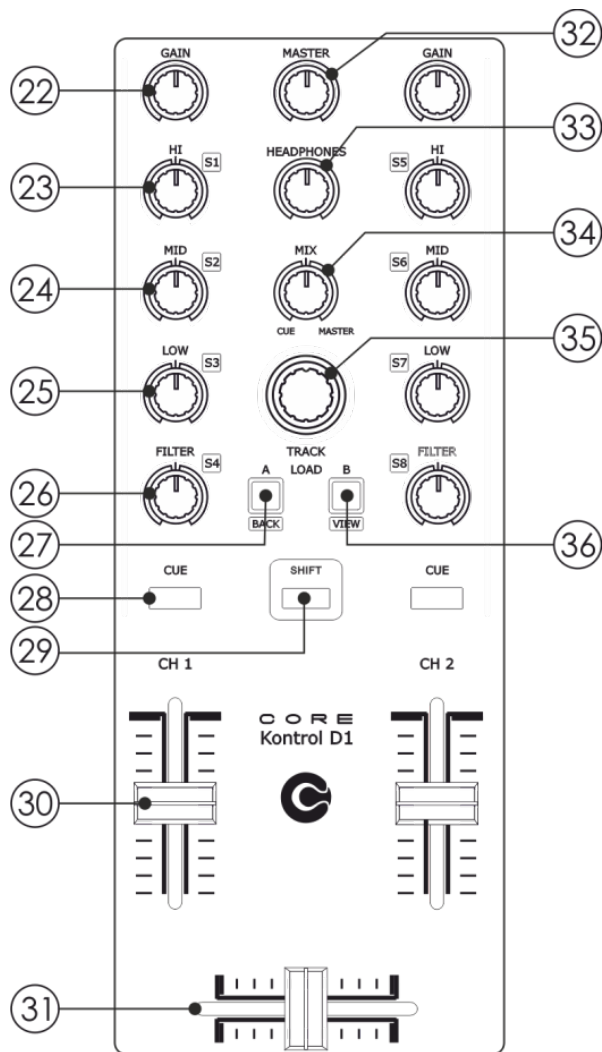


Fig. 03

- | | |
|---------------------------|-----------------------|
| ②② Channel gain control | ③① Channel fader |
| ②③ Channel hi/s1 control | ③② Cross fader |
| ②④ Channel mid/s2 control | ③③ Master control |
| ②⑤ Channel low/s3 control | ③④ Headphones control |
| ②⑥ Filter/s4 control | ③⑤ Mix control |
| ②⑦ Load A/back button | ③⑥ Track encoder |
| ②⑧ Cue button | ③⑦ Load B/view button |
| ②⑨ Shift button | |

Frontside

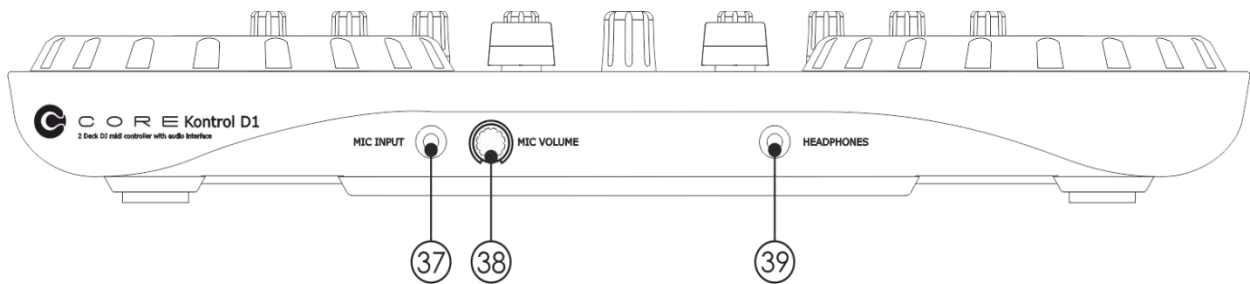


Fig. 04

- ③⑦ Mic input jack (6,3 mm)
- ③⑧ Mic volume control
- ③⑨ Headphones output jack (6,3 mm)

Backside

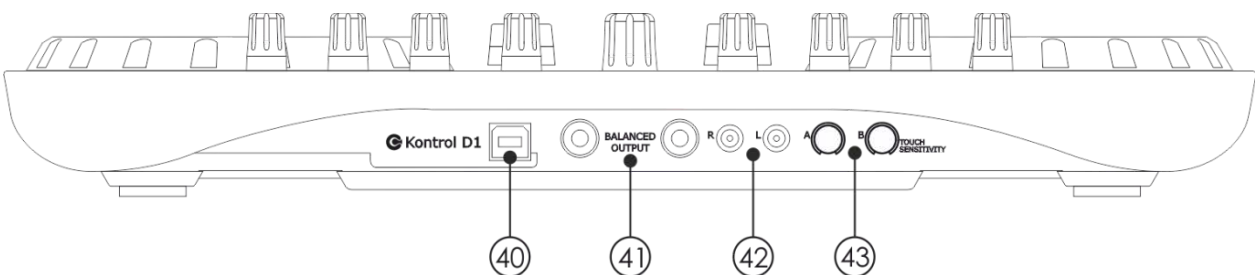


Fig. 05

- ④① USB B connector
- ④② Master balanced TRS jack out L/R
- ④③ Master RCA out L/R
- ④④ Touch sensitivity trimmer A/B

Installation

Remove all packing materials from the Kontrol D1. Check that all foam and plastic padding is removed. Connect all cables.

Always disconnect from the USB cable before cleaning or servicing the device.

Damages caused by non-observance are not subject to warranty.

Set Up and Operation

- 01) Connect the Core Kontrol to your mixer/amplifier using the proper cables.
- 02) Connect the Core Kontrol's USB port with your PC's USB port using a USB cable.

CAUTION: Be sure that the mixer/amplifier's power is off, when connecting the cables. Turn on the Core Kontrol before you turn on your mixer/amplifier.

Names and Functions

Below is a description of the functions of the controls.

Deck Functions

01) Reverse button/pitch bend -

This button toggles reverse mode on or off. Reverse mode will play music in reverse and the track time will also count backwards. While holding the **shift (29)** button, pushing this button allows you to slow down a track. Release the button to return to the original BPM.

02) Hot cue/sample 2 button

The Core Kontrol D1 allows you to store up to four hot cue points per deck. See page 14: "**Setting a hot cue point in pause mode**" and "**Setting a hot cue point in play mode**".

In sampler mode: While holding the **shift (29)** button, pushing this button allows you to start/stop recording the corresponding sample. Pushing this button allows you to start/ stop sample playback for the corresponding sample.

03) Hot cue/sample 1 button

The Core Kontrol D1 allows you to store up to four hot cue points per deck. See page 14: "**Setting a hot cue point in pause mode**" and "**Setting a hot cue point in play mode**". In sampler mode:

While holding the **shift (29)** button, pushing this button allows you to start/stop recording the corresponding sample.

04) Pitch control fader

Use this fader to adjust the pitch. Slide up to decrease the pitch, slide down to increase the pitch.

05) x½/shift button

Allows you to divide the smart loop length by 2. While pushing and holding the **shift (29)** button, tapping this button allows you to shift the smartloop by 1 beat.

06) In/beat loop button

This button allows you to set the start point of a loop. Tapping this button, while pushing and holding the **shift (29)** button, will toggle the beat loop mode on or off. In beat loop mode, the software makes a loop with a preset number of beats. The number of beats can be modified with the **x½/shift (05) button** and/or the **x2/shift (17) button**.

07) Jogwheel

While not in scratch mode, the jogwheel allows you to pitch bend a song. In scratch mode the jog wheel can be used for scratch effects. Pushing and holding the **shift (29)** button, while turning the jogwheel, allows you to seek through the track (see page 14 "**Seek**").

08) Cue/smart cue button

Push the cue button during playback to return to the position at which playback started or to the first cue point (if set). Tapping this button, while pushing and holding the **shift (29)** button, allows you to toggle the smart cue mode on or off. In smart cue mode, the software makes sure that your cue point is always on the beat (actually a quantizing function). Smart cue mode is indicated in the Virtual DJ software by the lock symbol which turns orange when active.



Fig. 06

09) Sync/master button

Automatically matches the corresponding deck's tempo with the other deck's tempo.

Pushing and holding the **shift (29)** button while tapping this button allows you to set up a deck as a master for sync play.

10) Bleep button/pitch bend +

Bleep mode will play the music in reverse, while the track timer continues to advance. When you release the button, the track will continue to play where it would have been if you had not engaged the button. While holding the **shift (29)** button, pushing this button allows you to speed up the track. Release the button to return to the original BPM.

11) Parameter 1 control

The Parameter 1 and 2 controls allow you to adjust effect parameters. Note, that not all the effects require two parameter controls.

12) Parameter 2/key control

The Parameter 1 and 2 controls allow you to adjust effect parameters. Note, that not all the effects require two parameter controls. While holding the **shift (29)** button, this control allows you to change the key of the song while the tempo remains unchanged.

13) Effects select encoder

Tapping this button allows you to select one of the available effects in forward direction. The included Virtual DJ LE software gives you access to seven effects, as shown below.

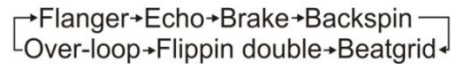


Fig. 07

14) Samples button

Pushing this button toggles the sampler mode on or off. The button will light up to indicate that sampler mode is active, Check with “**sampler panels**” (see page 23).

15) Hot cue/sample 3 button

The Core Kontrol D1 allows you to store up to four hot cue points per deck. See page 14: “**Setting a hot cue point in pause mode**” and “**Setting a hot cue point in play mode**”. In sampler mode: While holding the **shift (29)** button, pushing this button allows you to start/stop recording the corresponding sample. Pushing this button allows you to start/ stop sample playback for the corresponding sample.

16) Hotcue/sample 4 button

The Core Kontrol D1 allows you to store up to four hot cue points per deck. See page 14: “**Setting a hot cue point in pause mode**” and “**Setting a hot cue point in play mode**”. In sampler mode: While holding the **shift (29)** button, pushing this button allows you to start/stop recording the corresponding sample. Pushing this button allows you to start/ stop sample playback for the corresponding sample.

17) x2/shift button

Allows you to multiply the loop length by 2. While pushing and holding the **shift (29)** button, tapping this button allows you to shift a loop by 1 beat.

18) Out/reloop button

This button allows you to set the endpoint of the loop or to exit loop playback. While pushing and holding the **shift (29)** button, pushing this button allows you to reloop.

19) Key lock/pitch button

Tapping this button allows you to toggle the key lock mode on or off. In key lock mode, the pitch fader allows you to Change the tempo of the song played back while the key of the song stays unchanged. While holding the **shift (29)** button, tapping this button allows you to select the maximum range for the pitch control fader.

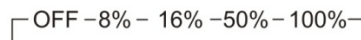


Fig. 08

20) Scratch/cross fader curve button

This button allows you to select or deselect scratch mode for the jogwheel. While not in scratch mode, the jogwheel is in jog mode. Pushing this button, while holding the **shift (29)** button, allows you to change the crossfader curve.

21) Play/smart play button

This button allows you to toggle between pause mode and playback mode.

Mixer Functions

- 22) **Channel gain**
The gain control allows you to adjust the input sensitivity for a channel and thus optimally match the incoming signals to the mixer's internal operation level.
- 23) **Hi/s1 control**
Use the 3 band equalizer to adjust the tone for each channel by using the hi, mid and low controls. In sampler mode: While holding the **shift (29)** button, this control allows you to adjust the volume level for sample 1/5.
- 24) **Mid/s2 control**
Use the 3 band equalizer to adjust the tone for each channel by using the hi, mid and low controls. In sampler mode: While holding the **shift (29)** button, this control allows you to adjust the volume level for sample 2/6.
- 25) **Low/s3 control**
Use the 3-band equalizer to adjust the tone for each channel by using the hi, mid and low controls. In sampler mode: While holding the **shift (29)** button, this control allows you to adjust the volume level for sample 3/6.
- 26) **Filter/s4 control**
Turn this control to apply a filter effect to the corresponding track. Pushing and holding the **shift (29)** button while tapping the corresponding channel's **cue (28)** button, turns the filter effect off. The filter control has a soft take over function. In sampler mode: While holding the **shift (29)** button, this control allows you to adjust the volume level for sample 4/8.
- 27) **Load A/back button**
Pushing this button loads the selected track in deck 1 and activates the cue function for channel 1. The channel's **cue (28)** button will light up. Holding the **shift (29)** button in combination with the **track select (35)** encoder allows you to navigate through the browser panels. See page 13: "Selecting folders" and "Selecting tracks"
- 28) **Cue button**
Tapping this button will allow the audio from that channel to be cued to the headphones. Ensure that the **headphones volume (33)** is not completely turned down and that the **mix (34)** control is not turned completely to the right.
- 29) **Shift button**
Pushing and holding this button gives you access to the secondary functions of the: **load A/back (27)**, **load B/view (36)**, **In/beat loop (06)**, **out/reloop (18)**, **key lock/pitch (19)**, **reverse/pitch bend - (01)**, **bleep/pitch bend + (10)**, **play/smart play (21)**, **cue/smart cue (08)**, **sync/master (09)** and **scratch/cross fader curve (20)** buttons, the **parameter 2/key (12)**, **hi/s1 (23)**, **mid/s2 (24)**, **low/s3 (25)**, **filter/s4 (26)** controls and the **jogwheel (07)** (in search mode).
- 30) **Channel fader**
The fader controls the volume of the corresponding channel.
- 31) **Cross fader**
The cross fader allows you to mix smoothly from one source to another (only when both channel faders are up).
- 32) **Master level control**
Use to adjust the volume level of the **master RCA (42)** and the **master TRS jack (41)** outputs.
- 33) **Headphones level control**
Use to adjust the volume level of the **headphones (39)** outputs.
- 34) **Mix control**
Allows the user to hear mixed audio of the monitor (cue) audio and the program (master) audio in the headphones. When the knob is rotated to the left, only the cue audio will be heard. When in the right position, only the program audio will be heard.
- 35) **Track select encoder**
Depending on the **browser panel** (see page 22) you are in, you can use the encoder to select a certain track or folder. Confirm your choice by pressing the encoder.
- 36) **Load B/view button**
Pushing this button loads the selected track in deck 3 and activates the cue function for channel 3. The channel's **cue (28)** button will light up. While pushing and holding the **shift (29)** button, tapping this button allows you to select the Effects panel (see page 22, "1. Browser/Sampler/Effects/Record").

Front Functions

37) Microphone input

¼" jack unbalanced microphone input. This input will not work with balanced jacks.

38) Microphone volume control

Use to adjust the volume of the microphone channel.

39) Headphones output

You can connect a pair of headphones, with a minimum impedance of 32 Ohm, to this stereo TRS ¼"jack. The jack should be wired as tip=left, ring=right and sleeve=ground.

Back Functions

40) USB B connector

To connect your Core Kontrol D1 to a PC / laptop/ Mac.

41) Master TRS jack out L/R

Use these outputs to connect an amplifier/mixer with balanced inputs.

42) Master RCA out L/R

Use these outputs to connect an amplifier/mixer with unbalanced inputs.

43) Touch sensitivity trimmer A/B

Use these trimmers to adjust the touch sensitivity of the jogwheel.

Operations

Selecting Folders

- Make sure you are in the **file system/ folder structure panel** (see page 22). Hold the **shift (29)** button and push the **load A/back (27)** button to return to the **file system/ folder structure panel** if you are in the **file/ search results panel**. Turn the **track select (35)** encoder to browse the folders.
- Push the **track select (35)** encoder to open the desired folder. Now you are in the **file/ search results panel** and are ready to select a track as described before.
- Push the **load A/back (27)** button to return to the **file system/folder structure panel**.

Selecting tracks using the track select encoder

- Make sure you have opened the desired folder as described in **Selecting folders** and that you are in the **file/ search results panel** (see page 22)
- Turn the **track select (35)** encoder to browse the tracks.
- Push the **load A/back (27)** button or the **load B/view (36)** button to load the track in respectively deck 1 or deck 2.

Starting Playback

- Push the **play/smart play (21)** button during the pause mode or cue mode to start playback, the LED in the **play/smart play (21)** button lights up.

Stop Playback

There are two ways to stop playback:

- Push the **play/smart play (21)** button during playback to pause at that point.
- Push the **cue/smart cue (08)** button during playback to return to the cue point and enter pause condition.

Pausing

- Push the **play/smart play (21)** button to pause playback.
- The **play/smart play (21)** button blinks when the pause mode is set.
- Playback resumes when the **play/smart play (21)** button is pushed again.

Setting a Cue Point

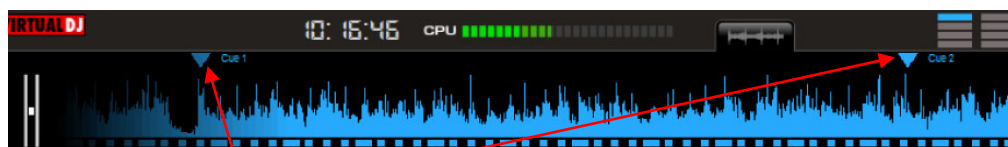
- Push the **play/smart play (21)** button to pause playback.
- The **play/smart play (21)** indicator flashes as the deck is in pause mode.
- Turn the **jogwheel (07)** to go to the desired cue point.
- Push the **cue/smart cue (08)** button and your cue point will be stored. The cue point will be indicated in the waveform display as shown in figure 9 on page 14.
- Push the **play/smart play (21)** button to continue playback.

Setting a hot cue point in pause mode

- Push the **play/smart play (21)** button to stop playback.
- The play indicator flashes when the pause mode is set.
- Turn the **jogwheel (07)** to go to the desired Cue point.
- Push the desired hot cue (**1 (03), 2 (02), 3 (15), 4 (16)**) button and your hot cue point will be stored while playback resumes.
- The stored hot cue point will be indicated in the Waveform display as shown in figure 9 below.

Setting a hot cue point in play mode

- During play mode, push the desired hot cue (**1 (03), 2 (02), 3 (15), 4 (16)**) button. Make sure that you use a hot cue button which is not lit.
- The hot cue point is stored while playback resumes.
- The hot cue point will be indicated in the **waveform display** as shown in figure 9.



(Hot) Cue Points

Fig. 09

Deleting a hot cue point

- Push and hold the **shift (29)** button while tapping the corresponding hot cue button (**1 (03), 2 (02), 3 (15), 4 (16)**) to delete a hotcue point.

Cueing

- "Cueing" is the action of preparing for playback.
- Push the **cue/smart cue (08)** button, the player will enter cue mode. Playback returns to the cue point and the deck will enter pause mode and the **cue (08)** button lights up. When the **play/ smart play (21)** button is pushed, playback will start from the cue point.
- If the **cue/smart cue (08)** button is pushed after the searching operation or the scanning operation, playback returns to the cue point and the deck will enter pause mode.

Seek (fast forward/fast backward)

- Seeking is a function for quickly moving forwards or backwards through a track while pushing and holding the **shift (29)** button and turning the **jogwheel (07)**.
- Push and hold the **shift (29)** button while turning the jogwheel. The track will play fast forward or fast backward and the sound is audible.
- Turn the jogwheel clockwise to scan in forward direction, counterclockwise to scan in reverse direction.

Changing pitch of a song

- Set the desired pitch bend range for the **pitch control fader (04)** by pushing and holding the **shift (29)** button and tapping the **key lock/pitch (19)** button. Make sure that the **pitch control fader (04)** is not locked (the lock symbol should be white).
- Adjust the BPM by sliding the **pitch control fader (04)** control up or down.
- Slide the **pitch control fader (04)** fader up to decrease BPM, or down to increase BPM. The adjustment range is +/- 6%, 8%, 10%, 12%, 25%, 33%, 50% or 100% depending on the range previously set up.

Pitch bending

- Turn the **jogwheel (07)** during playback to change the BPM temporarily.
- Turn the **jogwheel (07)** clockwise during playback to increase the BPM and counterclockwise to decrease the BPM. The faster you turn the wheel, the more the BPM changes. The adjustment range is +/- 20%.
- When you release the **jogwheel (07)**, the track will return to the BPM set with the **pitch control fader (04)**.

Loop play

- Push the **in/beat loop (06)** button to set the loop start point, the button will start blinking.
- Push the **out/reloop (18)** button to set the loop end point. After the end point is set, playback will enter loop play from start point to end point repeatedly. Both the **in/beat loop (06)** button and the **out/reloop (18)** buttons will blink.
- Tap the **out/reloop (18)** button to cancel loop play. Both the **in/beat loop (06)** and **out/reloop (18)** buttons will dim.
- Pushing and holding the **shift (29)** button while tapping the **out/reloop (18)** button when in loop play, allows you to change the endpoint by turning the **jogwheel (07)**. The **out/reloop (18)** button will blink while the **in/beat loop (06)** button will dim. Confirm the new endpoint by pushing and holding the **shift (29)** button while tapping the **out/reloop (18)** button. Both the **in/beat loop (06)** button and the **out/reloop (18)** button, will blink again indicating that loop play is active.
- Pushing and holding the **shift (29)** button, while tapping the **in/beat loop (06)** button when in loop play, allows you to change the start point by turning the **jogwheel (07)**. The **in/beat loop (06)** button will blink while the **out/reloop (18)** button will dim. Confirm the new endpoint by pushing and holding the **shift (29)** button while tapping the **in/beat loop (06)** button. Both, the **in/beat loop (06)** button and the **out/reloop (18)** button will blink again, indicating loop play is active.
- The **1 (03)**, **2 (02)**, **3 (15)**, **4 (16)** buttons and the **x2/shift (17)** and **x½/shift (05)** buttons allow you to shorten or expand the length of the recorded loop while loop play is active.
- While pushing and holding the **shift (29)** button, the **x2/shift (17)** and **x½/shift (05)** buttons allow you to shift a recorded loop by 1 beat while loop play is active.

Beat loop play

- Hold the **shift (29)** button while pushing the **in/beat loop (06)** button.
- Set the loop length using the **x2/shift (17)** and **x½/shift (05)** buttons. Smart loop play will start immediately.
- Pushing the **out/reloop (18)** button will cancel smart loop play.

Reloop

- Push and hold the **shift (29)** button and tap the **out/reloop (18)** button. The song will return to the last selected loop.
- Push the **out/reloop (18)** button, the loop play function is canceled.

Recording a sample

- Activate sampler mode by pushing the **samples (14)** button. The **samples (14)** button will light up and the sampler panel will open.
- Choose a memory space in which you want to store your new sample.

Deck 1:	1 (03) button = sample 1	Deck 2:	1 (03) button = sample 5
	2 (02) button = sample 2		2 (02) button = sample 6
	3 (15) button = sample 3		3 (15) button = sample 7
	4 (16) button = sample 4		4 (16) button = sample 8
- While holding the **shift (29)** button, push the corresponding sample button to start recording.
- When finished recording, push the sample button again (release the **shift (29)** button).

Sample playback

- If not in sampler mode, activate sampler mode by pushing the **samples (14)** button. The sampler panel will open.
- Push the corresponding sample button to toggle playback/pause of the sample.

Deck 1:	1 (03) button = sample 1	Deck 2:	1 (03) button = sample 5
	2 (02) button = sample 2		2 (02) button = sample 6
	3 (15) button = sample 3		3 (15) button = sample 7
	4 (16) button = sample 4		4 (16) button = sample 8

Software Installation

System requirements:

PC

Minimum system requirements:

- Intel® Pentium® 4 or AMD Athlon™ XP
- 1280x1024 resolution
- DirectX compatible soundcard
- 512MB RAM
- 50MB free on the hard drive

Recommended system requirements:

- Intel® Core™ 2 or AMD Athlon™ X2
- 1280x1024 resolution
- Multi-channel DirectX compatible soundcard
- 1024MB RAM
- 200MB free on the hard drive

Additional requirements for Video mixing:

- 2048MB (2GB) RAM
- ATI™ or NVIDIA® video card w/256MB of Dedicated DDR3 RAM
- Video card must support dual-screen output

Supported Operating System:

- MINIMUM: Microsoft® Windows XP SP3 or newer
- RECOMMENDED: Microsoft® Windows 7 Professional 32-bit
- Microsoft® Windows 95, 98, ME, or older are not supported

Mac

Minimum system requirements:

- Intel® processor
- Mac OS X v10.5.x
- 1024x768 resolution
- Core Audio compatible soundcard
- 1024MB RAM
- 50MB free on the hard drive

Recommended system requirements:

- Intel® processor
- Mac OS X v10.6.x
- 1440x900 resolution
- Multi-channel Core Audio compatible soundcard
- 2048MB (2Gb) RAM
- 200MB free on the hard drive

Additional requirements for Video mixing:

- ATI™ or NVIDIA® video chipset w/256MB of Dedicated DDR3 RAM
- Video must support dual-screen output

Supported Operating System and Processor Platforms:

- Minimum: Mac OS X v10.5 Leopard on Intel processor platform
- Recommended: Mac OS X v10.6.x Snow Leopard on Intel processor platform
- Apple® Mac OS X 10.4.x Tiger or older are not supported
- Motorola® (PowerBook® G4) processor platform or older are not supported

Installation procedure:

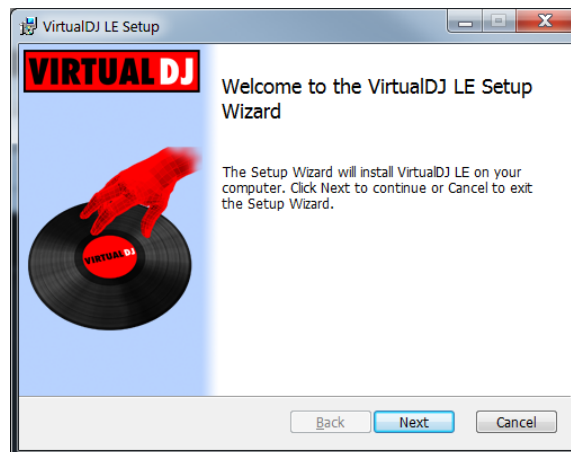
- Be sure to turn off the power supply to all equipment.
- Use a USB cable to connect the Core Kontrol D1 and your computer.
- Turn on your computer and then your amplifier/ active speakers.
- Insert the included CD-ROM into the computers CD-drive and follow the instructions.

Running the setup program.

Follow the steps below.

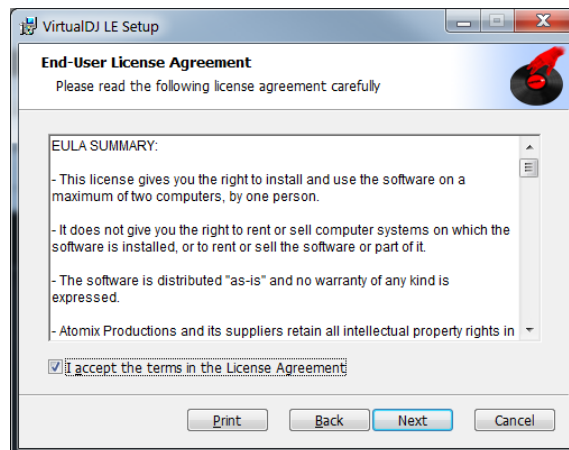
- 01) If the installation program on your CD does not start automatically, you can initiate it manually by double clicking on **install_virtualdj_le_v7.2.rar** file on the included CD (**install_virtualdj_le_v.7.2.pkg** for Mac).

The welcome screen will pop up.



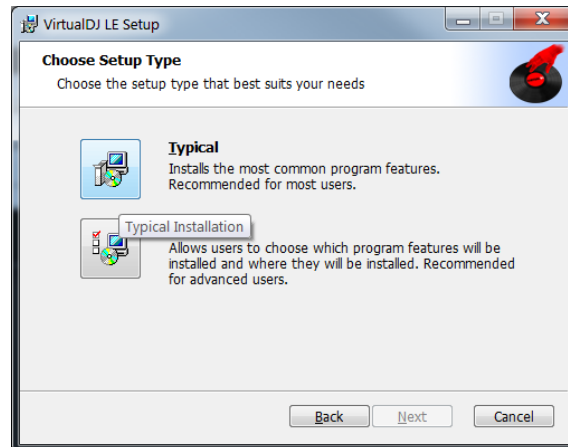
Press the **Next** button when finished reading the screen.

- 02) Now the readme file will pop up.



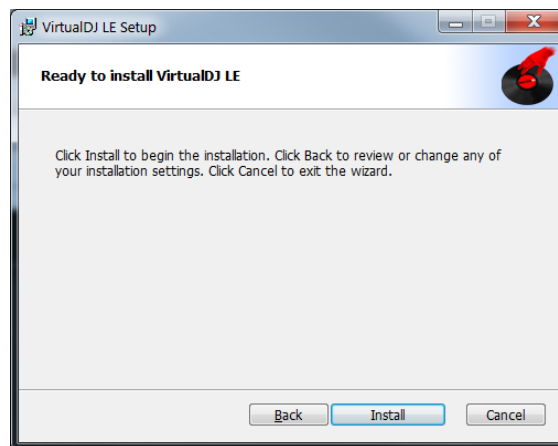
Check the "I accept" checkbox and click the **Next** button.

03) The Setup screen will pop up.



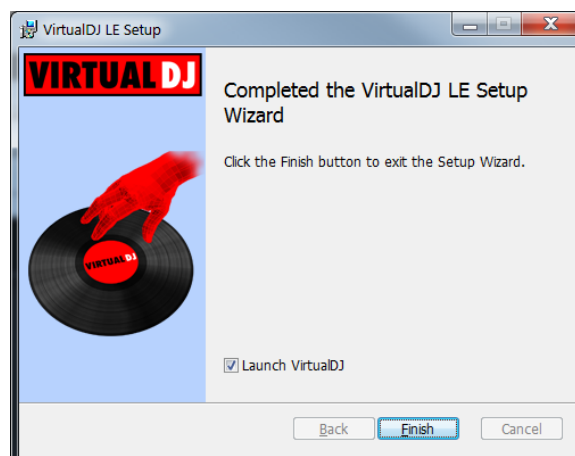
Click the **Typical** button.

04) The Installation screen will pop up.



Click the **Install** button.

05) If the installation is finished the screen below will pop up.



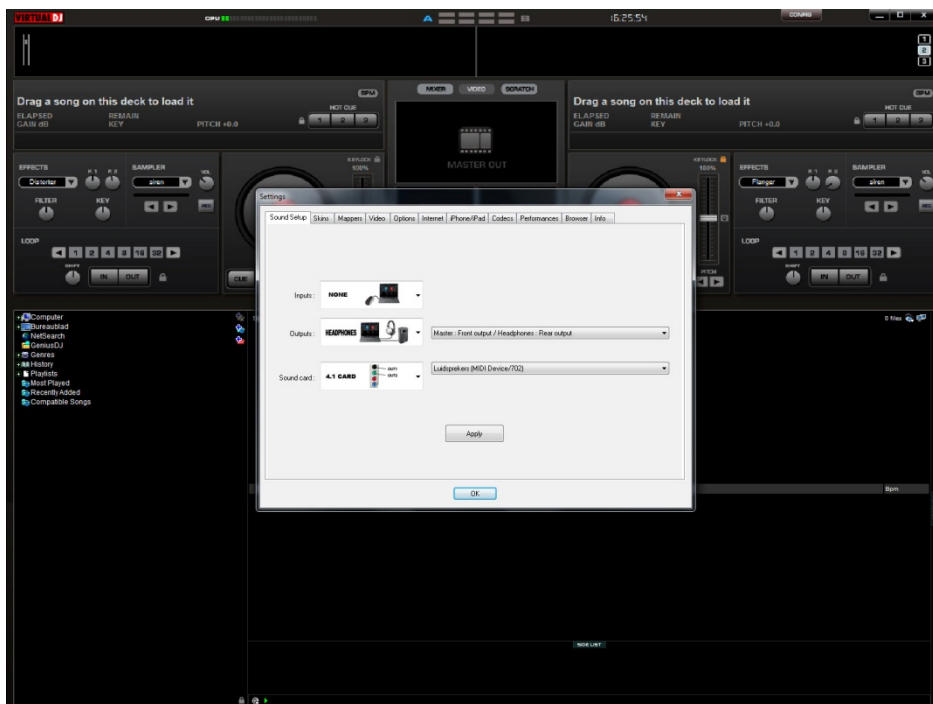
Press the finish button to complete your installation.

Running the Virtual DJ-software for the first time

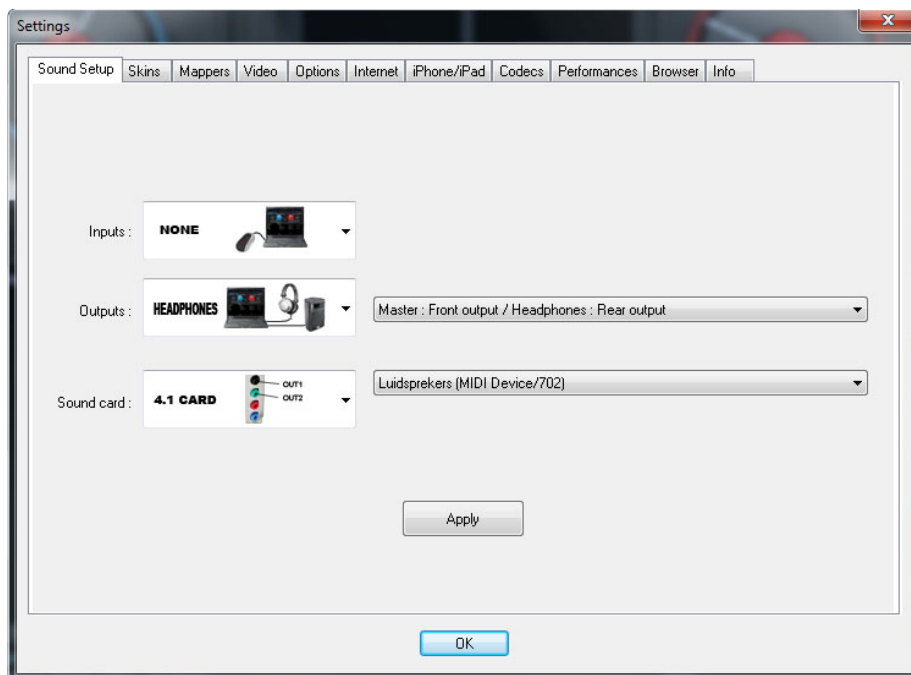
- 01) Double click the Virtual DJ icon on the desktop. A pop up screen asking you to enter your serial number will pop up.
- 02) Enter the serial number you received with your purchase (sticker on inside CD-cover flap) and click the OK button.
- 03) Virtual DJ will check for a new version (this can be disabled in the configuration section). The Virtual DJ user interface will appear.



- 04) Click the **Config** button (upper right corner). The following screen will pop up.



In the Sound Setup tab you can optimize the soundcard settings. We suggest using the settings below which give you access to all outputs on your Kontrol D1. Other configurations can limit your outputs.



On the right side of the soundcard menu there are two drop down menus allowing you to choose between two soundcards.

In the presented example, the first two channels of the Kontrol D4i's internal soundcard are routed to the master outputs and the remaining two channels are routed to the headphones output.

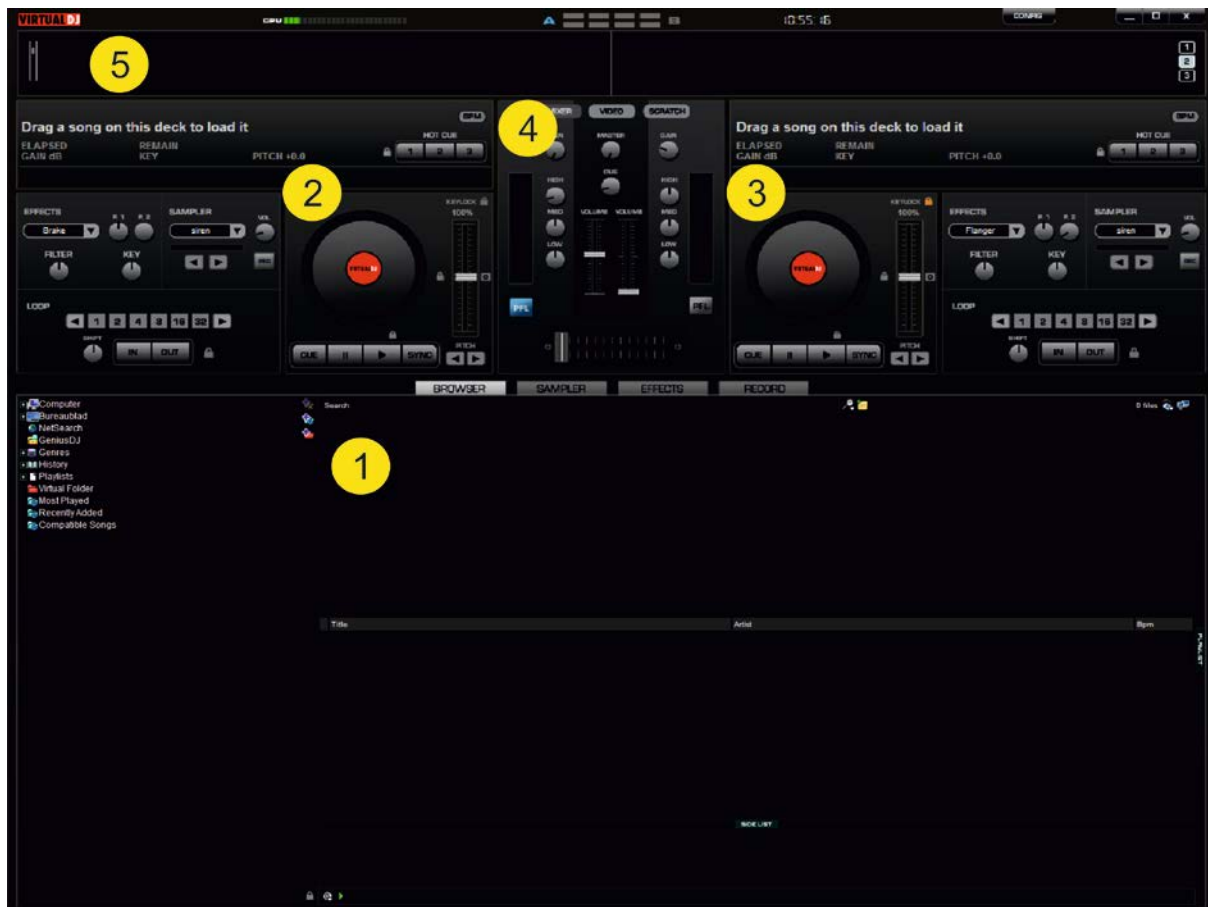
When setup correctly, press the **Apply** button and then press the **OK** button.

Make sure the Core Kontrol D1 is connected with your computer's USB port and is switched on before setting up your soundcards, otherwise you won't be able to access your Kontrol D4i's built in soundcards.

For more possibilities, we suggest reading the Virtual DJ Quick guide. You can download the Virtual DJ Quick guide from: <http://www.virtualdj.com/wiki/PDFManuals.html>

Interface zones

Before beginning to use Virtual DJ, familiarize yourself with the controls and zones of the software. Upon opening of the application, the interface is displayed. Interfaces called “skins” feature different configurations, layouts and functionality of the software. Let us begin with selecting the Internal Mixer interface to become familiar with the most important features of the software. To choose a different skin, while the software is running, click on the Config menu and select “the skins” tab.



01) Browser/Sampler/ Effects/ Record

Browse your music folders, create, edit and save your playlists, adjust effects, video, audio, record and save mixes.

02) Deck 1 Controls

Drag and drop music from the browser to this virtual deck. Track title, beats per minute, display, counters and transport control.

03) Deck 2 Controls

Same as Deck 1.

04) Center Panel

Multiple panels can provide access to the cross fader, gain controllers, volume controllers, PFL buttons, video controllers, video preview windows, effect controllers, time code and scratch interface.

05) Rhythm window

This window tracks the waveform of each song loaded or playing on the decks. This area also features the Computer Beat Grid (CBG) used for visual mixing and beat matching.

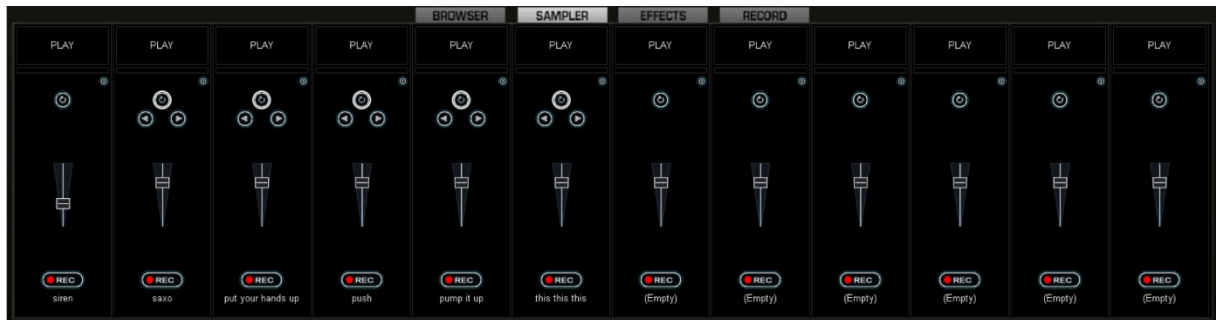
Browser panels



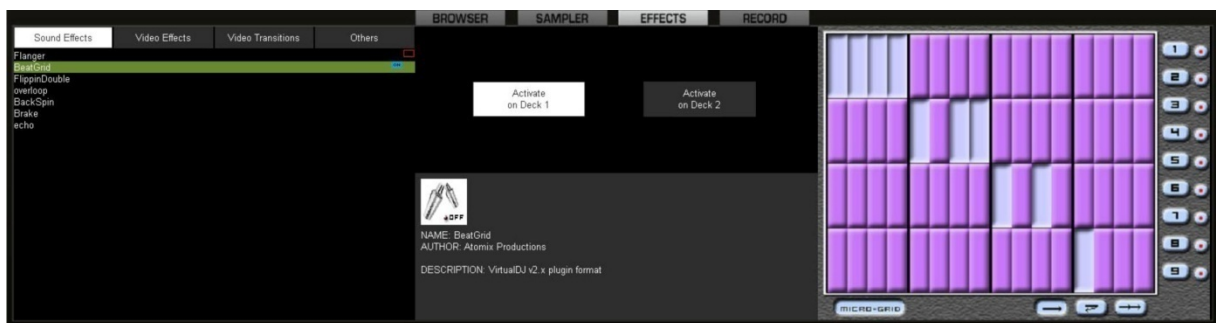
- 01) File System/Folder Structure
- 02) File/Search Results

For more information on the Virtual DJ software, we suggest checking the Support Section on <http://www.virtualdj.com/>. Here you can find manuals, forums etc.

Sampler panels



Effects panels



Record panels



Maintenance

The DAP Audio Core Kontrol D1 requires almost no maintenance. However, you should keep the unit clean.

Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

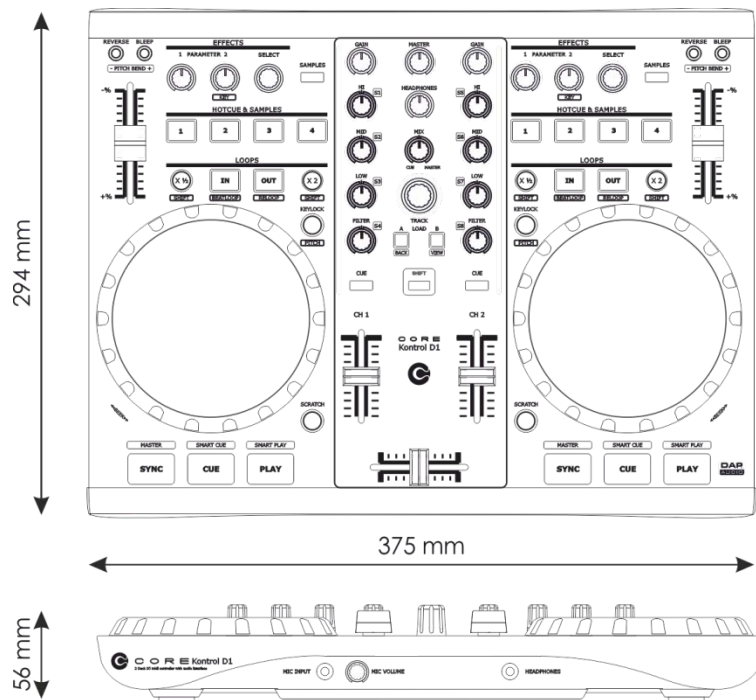
Keep connections clean. Disconnect electric power, and then wipe the audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

Problem	Probable cause(s)	Remedy
Controller is not recognized by Windows.	No driver installed.	01) Unplug all other USB cables and devices. 02) Plug in your controller's USB cable. 03) Check if your driver (ME 702SC) is installed and running. Windows Vista & Windows 7: Start/Devices and Printers/. Windows XP: Start/Control Panel/System/Device Manager/. 04) Reinstall the driver if necessary.
No sound from controller	Incorrect soundcard settings.	Check the settings in the config menu. See page 19: Running the Virtual DJ-software for the first time.
No sound from the controllers headphones output.	Incorrect soundcard settings.	Check the settings in the config menu. See page 19: Running the Virtual DJ-software for the first time.
No access to the controller's built-in soundcards during setup.	Controller is not connected to your PC's USB port or is switched off.	01) Check if your controller is switched on. 02) Check if the controller is connected to your PC 03) Check your USB cable.
Sound from controller despite all faders being set to minimum.	Incorrect soundcard settings.	Check the settings in the config menu. See page 19: Running the Virtual DJ-software for the first time.

Product Specification

Channels:	2
Decks:	2
Controllers:	64
Inputs:	1 x Microphone, 6,3mm Jack
Soundcard:	4 In/ 4 Out
Sampling Frequency:	44,1 KHz
Audio Resolution :	16 bit
Output level:	1,2V ±0,2V
THD+N:	< 0,08%
S/N:>	70dB
Frequency response:	20Hz – 20kHz
Crosstalk:	> 80dB
Outputs:	1 x Master unbalanced, RCA 1 x Master balanced, jack 1 x Headphones, 6,3 mm Jack
Dimensions:	375 mm x 294 mm x 56 mm (LxWxH)
Weight:	1,62 Kg



Design and product specifications are subject to change without prior notice.



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Appendix 1: Midi Implementation

DAP Audio

Date: 12-03-2013

Model: Kontrol D1

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic channel	Default	1,2, 3, 4, 5, 6	X	
	Changed	X	X	
Mode	Default			
	Messages	X	X	
	Altered			
Note number		20 ₍₁₆₎ -3F ₍₁₆₎	X	*1
	True voice	X	X	
Velocity	Note ON	O	X	00 ₍₁₆₎ = off, 7F ₍₁₆₎ = on
	Note OFF	X	X	
After touch	Keys	X	X	
	Channel	X	X	
Pitch bend		O	X	*3
Control change		18 ₍₁₆₎ -52 ₍₁₆₎	X	*2
Prog Change		X	X	
	True#	X	X	
SysEx		X	X	
Common	Song pos	X	X	
	Song Sel	X	X	
	Tune	X	X	
System real time	Clock	X	X	
	Commands	X	X	
Aux Messages	Local ON/OFF	X	X	
	All Notes OFF	X	X	
	Active Sense	X	X	
	Reset	X	X	

O: YES Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO
X: NO Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO

***1: Note numbers**

Deck 1: MIDI Channel 1
Deck 2: MIDI Channel 2

Note number	Function
20	1
21	2
22	3
23	4
24	scratch
25	samples
26	reverse
27	bleep
28	X1/2 shift
29	in
2A	out
2B	X2 shift
2C	pitch
2C	keylock
2D	sync
2E	cue
2F	play
30	FX select encoder (push)
37	deck switch
3F	touchwheel (touch)

Mixer: MIDI Channel 5

Note number	Function
20	load A
21	load B
22	ch. 1 cue
24	ch. 2 cue
24	shift
25	track encoder (push)

Deck 1: MIDI Channel 1
 Deck 2: MIDI Channel 2

Control change number	Function
20	Jogwheel
30	FX parameter 1
31	FX parameter 2

Mixer:

MIDI Channel 1

Control change number	Function
32	ch. 1 gain
33	ch. 1 hi
34	ch. 1 mid
35	ch. 1 low
37	ch. 1 fader
40	ch. 1 filter

MIDI Channel 2

Control change number	Function
42	ch. 2 gain
43	ch. 2 hi
44	ch. 2 mid
45	ch. 2 low
47	ch. 2 fader
50	ch. 2 filter

MIDI Channel 5

Control change number	Function
18	track encoder
50	master volume
51	headphone volume
52	headphone mix

*3: pitch bend channels

Channel number	Function
1	pitch fader deck 1
2	pitch fader deck 2
5	crossfader



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