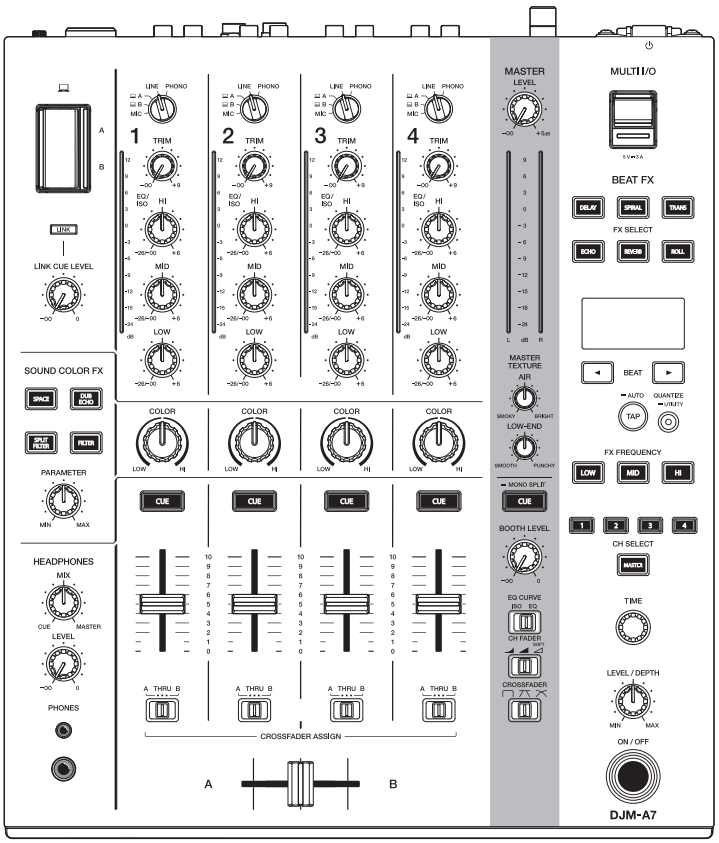
Instruction Manual



DJ Mixer

DJM-A7

alphatheta.com/support/

rekordbox.com

For FAQ and other support information for this product, visit the websites above.

AlphaTheta

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Before you start

How to read this manual

- Thank you for choosing this AlphaTheta product.
  Be sure to read this manual, the Quick Start Guide and the Precautions for Use which are also included with this product. These documents include important information that you should understand before using the unit.
- In this manual the names of buttons, knobs and terminals that appear on the product, and the names of buttons, menus etc. in the software on your PC/Mac or mobile device, are indicated within square brackets ([ ]). (e.g. [**File**], [**CUE**] button)
- Please note that the software screens and their specifications, as well as the external appearance and specifications of the hardware, are subject to change without notice.
- Please note that depending on the operating system version, web browser settings, etc. operation may differ from the ways described in this manual.
- Please note that the language on the screens of the software described in this manual may differ from the language on your screen.

What’s in the box

- Mixer × 1
- Power cord × 1
- Warranty (for some regions)* × 1
- Quick Start Guide × 1
- Precautions for Use × 1

* Only products in Europe and North America.
Products in Japan include warranty information in the Precautions for Use.

Installation of supported applications

❖ rekordbox for Mac/Windows

rekordbox for Mac/Windows is an application that helps DJs manage their music and perform. With the application and this unit, you can DJ using PRO DJ LINK and/or DVS functions. For information on the installation and to access the instruction manual, visit the URL below.

rekordbox.com/

❖ DJM-REC

DJM-REC is a DJ application that enables easy recording and sharing of mixes for effortless self-promotion to global audiences when you use it on a device connected to a compatible AlphaTheta mixer (including this unit) via a USB cable.
To download the application, visit the URL below.

For iOS/iPadOS:

https://apps.apple.com/app/id1292535659

- The application isn't available for Android devices.

❖ RMX-1000 for iPad

When connected to this unit, RMX-1000 for iPad enables you to perform live remixes with your music.
To download the application, visit the URL below.

iPadOS:

https://apps.apple.com/app/id1035498886

Supported products

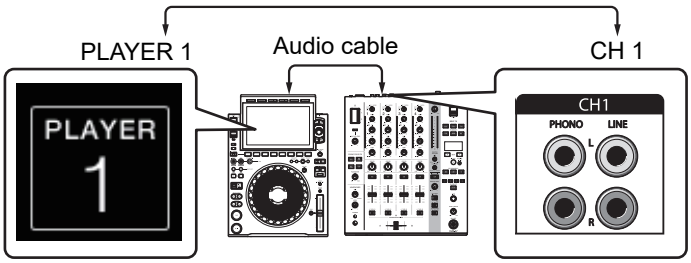
You can easily connect the products below with this unit.

- RMX-IGNITE:
  Use a compatible USB cable for connection.
- AlphaTheta headphones with the SonicLink touch pairing feature:
  You can pair the headphones by holding them over the headphones touch area on the unit.

PRO DJ LINK

You can use PRO DJ LINK functions by connecting the unit via a LAN cable to a PRO DJ LINK compatible multi player or a PC/Mac running rekordbox.

- You can connect up to 4 multi players and up to 2 computers (PC/Mac) to the unit via a switching hub.
- Use a 100BASE-TX compatible switching hub that is supported by multi players. Some switching hubs may not work properly with selected devices.
- Set the multi player number to the channel number which the audio cable is connected to.



- For details on PRO DJ LINK, see the instruction manuals for the relevant multi players and rekordbox.

  alphatheta.com/support/

❖ Quantize

When you are playing a track analyzed by rekordbox, the unit applies Beat FX by automatically synchronizing it with the beat according to the track's GRID information. This happens even if you operate the [**ON/OFF**] button in the Beat FX section roughly.

❖ LINK MONITOR

You can browse and monitor via headphones the sound of tracks in rekordbox for Mac/Windows, or on a multi player, while playing a different track.

⇨ Monitoring with headphones (page 35)

- To monitor the sound of rekordbox for Mac/Windows, switch rekordbox for Mac/Windows to Export mode, click [**Preferences**], then select the [**DJ System**] tab on the left. Open the [**Other**] tab on the upper right and turn on [**Use "LINK MONITOR" of the DJ Mixer**] beforehand.
- You can't monitor the sound of a track from a multi player if the player doesn't support the LINK MONITOR function.

❖ Status Information

You can check on-air information with multi players.

❖ PRO DJ LINK active indicator

The indicator lights up when PRO DJ LINK is available for use on the unit, and blinks when LINK MONITOR is in use.

❖ Stagehand

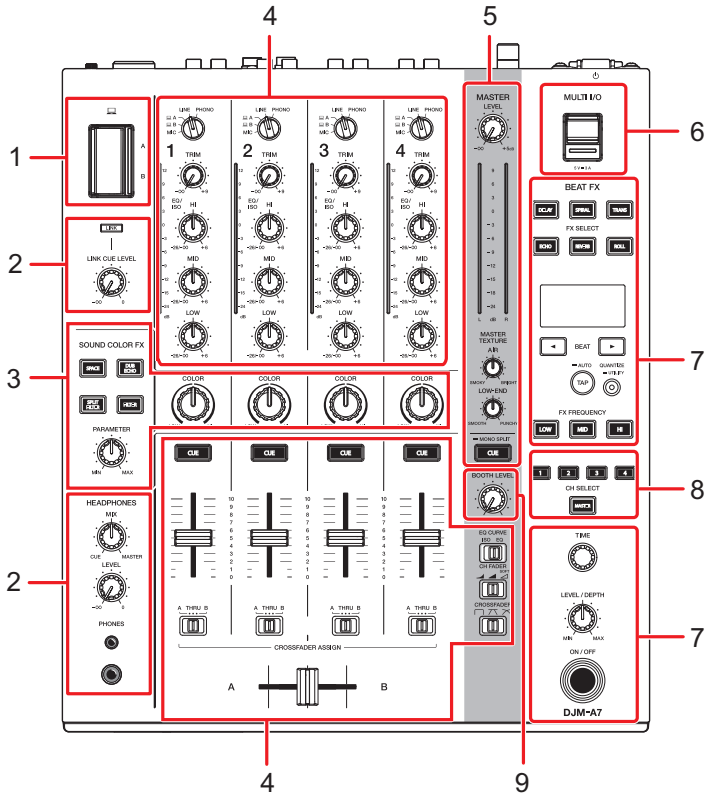
You can use the Stagehand app on a tablet to check the status of AlphaTheta multi players or mixers and remote-control them.

- You can use the Stagehand app while using PRO DJ LINK.
- For details, refer to the instruction manuals for the Stagehand app.

  pioneerdj.com/en/product/software/

Part names

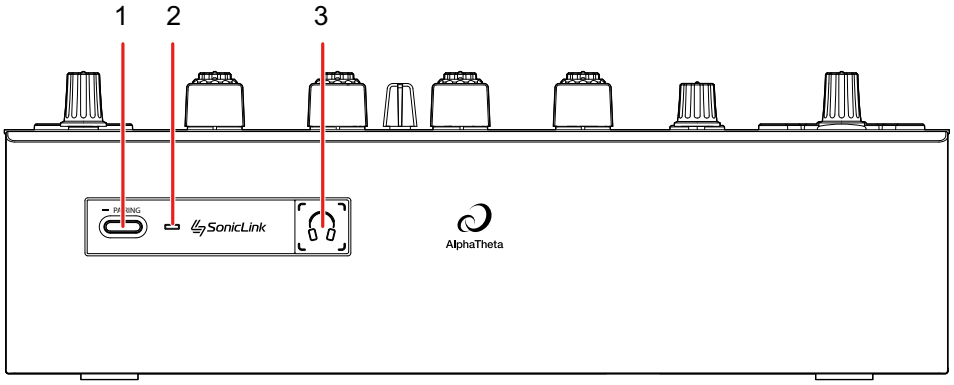
Top panel



1. **USB section**
   ⇨ USB section (page 52)
2. **Headphone section**
   ⇨ Headphone section (page 34)
3. **Sound Color FX section**
   ⇨ Sound Color FX section (page 38)
4. **Channel section**
   ⇨ Channel/master section (page 27)
5. **Master section**
   ⇨ Channel/master section (page 27)

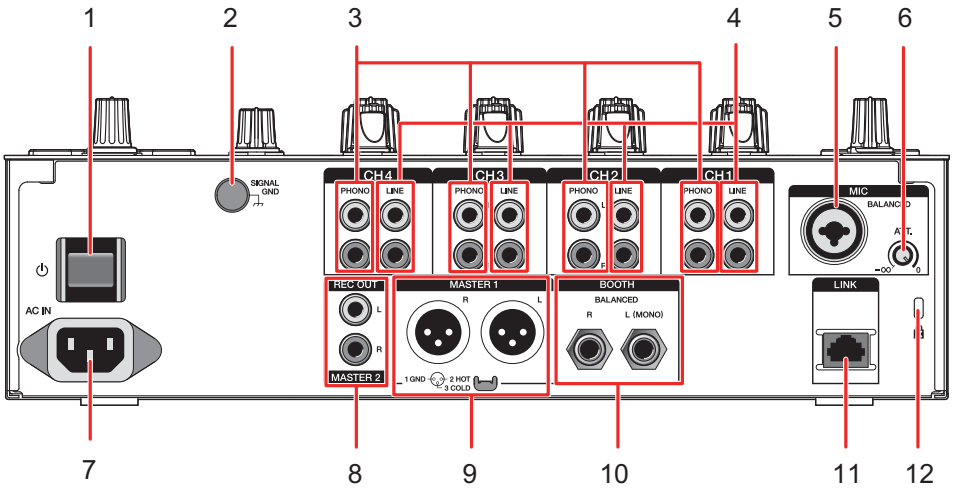
6. **MULTI I/O section**
   ⇨ MULTI I/O section (page 41)
7. **Beat FX section**
   ⇨ Beat FX section (page 45)
8. **CH SELECT buttons**
   ⇨ Beat FX section (page 45)
   ⇨ MULTI I/O section (page 41)
9. **Booth section**
   ⇨ Booth section (page 37)

Front panel



1. **PAIRING button**
   Connects with SonicLink headphones.
   ⇨ Monitoring with SonicLink headphones (page 36)
2. **SonicLink headphones indicator**
   ⇨ Monitoring with SonicLink headphones (page 36)
3. **Headphones touch area**
   ⇨ Monitoring with SonicLink headphones (page 36)

Rear panel



1. ⏻ **button**

   Turns the unit on and off.

2. **Signal GND terminal**

   Connect a turntable's ground wire.

   Reduces unwanted noises that occur when a turntable is connected to the unit.

   ⇨ Connecting to the input terminals (page 23)

3. **PHONO terminals (RCA)**

   Connect phono-level (MM cartridge) output devices.

   - Do not input line-level signals to the terminals.

   ⇨ Connecting to the input terminals (page 23)

4. **LINE terminals (RCA)**

   Connect multi players or line-level output devices.

   ⇨ Connecting to the input terminals (page 23)

5. **MIC terminal (XLR or 1/4"/6.35 mm, TRS)**

   ⇨ Outputting sound (page 30)

6. **MIC ATT. knob**

   Adjusts the attenuation level of the MIC input sound.

   ⇨ Outputting sound (page 30)

7. **AC IN**

   Connect to a power outlet with the supplied power cord.

   ⇨ Connecting to the input terminals (page 23)

8. **REC OUT/MASTER 2 terminals (RCA)**

   Connect a device for recording.

   - You can use them as output terminals for a power amplifier, etc.

   ⇨ Connecting to the output terminals (page 24)

9. **MASTER 1 terminals (balanced XLR)**

   Connect to analog input terminals on a power amplifier, etc.

   - Use the terminals for balanced output only.
   - Do not connect a power cord from another product to the terminals.
   - Do not connect to a terminal that can supply phantom power.

   ⇨ Connecting to the output terminals (page 24)

10. **BOOTH terminals (1/4"/6.35 mm, TRS)**

    Connect a booth monitor.

    - Use the terminals for balanced output only.
    - If you connect equipment to the [**L (MONO)**] terminal only, mono sound is output.

    ⇨ Connecting to the output terminals (page 24)

11. **LINK terminal**

    Connect to a LINK terminal on a PC/Mac running rekordbox or a PRO DJ LINK compatible multi player.

    - For wired LAN connections, use a CAT5e or higher STP cable.
    - Use a switching hub (commercially available 100BASE-TX compatible type) to connect multiple devices.

    ⇨ Connecting to the input terminals (page 23)

12. **Kensington security slot**

    Connect a cable lock.

PC/Mac setup

To input or output your PC/Mac's audio to/from the unit, install the dedicated audio driver software and/or Setting Utility on your PC/Mac.
If you install the dedicated software to your PC (Windows), the Setting Utility and audio driver software will be installed.
If you use a Mac, only the Setting Utility will be installed.

- For information on the latest system requirements, compatibility, and supported operating systems, visit the URL below.

  alphatheta.com/support/
- Operation isn't guaranteed on all PC/Mac models, even if the system requirements are met.
- Operation isn't guaranteed when multiple units are connected to a PC/Mac.
- If a PC (Windows) without the audio driver software installed is connected to the unit, errors may occur on the PC.
- Malfunctions may occur due to incompatibility with other software installed on a PC/Mac.

Installation of the dedicated software

❖ Notes on installation

- Turn the unit off and disconnect the USB cable connected to the unit and the PC/Mac before installation.
- Close all applications running on the PC/Mac before installation.
- You'll need admin rights to install the software to your PC/Mac.
- Read the License Agreement terms carefully before installation.
- If you quit the installation halfway through, perform the installation procedure from the beginning again.
- After the installation is complete, connect the PC/Mac to the unit.
- Operation isn't guaranteed on all PC/Mac models.

Downloading the dedicated software

1 Visit the URL below.

alphatheta.com/support/

2 Click [DJ Mixers].

3 Click [DJM-A7].

4 Click [Drivers].

5 Select the dedicated software for your PC/Mac.

6 Click [Download link] and save the file.

Installing the dedicated software

1 Unzip the downloaded dedicated software.

2 Double-click the downloaded installation file.

- Double-click “DJM-A7_#.###.exe” if you’re using a PC (Windows), or “DJM-A7_M_#.#.#.dmg” → “DJM-A7SettingUtility.pkg” if you’re using a Mac (# indicates the version number of the software).

3 Read the License Agreement terms carefully. If you agree to the terms, mark the [Agree] check box and click [OK].

- If you don’t agree to the License Agreement terms, click [**Disagree**] (for Mac)/ [**Cancel**] (for Windows) to cancel the installation.

4 Follow the on-screen instructions to complete the installation.

Setting Utility

Once you've installed the dedicated software on your PC/Mac, you can use the Setting Utility to check and set connections between the unit and a PC/Mac.

Launching Setting Utility

❖ For Mac

1 Open the [Applications] folder in Finder.

2 Click [AlphaTheta] → [DJM-A7] → [DJM-A7 Setting Utility].

❖ For PC (Windows 11)

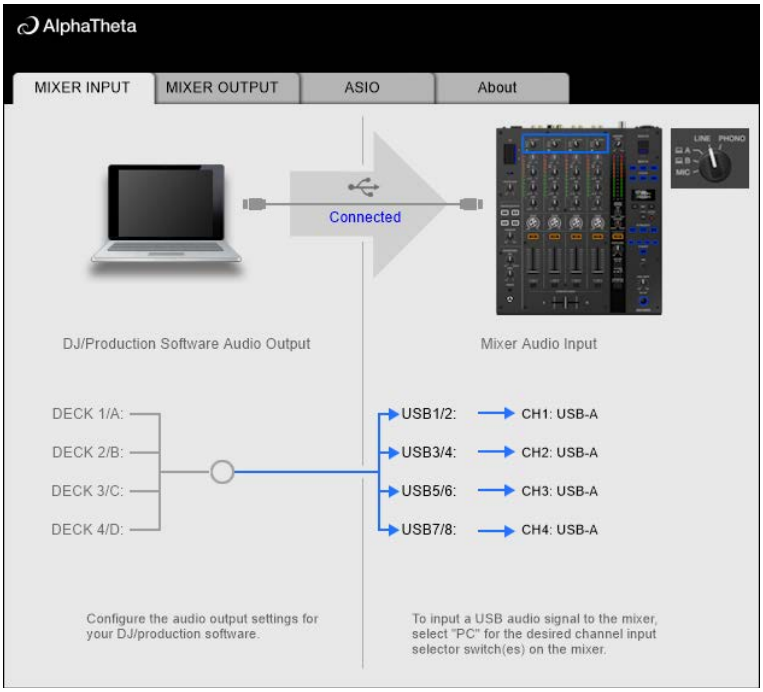
1 Open the Start menu and click [All Apps] → [AlphaTheta] → [DJM-A7 Setting Utility].

❖ For PC (Windows 10)

1 Open the Start menu and click [AlphaTheta] → [DJM-A7 Setting Utility].

Checking the status of the input selector switches on the unit

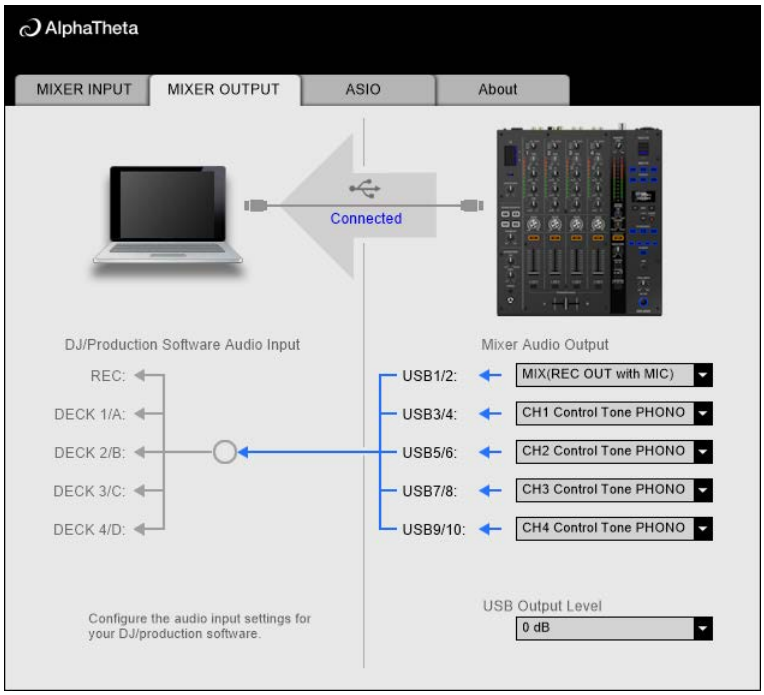
1 Click the [MIXER INPUT] tab.



Setting the audio data output from the unit to a PC/Mac

1 Click the [MIXER OUTPUT] tab.

2 Click the pull-down list under [Mixer Audio Output] and select the audio data output from the unit to the PC/Mac.



⇨ Mixer Audio Output pull-down menu (page 21)

3 Click the pull-down list under [USB Output Level] and select a level of volume to output from the unit.

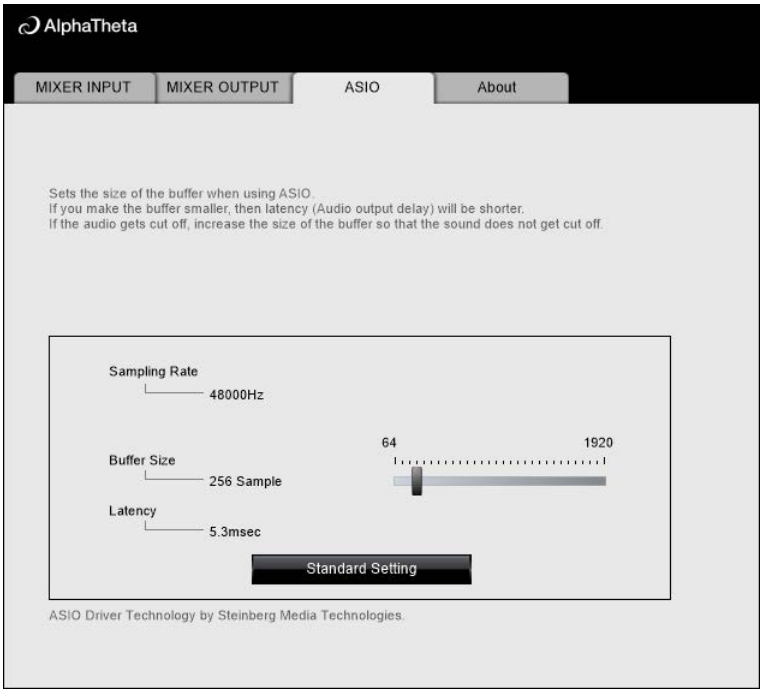
- Set the volume in [**USB Output Level**] when you can't produce as much volume as you expect using the volume adjustment in your DJ application. Note that the sound may be distorted if you set the volume too high.

Adjusting the buffer size (for Windows ASIO)

- Close any running applications (DJ applications, etc.) which use the unit as the default audio device before adjusting the buffer size.

1 Click the [ASIO] tab.

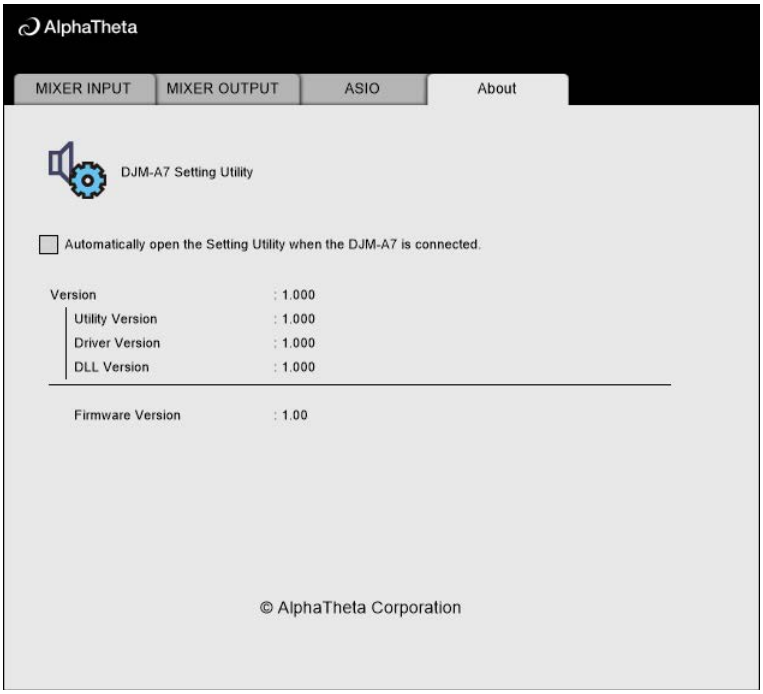
2 Adjust the buffer size with the slider.



- Breaks in sound are less likely to occur if you set a large buffer size, but this increases lag time due to the latency of audio data transmission.

Checking the firmware and dedicated software versions

1 Click the [About] tab.



Mixer Audio Output pull-down menu

#: indicates channel number

USB 1/2	USB 3/4, USB 5/6, USB 7/8, USB 9/10
MIX(REC OUT with MIC)[*1]	**CH# Control Tone PHONO**[*2]
Pre CH1 Fader	**CH# Control Tone LINE**[*2]
Pre CH2 Fader	**Pre CH# Fader**
Pre CH3 Fader	**Post CH# Fader**
Pre CH4 Fader	**CROSSFADER A**
Post CH1 Fader	**CROSSFADER B**
Post CH2 Fader	**MIX(REC OUT with MIC)**[*1]
Post CH3 Fader	-
Post CH4 Fader	-
CROSSFADER A	-
CROSSFADER B	-

*1 For uses other than recording, be sure to set the DJ application so that no sound loop occurs. Sound may be input or output at an unintended volume level when a sound loop occurs.

*2 Available for software applications that support the function. Outputs sound at the volume input to the unit regardless of the [**USB Output Level**] setting.

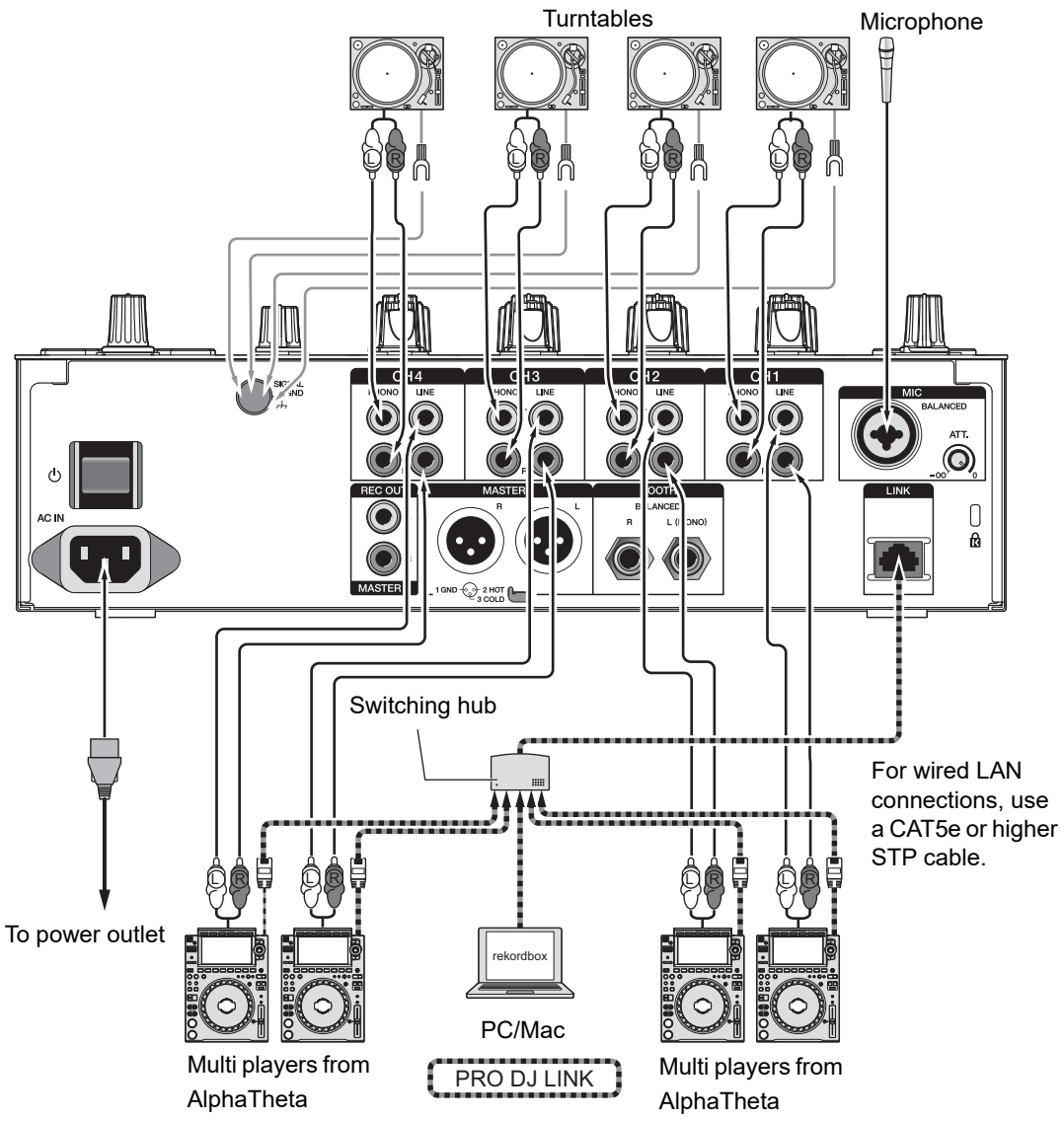
Connections

Turn the unit off and disconnect the power cord before connecting other units.

Connect the power cord after all the connections are complete.

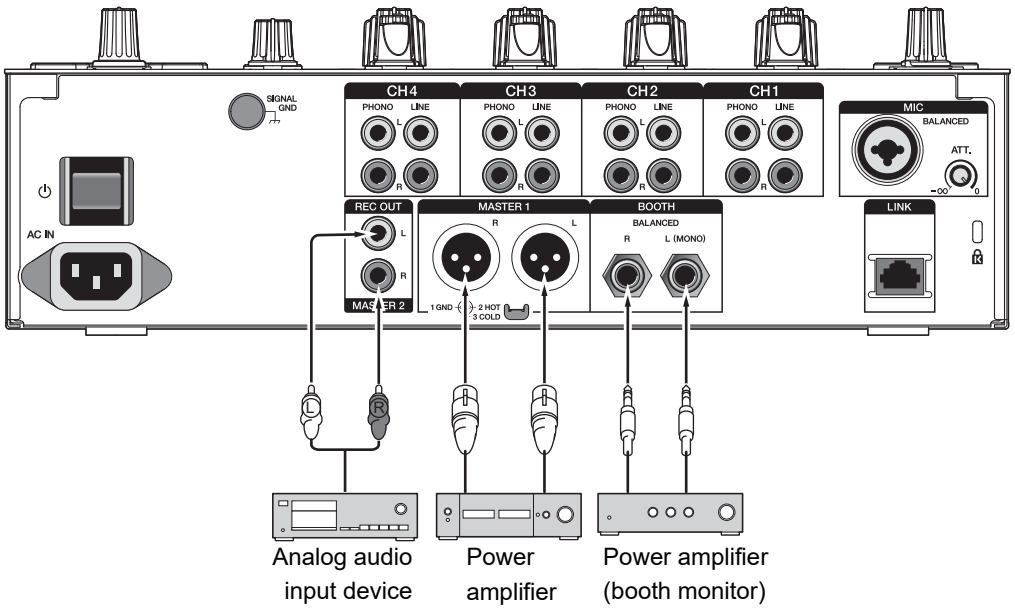
- Use the supplied power cord.
- Read the instruction manuals for the devices you are going to connect with the unit.
- For wired LAN connections, use a CAT5e or higher STP cable.
- Do not disconnect a LAN cable when using PRO DJ LINK.

Connecting to the input terminals



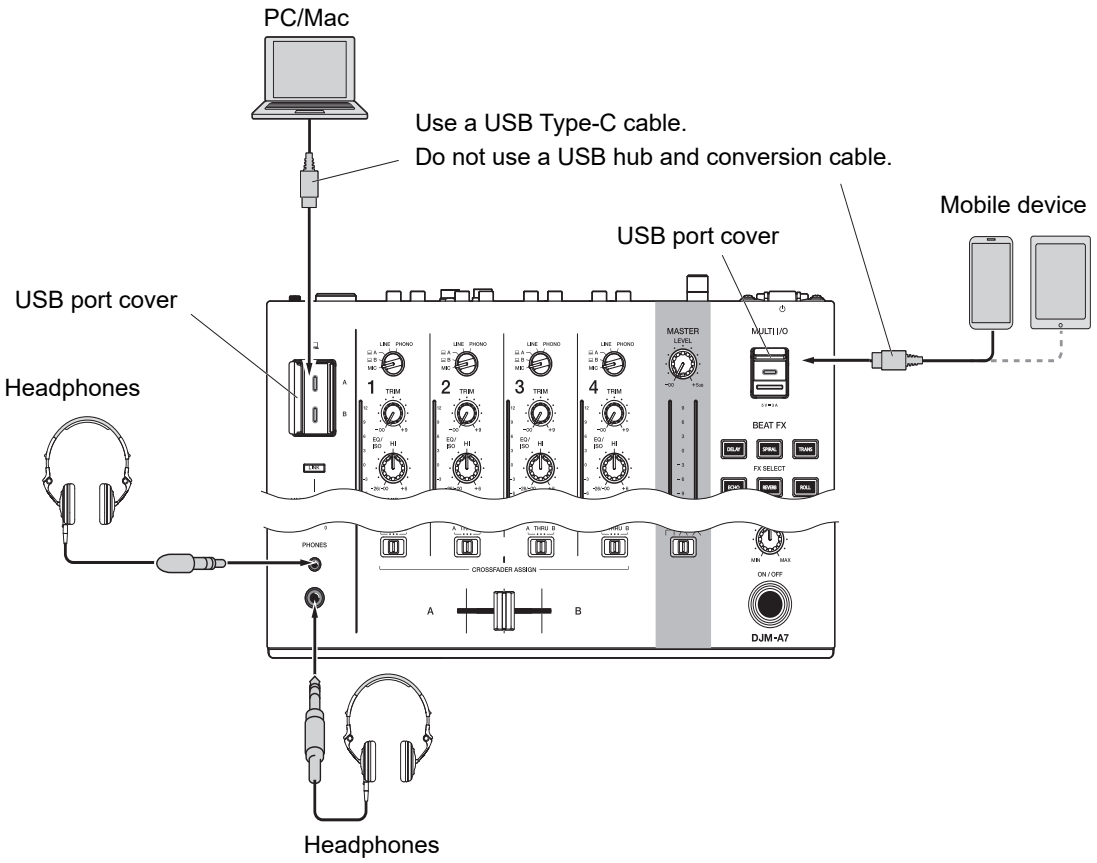
⇨ PRO DJ LINK (page 8)

Connecting to the output terminals



- Use the [**MASTER 1**] terminals for balanced output only. Connecting the terminals to unbalanced inputs (RCA, etc.) with an XLR-RCA conversion cable (conversion adapter), etc. results in unwanted noises and/or poor sound quality.
- Use the [**BOOTH**] terminals for balanced output only. Connecting the terminals to unbalanced inputs results in unwanted noises and/or poor sound quality.
- Do not connect a power cord from another product or a terminal that can supply phantom power to the [**MASTER 1**] terminals.
- You can select whether to output the same sound as the [**MASTER 1**] terminals from the [**REC OUT/MASTER 2**] terminals in [**SOURCE**] in the Utility settings.
  ⇨ SOURCE (page 56)

Connecting to the terminals on the top panel



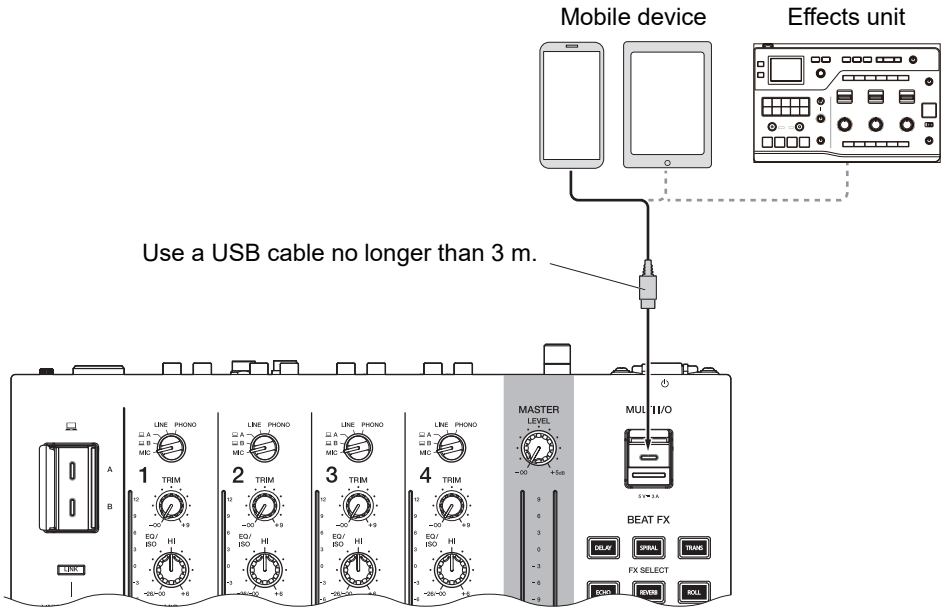
- To input or output your PC/Mac's audio to/from the unit, install the dedicated software on your computer.
  ⇨ Installing the dedicated software (page 15)
- Do not press or pull the USB port cover with excessive force, or it may be damaged.
- Use a cable supplied with a mobile device for connecting it to the unit.
- For a list of the mobile devices supported by the unit, visit the URL below.

  alphatheta.com/support/
- To connect an effects unit, use a USB cable no longer than 3 m.
  ⇨ Connecting to the MULTI I/O port (page 26)
- Connect headphones to one of the terminals (jack or mini-jack). If you use both terminals at the same time, the volume for headphones may decrease and/or the sound quality may deteriorate.

Connecting to the MULTI I/O port

With MULTI I/O, you can apply effects using external units such as the RMX-IGNITE or mobile device running RMX-1000 for iPad, or livestream and record your DJ mixes using a mobile device running DJM-REC.

- Connect as follows.
  - USB port (input/output port) on the MULTI I/O section → mobile device
  - USB port (input/output port) on the MULTI I/O section → effects unit that can be connected via a USB cable



- Connect a mobile device that has a USB Type-C port. The unit doesn't support mobile devices that use Lightning connections.

⇨ Applying an effect with MULTI I/O (page 42)
⇨ Livestreaming or recording with MULTI I/O (page 43)

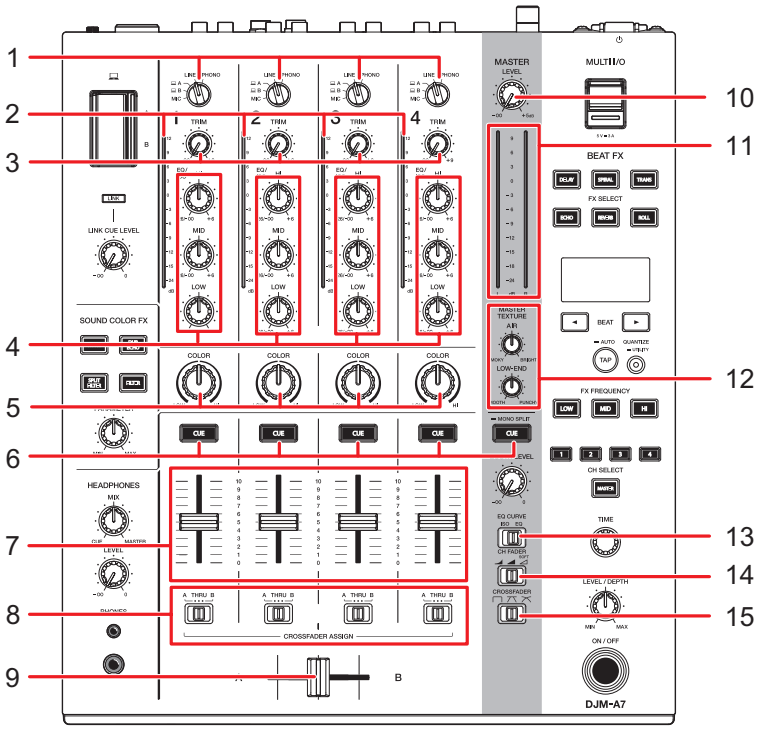
Audio output

Follow the procedures below to output and adjust sound.

⇨ Outputting sound (page 30)
⇨ Adjusting the channel sound (page 31)
⇨ Setting the fader curves (page 31)
⇨ Adjusting the master sound (page 32)
⇨ Adjusting the left/right sound balance (page 33)

- To output sound to the [**BOOTH**] terminals, see Using a booth monitor (page 37).

Channel/master section



❖ Channel section

1. **Input selector switches**

   Selects an input sound source.

   — **[MIC]**: Selects a microphone connected to the [**MIC**] terminal.

— **[A, B]**: Selects a PC/Mac connected to the [**USB**] port.
— **[LINE]**: Selects a multi player, etc. connected to the [**LINE**] terminals.
— **[PHONO]**: Selects a turntable connected to the [**PHONO**] terminals.

⇨ Outputting sound (page 30)

2. **Channel level indicators**

   Displays the volume level before the sound passes through the channel fader.

3. **TRIM knobs**

   Adjusts the volume for the channel input sound.

4. **EQ/ISO (HI, MID, LOW) knobs**

   Adjusts the volume of each frequency band.

   • Each knob adjusts in the following range.
   – **[HI]**: -26 dB to +6 dB
   – **[MID]**: -26 dB to +6 dB
   – **[LOW]**: -26 dB to +6 dB

5. **COLOR knobs**

   ⇨ Using Sound Color FX (page 39)

6. **CUE buttons**

   ⇨ Monitoring with headphones (page 35)

7. **Channel faders**

   Adjusts the volume for the channel output sound according to the channel fader curve specified with the [**CH FADER**] selector switch. Moving it up increases the volume, and down decreases the volume.

   ⇨ Setting the fader curves (page 31)

8. **CROSSFADER ASSIGN (A, THRU, B) selector switches**

   Assigns the channel output sound to the crossfader.

   — **[A]**: Assigns to the [**A**] (left) side.
   — **[THRU]**: Bypasses the crossfader.
   — **[B]**: Assigns to the [**B**] (right) side.

9. **Crossfader**

   Adjusts the volume balance between the channel output sounds according to the crossfader curve specified with the [**CROSSFADER**] selector switch. Moving it to the [**A**] side outputs the sound assigned to [**A**], and to the [**B**] side outputs the sound assigned to [**B**].

   ⇨ Setting the fader curves (page 31)

❖ MASTER section

10. **MASTER LEVEL knob**

    Adjusts the volume for the master sound.

11. **Master level indicators**

    Displays the volume level of the master sound output to the [**MASTER 1**] and [**REC OUT/ MASTER 2**] terminals.

12. **MASTER TEXTURE (AIR, LOW-END) knobs**

    ⇨ Adjusting the master sound (page 32)

13. **EQ CURVE switch**

    Selects the function (isolator or EQ) to adjust with the [**EQ/ISO (HI, MID, LOW)**] knobs.

    - For channels with the input selector switch set to [**MIC**], the [**EQ/ISO (HI, MID, LOW)**] knobs work as EQ regardless of the [**EQ CURVE**] switch setting.

14. **CH FADER selector switch**

    ⇨ Setting the fader curves (page 31)

15. **CROSSFADER selector switch**

    ⇨ Setting the fader curves (page 31)

Outputting sound

Adjusting the channel input volume

1 Turn the input selector switch to select an input sound source.

- If you select [**MIC**], use the [**MIC ATT.**] knob on the rear of the unit to adjust the attenuation level for the input sound.

2 Turn the [TRIM] knob to adjust the volume for the input sound.

The channel level indicator lights up when sound is input to the channel.

Adjusting the channel output volume

1 Move the channel fader to adjust the volume for the output sound.

2 Slide the [CROSSFADER ASSIGN (A, THRU, B)] selector switch to assign the output sound to the crossfader.

- If you select [**THRU**], this completes the volume adjustment for the channel output sound.

3 Move the crossfader to adjust the volume balance of the two channels.

Adjusting the master sound volume

1 Turn the [MASTER LEVEL] knob to adjust the volume for the master sound.

The master level indicators light up when the master sound is output.

Adjusting the channel sound

1 Set the [EQ CURVE] switch to a function (isolator or EQ) to adjust.

2 Turn the [EQ/ISO (HI, MID, LOW)] knobs to adjust the volume of each band.

Setting the fader curves

Set the channel fader curve and crossfader curve.

1 Set the [CH FADER] selector switch to a channel fader curve.

- : Steeply raises the volume when the channel fader is moved close to the top position.
- : Gradually raises the volume as the channel fader is moved up.
- : Gradually raises the volume and opens the filter as the channel fader is moved up.

2 Set the [CROSSFADER] selector switch to a crossfader curve.

- : Steeply raises the volume of the sound assigned to the other side as the crossfader is moved from one side ([**A**] or [**B**]) to the other (e.g. moving the crossfader away from the [**A**] side steeply increases the volume of the [**B**] side).

— ⊼: Applies the intermediate setting between ⌐¬ and ✕.

— ✕: Gradually raises the volume of the sound assigned to the other side as the crossfader is moved from one side ([**A**] or [**B**]) to the other, and decreases the volume of the sound on the side it's moving away from (e.g. moving the crossfader away from the [**A**] side gradually increases the volume of the [**B**] side while gradually decreasing the volume of the [**A**] side).

Adjusting the master sound

With the Master Texture function, you can add character to the sound output from the [**MASTER 1**] and [**REC OUT/MASTER 2**] terminals. Unlike EQ, you can fine-adjust and change the texture while keeping the volume constant.

- To adjust the master sound output from the [**REC OUT/MASTER 2**] terminals, set [**SOURCE**] under [**REC OUT**] to [**MASTER**] in the Utility settings.
  ⇨ SOURCE (page 56)

1 Turn the [MASTER TEXTURE (AIR, LOW-END)] knobs to adjust the sound output from the [MASTER 1] and [REC OUT/MASTER 2] terminals.

- Turn the [**AIR**] knob clockwise (to the [**BRIGHT**] side) to emphasize high frequencies for a clear, bright sound. Turn the knob counterclockwise (to the [**SMOKY**] side) to reduce high frequencies, focusing on the hi-hats, while preserving a sense of air and ambiance.
- Turn the [**LOW-END**] knob clockwise (to the [**PUNCHY**] side) to increase the presence of low frequencies, focusing on the kick. Turn the knob counterclockwise (to the [**SMOOTH**] side) to reduce boominess in low frequencies.
- Set the [**MASTER TEXTURE (AIR, LOW-END)**] knobs to the center position to turn the Master Texture function off.

Adjusting the left/right sound balance

You can adjust the left/right balance for the sounds output from the following terminals.

– [**MASTER 1**]
– [**BOOTH**]
– [**REC OUT/MASTER 2**]
– USB port
– [**PHONES**]

- You can adjust the left/right balance for the sound output from the USB port only when [**MIX (REC OUT with MIC)**] is selected for [**Mixer Audio Output**] in Settings Utility.
  ⇨ Mixer Audio Output pull-down menu (page 21)

1 Press and hold the [QUANTIZE/UTILITY] button for more than a second.

The [**UTILITY**] screen appears.

2 Select [BALANCE], and press the [TAP/AUTO] button.

The [**BALANCE**] screen appears.



3 Press the [BEAT ◄] or [BEAT ►] button to adjust the left/right balance.

- Only the left channel sound of stereo audio is output when set to the [**L**] (leftmost) position, and only the right channel sound is output when set to the [**R**] (rightmost) position.

4 Press the [TAP/AUTO] button.

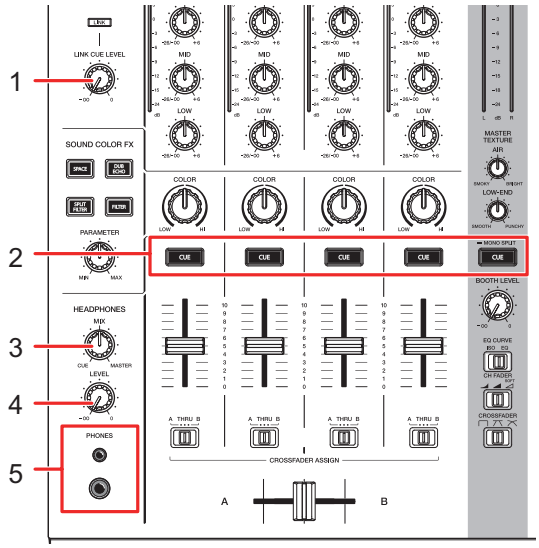
- To cancel the setting, press the [**QUANTIZE/UTILITY**] button.

5 Press the [QUANTIZE/UTILITY] button.

The [**UTILITY**] screen closes.

Monitoring sound

Headphone section



1. **LINK CUE LEVEL knob**

   Adjusts the LINK MONITOR volume.

2. **CUE buttons**

   Outputs the sound to the [**PHONES**] terminals and SonicLink headphones.

   - You can select the sound output method (MONO SPLIT/stereo) for the headphones with the [**CUE**] button for Master. If you press and hold for more than a second, the button starts blinking. While the button is blinking, the sound of the channel with the [**CUE**] button pressed is output to the left channel of your headphones, and the master sound is output to the right channel (MONO SPLIT). If you press the [**CUE**] button again, the light turns solid. When the button is lit, the stereo sound of the channel with the [**CUE**] button pressed is output.

3. **MIX knob**

   Adjusts the volume balance between the channel with the [**CUE**] button pressed and the master sound.

4. **LEVEL knob**

   Adjusts the volume for the headphones monitor sound.

5. **PHONES terminals**

   Connect headphones.

Monitoring with headphones

1 **Connect headphones to the [PHONES] terminal.**

⇨ Connecting to the terminals on the top panel (page 25)

2 **Press the [CUE] button or turn the [LINK CUE LEVEL] knob to select the sound you want to monitor.**

3 **To use MONO SPLIT, press and hold the [CUE] button for the Master sound for more than a second and select the sound output method (MONO SPLIT).**

4 **Turn the [MIX] knob to adjust the volume balance between the channel with the [CUE] button pressed and the master sound.**

5 **Turn the [LEVEL] knob to adjust the volume for the channel with the [CUE] button pressed.**

- Press the [**CUE**] button again to turn monitoring off.

Monitoring with SonicLink headphones

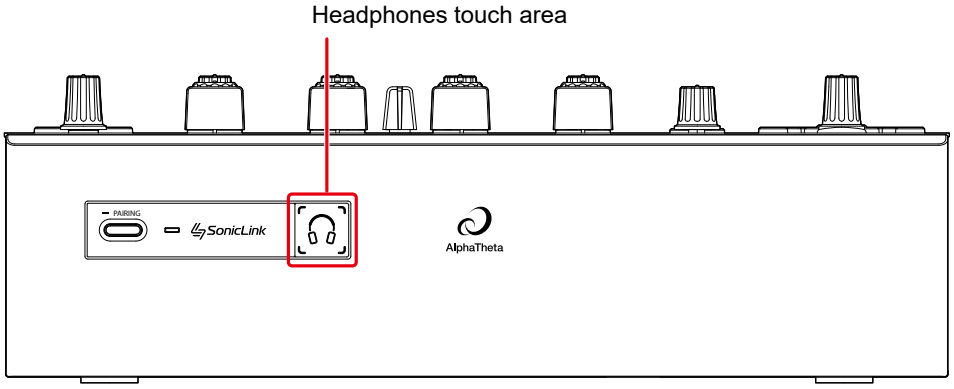
1 Set [SONICLINK] to [ON] in the Utility settings.

⇨ SONICLINK (page 56)

2 Turn on SonicLink headphones and put them into Pairing mode.

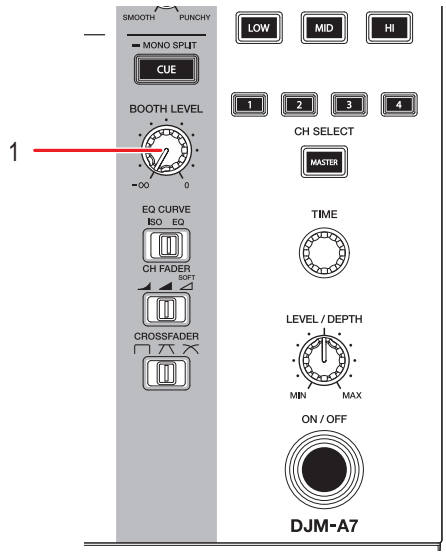
- You don’t need to turn on SonicLink headphones when you pair them with the unit using NFC (near-field communication).
- For details on the pairing procedure for SonicLink headphones, refer to their instruction manual.

3 Press and hold the [PAIRING] button, or hold the SonicLink headphones over the headphones touch area on the front panel of the unit for a while (to use NFC).



- If you press and hold the [**PAIRING**] button, the unit enters Pairing mode.
- The SonicLink headphones indicator blinks quickly during pairing mode, and the light turns solid when the headphones are paired with the unit.
- If you use the headphones that were last paired with the unit, they’ll automatically connect when you turn them on – there’s no need to use the [**PAIRING**] button.
- For information on the touch area on your SonicLink headphones, refer to their instruction manual.

Booth section



1. **BOOTH LEVEL knob**
   Adjusts the volume for the sound output to a booth monitor.

Using a booth monitor

1 Connect a booth monitor to the [BOOTH] terminals.

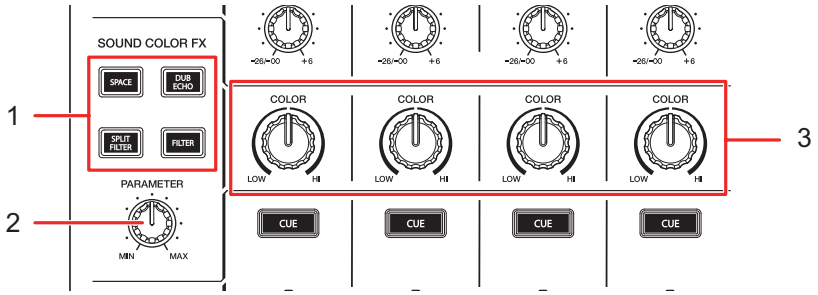
⇨ Connecting to the output terminals (page 24)

2 Turn the [BOOTH LEVEL] knob to adjust the volume for the output sound.

Sound Color FX

You can apply a filter or an effect to the sound on any channel.

Sound Color FX section



1. **SOUND COLOR FX buttons**

   Selects a Sound Color FX. The selected button blinks.

2. **PARAMETER knob**

   Adjusts an effect level parameter for the effect.

3. **COLOR knob**

   Adjusts an effect.

Using Sound Color FX

⇨ Sound Color FX types and settings (page 40)

1 Press the [SOUND COLOR FX] button of an effect.

The selected button blinks.

- The selected effect is applied to CH 1 to CH 4.
- If a Sound Color FX has been already selected, the effect switches to the one pressed most recently.

2 Turn the [COLOR] knob to adjust the effect.

The effect on the channel you turned the knob for is adjusted.

3 Turn the [PARAMETER] knob to adjust the effect level parameter for the effect.

- Press the [**SOUND COLOR FX**] button of the effect you're using again to turn the effect off.

Sound Color FX types and settings

You can adjust the following settings with the knobs.

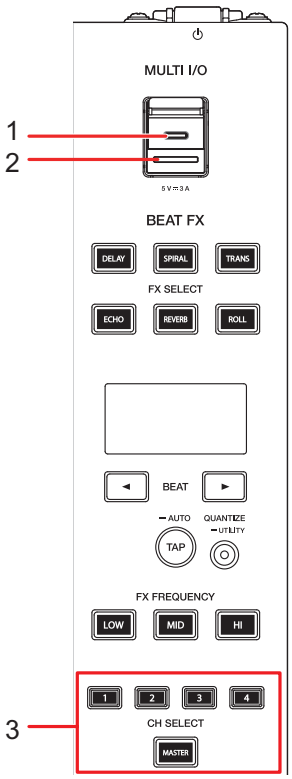
Effect/controls	Descriptions
SPACE	Adds reverberation.
• **COLOR**:	Turn counterclockwise to add reverberation to the middle frequency range and low frequency range. Turn clockwise to add reverberation to the middle frequency range and high frequency range.
• **PARAMETER**:	Feedback
DUB ECHO	Adds echo by outputting the sounds slightly delayed from the original sound several times and attenuating them.
• **COLOR**:	Turn counterclockwise to add echo to the middle frequency range. Turn clockwise to add echo to the high frequency range.
• **PARAMETER**:	Feedback
SPLIT FILTER	Outputs sound which passed through 2 types of filters.
• **COLOR**:	Turn counterclockwise to lower the cut-off frequency of the low-pass filter without changing the cut-off frequency of the high-pass filter. Turn clockwise to raise the cut-off frequency of the high-pass filter without changing the cut-off frequency of the low-pass filter.
• **PARAMETER**:	Resonance
FILTER	Outputs filtered sound.
• **COLOR**:	Turn counterclockwise to lower the cut-off frequency of the low-pass filter. Turn clockwise to raise the cut-off frequency of the high-pass filter.
• **PARAMETER**:	Resonance

MULTI I/O

When you connect an external effects unit or a mobile device to the USB port on the unit, you can use MULTI I/O.

⇨ Connecting to the MULTI I/O port (page 26)

MULTI I/O section



1. **USB port**

   Connect a mobile device or compatible device.

   - Connect a mobile device that has a USB Type-C port. The unit doesn't support mobile devices that use Lightning connections.

2. **USB connection indicator**

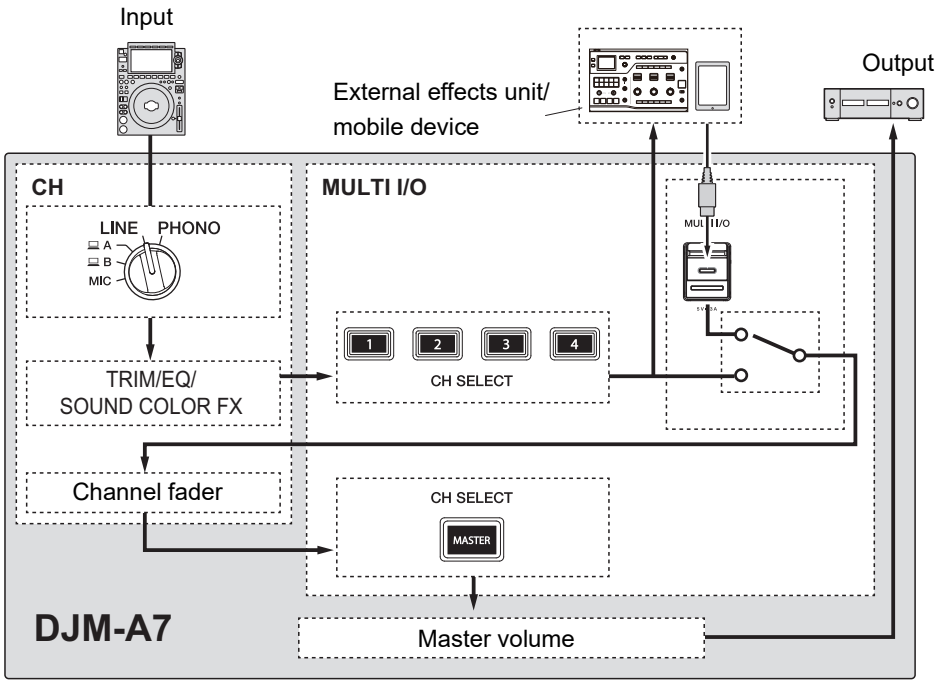
   Lights up when a compatible device is connected, and blinks when an incompatible device is connected.

3. **CH SELECT buttons**
   Selects a channel to add the MULTI I/O effect to.

Applying an effect with MULTI I/O

You can route the effect sound of an external effects unit (RMX-IGNITE) or a mobile device (running RMX-1000 for iPad app) to the channels or the master sound.
You can route effects in the following ways.

– **INSERT method**: Replaces the original sound with the effect sound from an external device.



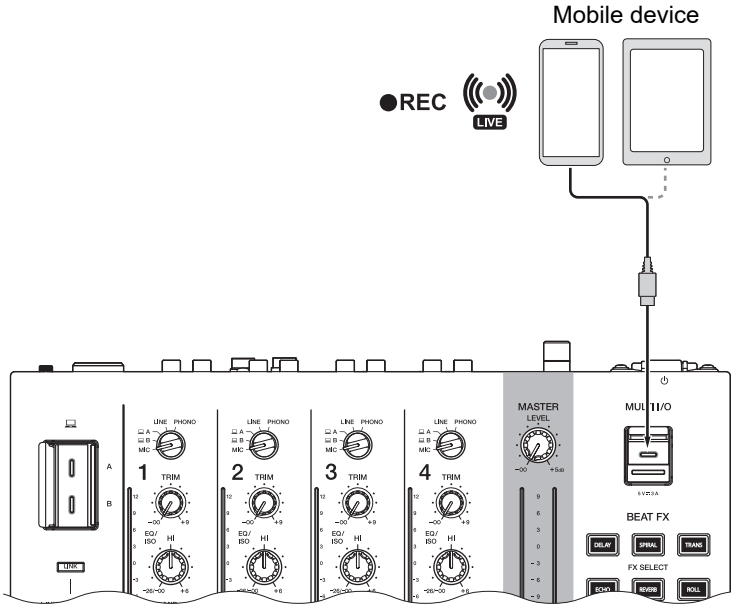
1 Press the [CH SELECT] button to select a channel to apply the MULTI I/O effect to.

- MULTI I/O automatically turns off when the unit isn't connected with an external effects unit or a mobile device.
- Do not close the application (RMX-1000 for iPad) on your mobile device when it's connected to the unit.

Livestreaming or recording with MULTI I/O

If you connect a mobile device running DJM-REC to the USB port in the MULTI I/O section, you can livestream or record the master sound from the unit in high quality.

- Track timestamps are automatically recorded so you can share your performance directly on social media.



- You can’t monitor the sound from DJM-REC when a mobile device is connected to the USB port in the MULTI I/O section.
- The master sound for livestreaming or recording is the sound before it’s adjusted with the [**MASTER LEVEL**] knob and [**MASTER TEXTURE (AIR, LOW-END)**] knobs.

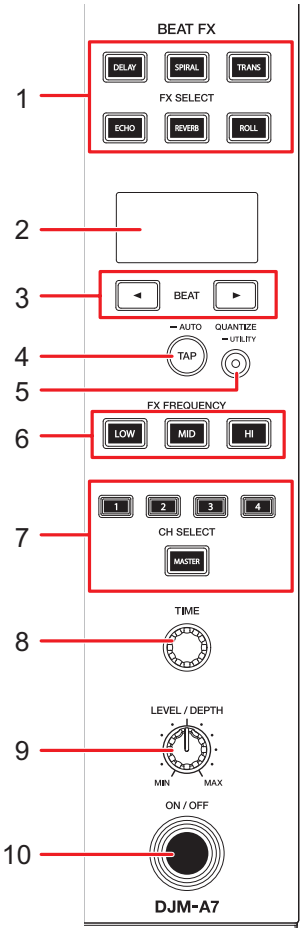
Beat FX

You can add various effects according to the tempo (BPM = Beats Per Minute) of the track being played.
If you use Quantize in PRO DJ LINK, the unit adds effects by automatically synchronizing it with the beat according to the track’s grid information analyzed by rekordbox. This happens even if you operate the [**ON/OFF**] button in the Beat FX section roughly.
⇨ PRO DJ LINK (page 8)

- To use Quantize in PRO DJ LINK, connect a PRO DJ LINK compatible multi player by AlphaTheta to the unit. Analyze the tracks in rekordbox beforehand. For details on track analysis, see the rekordbox Instruction Manual from the URL below.

  rekordbox.com/

Beat FX section



1. **BEAT FX buttons**

   Selects a Beat FX.

2. **Screen display**

   ⇨ Screen display (page 47)

3. **BEAT ◀, ▶ buttons**

   Sets the number of beats for Beat FX.

4. **TAP/AUTO button**

   Selects the BPM measuring method (AUTO/TAP). The selected method is displayed on the screen.

   — AUTO: Automatically measures BPM of the input sound (measuring range: 70 to 180).

   — TAP: Manually sets a BPM.

- Press and hold to set AUTO mode.
- AUTO mode is automatically set when you turn the unit on.

5. **QUANTIZE/UTILITY button**

   Turns Quantize on and off. The button lights up when it's turned on.

   - Press when the Power Management function is in Off mode to exit Off mode.
   - Press and hold to display the Utility screen.

   ⇨ Changing the settings (page 54)

6. **FX FREQUENCY (LOW, MID, HI) buttons**

   Selects the range ([**LOW**]/[**MID**]/[**HI**]) to apply Beat FX to. The selected button lights up.

7. **CH SELECT buttons**

   Selects a channel to apply Beat FX to. The selected button lights up.

8. **TIME knob**

   ⇨ Beat FX and settings (page 50)

9. **LEVEL/DEPTH knob**

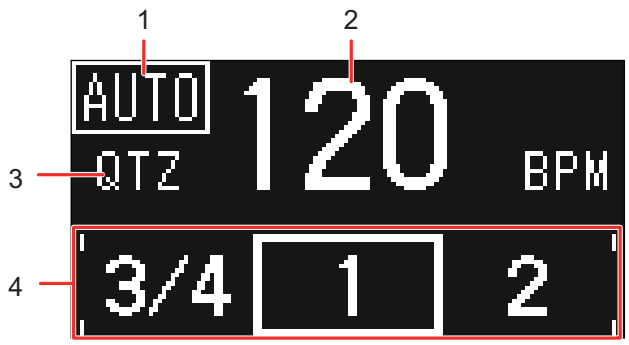
   ⇨ Beat FX and settings (page 50)

   - Turning all the way counterclockwise outputs the original sound.

10. **ON/OFF button**

    Turns Beat FX on and off. The button blinks when it's turned on.

Screen display



1. **AUTO/TAP**

   Displays [**AUTO**] when in automatic BPM measuring mode, and [**TAP**] when in manual BPM input mode.

   - The BPM value blinks when it can't be measured correctly in the [**AUTO**] setting. Press the [**TAP/AUTO**] button to select manual BPM input mode (display [**TAP**]) if this happens.

2. **BPM value**

3. **QTZ**

   Indicates the status of the Quantize function as follows.

   — Lights up: Quantize is turned on.
   — Blinks: Quantize is turned on but the unit isn't receiving the grid information.
   — Not displayed: Quantize is turned off.

   - BPM value after the decimal point is displayed when the unit is receiving grid information.
   - The unit may not receive the grid information depending on the playback status of a connected multi player (e.g. if it's off air, scratching, playing in reverse, etc.).

4. **Beat/parameter**

   Selects and displays the set number of beat.

   - For some effects, you can display parameters by pressing the [**BEAT ◀**] or [**BEAT ▶**] button. The display blinks if the number out of the parameter range is set.

Using Beat FX

⇨ Beat FX and settings (page 50)

1 Press the [TAP/AUTO] button to set the BPM measuring mode.

2 Press the [Beat FX] button to select an effect.

3 Press the [CH SELECT] button for the channel to apply the effect to.

4 Press the [BEAT ◀] or [BEAT ▶] button to set a beat fraction to synchronize the effect with.

5 Press the [FX FREQUENCY (LOW, MID, HI)] buttons to select the range to apply the effect to.

6 Turn the [TIME] and [LEVEL/DEPTH] knobs to adjust parameters for the effect.

7 Press the [ON/OFF] button to turn Beat FX on.

The selected effect is applied to the sound of the channel selected with the [**CH SELECT**] button.

- Press the [**ON/OFF**] button again to turn Beat FX off.

Setting the BPM manually

1 Tap the [TAP/AUTO] button more than twice in time with the beat of the track.

The BPM is set according to the average time between taps.

- The beat fraction is set to [**1/1**] when you set the BPM with the [**TAP/AUTO**] button, and the length of one beat is set as the effect time.

- Turn the [**TIME**] knob while pressing the [**TAP/AUTO**] button to change the BPM in increments of 1.
- Press the [**BEAT ◀**] or [**BEAT ▶**] button while pressing the [**TAP/AUTO**] button to set the BPM in increments of 0.1.

Beat FX and settings

You can adjust the following Beat FX settings with the relevant buttons and knobs, etc.

Beat FX/controls	Descriptions
DELAY[*1*2]	Outputs a delay sound once according to the beat.
• **BEAT ◀, ▶**	Delay time with respect to 1 beat of the BPM (beat fraction):1/16 to 16 beats
• **TIME**	Delay time: 1 to 4000 (ms)
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound
ECHO[*1*2]	Outputs a delay sound several times while attenuating it according to the beat.
• **BEAT ◀, ▶**	Delay time with respect to 1 beat of the BPM (beat fraction):1/16 to 16 beats
• **TIME**	Delay time: 1 to 4000 (ms)
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound
SPIRAL[*1*2]	Adds reverberation to the input sound.
• **BEAT ◀, ▶**	Delay time with respect to 1 beat of the BPM (beat fraction):1/16 to 16 beats
• **TIME**	Delay time: 10 to 4000 (ms)
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound, and feedback
REVERB[*1*2]	Adds reverberation to the input sound.
• **BEAT ◀, ▶**	Reverberation level: 1 to 100%
• **TIME**	Reverberation level: 1 to 100%
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound

Beat FX/controls	Descriptions
TRANS	Cuts the sound cyclically according to the beat.
• **BEAT ◀, ▶**	Cycle of the cut with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• **TIME**	Effect time: 10 to 16000 (ms)
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound, and proportion of time the sound is playing
ROLL	Records the input sound when the [**ON/OFF**] button is pressed, and outputs the recorded sound repeatedly according to the specified beat fraction.
• **BEAT ◀, ▶**	Effect time with respect to 1 beat of the BPM (beat fraction):1/16 to 16 beats
• **TIME**	Effect time: 10 to 4000 (ms)
• **LEVEL/DEPTH**	Balance between the original sound and the effect sound

*1 When any of the [**CH SELECT**] buttons from [**1**] to [**4**] is turned on, you can't monitor the effect sound, even if you press the [**CUE**] button for the relevant channel.

*2 Only the effect sound remains if you set the channel fader to the [**0**] position to cut the input sound.

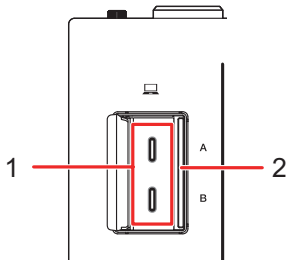
USB/MIDI

If you connect a PC/Mac or mobile device with MIDI software installed, to the unit via a USB cable, you can control the MIDI software via the unit.

- For details on the unit's MIDI messages, visit the URL below.

  alphatheta.com/support/
- To output MIDI, set the MIDI channel in [**MIDI**] in the Utility settings.
  ⇨ MIDI (page 57)
- MIDI timing clock is always sent.

USB section



1. **A, B (USB) ports**
   ⇨ Connecting to the terminals on the top panel (page 25)
2. **USB indicator**
   Lights up when a PC/Mac is connected to the USB port.
   Blinks slowly when a PC/Mac without the dedicated software installed is connected to the USB port.
   - To input or output your PC/Mac's audio to/from the unit, install the dedicated audio driver software and/or Setting Utility on your PC/Mac beforehand.
     ⇨ Installation of the dedicated software (page 14)

Controlling MIDI software

- Install MIDI software and configure the audio and MIDI settings on a PC/Mac or mobile device beforehand.

1 Connect a PC/Mac or mobile device to the unit.

- Connect a PC/Mac to the [**A**, **B**] (USB) port, or connect a mobile device to the USB port in the MULTI I/O section.

  ⇨ Connecting to the terminals on the top panel (page 25)

  ⇨ MULTI I/O section (page 41)

2 Launch the MIDI software.

The unit starts communication with the MIDI software.

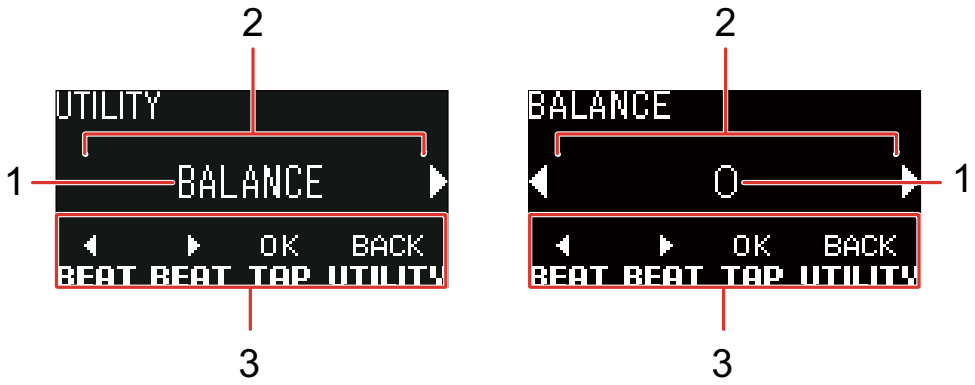
Settings

You can change the unit's settings in the Utility settings.

Changing the settings

1 When the main screen is displayed, press and hold the [QUANTIZE/UTILITY] button.

The [**UTILITY**] screen appears.



1. **Setting items/current setting value**
2. **◀ (press the [BEAT ◀] button to display the previous page)/▶ (press the [BEAT ▶] button to display the next page)**
3. **Button function descriptions**

2 Press the [BEAT ◀] or [BEAT ▶] button or turn the [TIME] knob to display the desired setting item.

⇨ Utility settings (page 55)

3 Press the [TAP/AUTO] button.

The setting item is selected.

4 Press the [BEAT ◄] or [BEAT ►] button or turn the [TIME] knob to change the setting.

5 Press the [TAP/AUTO] button.

The setting changes and the screen returns to the previous (setting item) display.

- To cancel the setting, press the [**QUANTIZE/UTILITY**] button to return to the setting item display.

6 Press the [QUANTIZE/UTILITY] button.

The [**UTILITY**] screen closes and returns to the main screen.

Utility settings

Setting items	Descriptions
BALANCE	Sets the output balance. • Setting values: **L128** to **0*** to **R127**
MASTER OUT	
ATT.	Sets the attenuation level for the sound output from the [**MASTER 1**] and [**REC OUT/MASTER 2**] terminals. • Setting values: **-12dB**, **-9dB**, **-6dB**, **-3dB**, **0dB***
PEAK LIMITER	Reduces sudden, unpleasant digital clipping of the master output. • Setting values: **OFF**, **ON***
MONO/STEREO	Sets the output method (mono/stereo) for the sound output from the [**MASTER 1**] and [**REC OUT/MASTER 2**] terminals. • Setting values: **MONO**, **STEREO***

Setting items	Descriptions
BOOTH OUT	
ATT.	Sets the attenuation level for the sound output from the [**BOOTH**] terminals. • Setting values: **-12dB**, **-9dB**, **-6dB**, **-3dB**, **0dB***
MONO/STEREO	Sets the output method (mono/stereo) for the sound output from the [**BOOTH**] terminals. • Setting values: **MONO**, **STEREO***
REC OUT	
SOURCE	Sets the type of sound output from the [**REC OUT/MASTER 2**] terminals. • Setting values: **REC***, **MASTER** • [**REC**] outputs the master sound before it's adjusted with the [**MASTER LEVEL**] and [**MASTER TEXTURE (AIR, LOW-END)**] knobs. • [**MASTER**] outputs the same sound as the [**MASTER 1**] terminals.
POWER MANAGEMENT	Sets the Power Management function. ⇨ Power Management (page 57) • Setting values: **OFF**, **ON***
SONICLINK	Sets the SonicLink function. ⇨ Monitoring with SonicLink headphones (page 36) • Setting values: **OFF**, **ON***
MIC	
MIC LOW CUT	Sets the low-frequency cut function for the microphone sound. • Setting values: **OFF**, **ON (for MC)***

Setting items		Descriptions
MIDI		
	CH	Sets the MIDI channel. • Setting values: **1*** to **16**
	BUTTON TYPE	Sets the MIDI signal transmission method. • Setting values: **TOGGLE***, **TRIGGER**
BRIGHTNESS		
	DISPLAY	Sets the brightness of the display. • Setting values: **1** to **5***
	INDICATOR	Sets the brightness of LED. • Setting values: **1** to **3***
FIRMWARE VER.		Displays the firmware version of the unit.

* Factory setting

Power Management

When [**POWER MANAGEMENT**] is set to [**ON**], the unit automatically enters Off mode after 20 minutes without being used in the following ways.

– No audio signals are input to the channels on the unit.

– There is no PRO DJ LINK connection.

The [**QUANTIZE/UTILITY**] button lights up in Off mode.

Press the [**QUANTIZE/UTILITY**] button when it's lit to cancel Off mode.

- The factory setting is [**ON**].
- Set [**POWER MANAGEMENT**] to [**OFF**] if you don't need to use the Power Management function.
- Power consumption will increase if [**POWER MANAGEMENT**] is set to [**OFF**].

Restoring the factory settings

1 While pressing the [QUANTIZE/UTILITY] button, press the ⏻ button.

The [**FACTORY RESET**] screen appears.



2 Press the [BEAT ◄] or [BEAT ►] button or turn the [TIME] knob to select [YES], then press the [TAP/AUTO] button.

3 Press the ⏻ button to turn the unit off.

The factory settings are restored.

Specifications

General	
Power requirements	AC 110 V – 240 V, 50 Hz/60 Hz
Power consumption	43 W
Power consumption (off)	0.3 W
Main unit weight	6.7 kg/14.8 lbs.
Max. external dimensions	(W × D × H) 331.0 × 387.8 × 107.9 mm /13.0" × 15.27" × 4.25"
Tolerable operating temperature	+5 °C – +35 °C (+41 °F – +95 °F)
Tolerable operating humidity	5 % – 85 % (no condensation)

Audio section	
Sampling rate	48 kHz
A/D, D/A converter	
MASTER, BOOTH, REC, D/A converter	32bit
CH, input A/D converter	32bit
Other A/D and D/A converters	24bit
Frequency response	
LINE	20 Hz – 20 kHz
S / N ratio (rated output, A-WEIGHTED)	
USB	110 dB

Audio section	
PHONO	86 dB
LINE	102 dB
MIC	79 dB
Total harmonic distortion (20 Hz – 20 kHzBW)	
LINE — MASTER 1	0.007 %
Standard input level / Input impedance	
PHONO	-52 dBu/47 kΩ
LINE	-12 dBu/47 kΩ
MIC	-57 dBu/3.5 kΩ
Max. input level	
PHONO	-17.8 dBu
LINE	+12 dBu
MIC	+2 dBu
Standard output level / Load impedance / Output impedance	
MASTER 1	+6 dBu/10 kΩ/360 Ω
REC OUT/MASTER 2	-8 dBu/10 kΩ/700 Ω
BOOTH	+6 dBu/10 kΩ/700 Ω
PHONES	+8 dBu/32 Ω/1 Ω or less
Rated output level / Load impedance	
MASTER 1	+25 dBu/10 kΩ

Audio section		
	BOOTH	+25 dBu/10 kΩ
Crosstalk		
	LINE	82 dB
Channel equalizer characteristic		
	HI	-26 dB – +6 dB (10 kHz)
	MID	-26 dB – +6 dB (1 kHz)
	LOW	-26 dB – +6 dB (20 Hz)

Input / Output terminals		
PHONO input terminal		
	RCA pin jacks	4 sets
LINE input terminal		
	RCA pin jacks	4 sets
MIC input terminal		
	XLR connector & 1/4″ TRS jack	1 set
MASTER 1 output terminal		
	XLR connector	1 set
BOOTH output terminal		
	1/4″ TRS jack	1 set
REC OUT/MASTER 2 output terminal		
	RCA pin jacks	1 set

Input / Output terminals		
PHONES output terminal		
	1/4″ stereo jack	1 set
	3.5 mm stereo mini-jack	1 set
USB terminal		
	USB Type-C (MULTI I/O)	1 set
	Power supply	5 V/3 A or less
	USB Type-C (PC/Mac)	2 sets
LINK terminal		
	LAN terminal (100BASE-TX)	1 set

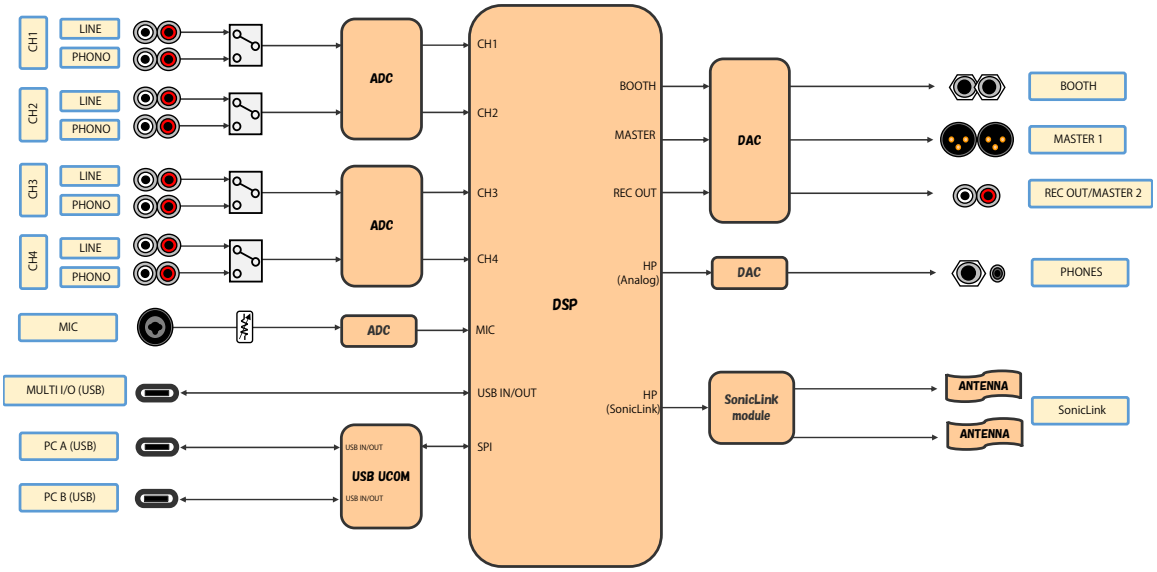
SonicLink section	
Maximum transmission distance	Approximately 15 m* in unobstructed circumstances
Frequency band used	2.4 GHz

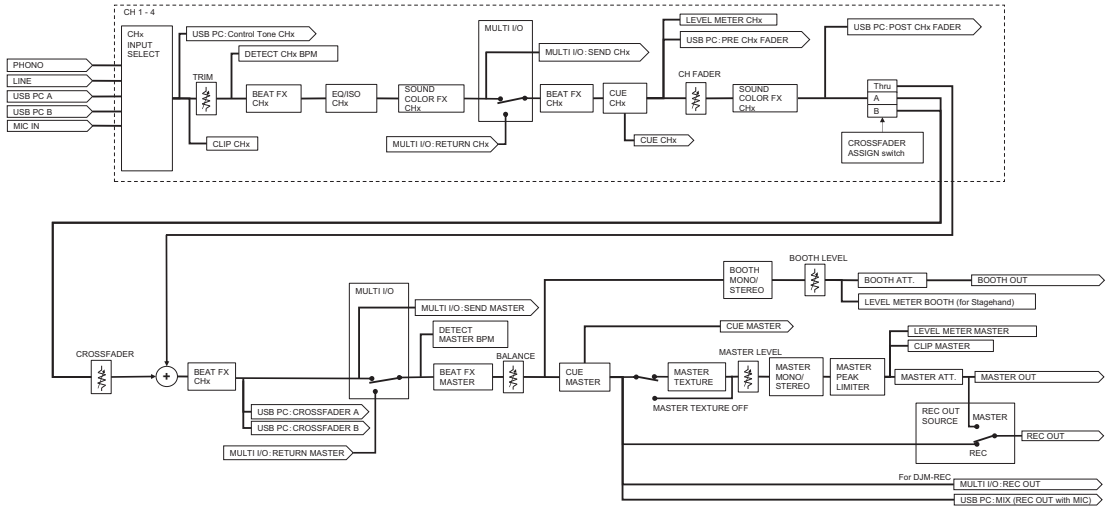
* The transmission distance may change depending on the connected device and the surrounding environment.

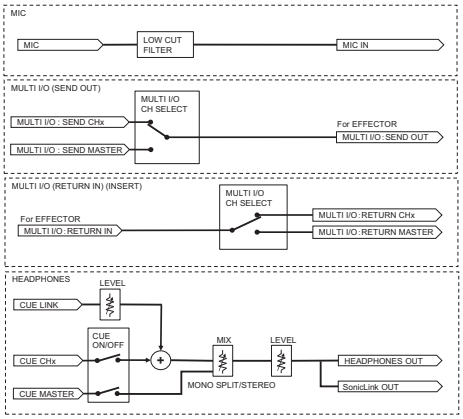
Headphones touch area	
Supported standards	ISO/IEC 15693 (reader)

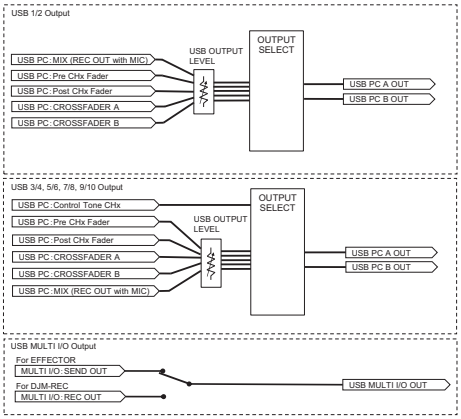
The specifications and design of this product are subject to change without notice.

Block diagram




CH 1 - 4
CHx INPUT SELECT
PHONO
LINE
USB PC A
USB PC B
MIC IN
USB PC:Control Tone CHx
DETECT CHx BPM
TRIM
CLIP CHx
BEAT FX CHx
EQ/ISO CHx
SOUND COLOR FX CHx
MULTI I/O:RETURN CHx
MULTI I/O
MULTI I/O:SEND CHx
BEAT FX CHx
CUE CHx
CUE CHx
LEVEL METER CHx
USB PC:PRE CHx FADER
CH FADER
SOUND COLOR FX CHx
USB PC:POST CHx FADER
Thru
A
B
CROSSFADER ASSIGN switch
CROSSFADER
BEAT FX CHx
USB PC:CROSSFADER A
USB PC:CROSSFADER B
MULTI I/O:RETURN MASTER
MULTI I/O
MULTI I/O:SEND MASTER
DETECT MASTER BPM
BEAT FX MASTER
BALANCE
CUE MASTER
BOOTH MONO/ STEREO
BOOTH LEVEL
BOOTH ATT.
BOOTH OUT
LEVEL METER BOOTH (for Stagehand)
CUE MASTER
MASTER LEVEL
MASTER TEXTURE
MASTER TEXTURE OFF
MASTER MONO/ STEREO
MASTER PEAK LIMITER
LEVEL METER MASTER
CLIP MASTER
MASTER ATT.
MASTER OUT
REC OUT SOURCE
MASTER
REC
REC OUT
For DJM-REC
MULTI I/O:REC OUT
USB PC:MIX (REC OUT with MIC)


MIC
MIC
LOW CUT FILTER
MIC IN
MULTI I/O (SEND OUT)
MULTI I/O : SEND CHx
MULTI I/O : SEND MASTER
MULTI I/O CH SELECT
For EFFECTOR
MULTI I/O:SEND OUT
MULTI I/O (RETURN IN) (INSERT)
For EFFECTOR
MULTI I/O:RETURN IN
MULTI I/O CH SELECT
MULTI I/O:RETURN CHx
MULTI I/O:RETURN MASTER
HEADPHONES
LEVEL
CUE LINK
CUE ON/OFF
CUE CHx
CUE MASTER
MIX
LEVEL
MONO SPLIT/STEREO
HEADPHONES OUT
SonicLink OUT


USB 1/2 Output
USB PC:MIX (REC OUT with MIC)
USB PC:Pre CHx Fader
USB PC:Post CHx Fader
USB PC:CROSSFADER A
USB PC:CROSSFADER B
USB OUTPUT LEVEL
OUTPUT SELECT
USB PC A OUT
USB PC B OUT
USB 3/4, 5/6, 7/8, 9/10 Output
USB PC:Control Tone CHx
USB PC:Pre CHx Fader
USB PC:Post CHx Fader
USB PC:CROSSFADER A
USB PC:CROSSFADER B
USB PC:MIX (REC OUT with MIC)
USB OUTPUT LEVEL
OUTPUT SELECT
USB PC A OUT
USB PC B OUT
USB MULTI I/O Output
For EFFECTOR
MULTI I/O:SEND OUT
For DJM-REC
MULTI I/O:REC OUT
USB MULTI I/O OUT

Additional information

Troubleshooting

If you think something is wrong with the unit, check the information below and refer to the [**FAQ**] for DJM-A7 at the URL below.

alphatheta.com/support/

- Inspect devices connected with the unit.
- The unit may restore proper operation after you turn it off and on.

If the problems continue, read the Precautions for Use and consult an authorized service company or your dealer.

Power

❖ You can’t turn the unit on.

- Check if the power cord is properly connected to the unit and an AC outlet.

Audio output

❖ Sound isn’t outputting or the volume is low.

- Check the input selector switches are set properly.
- Check all cables are connected properly.
- Wipe any dust or dirt off the terminals and plugs before connecting them.
- Change [**ATT.**] in [**MASTER OUT**] in the Utility settings.
- Use the [**MIC ATT.**] knob to adjust the MIC input.

❖ Sound is distorted.

For the master sound:

- Adjust the [**LEVEL**] knob in the master section so the master level indicator lights up with the peak level at around 0 dB.
- Set [**ATT.**] to a setting between [**-3 dB**] and [**-12 dB**] in [**MASTER OUT**] in the Utility settings.

For the channel input sound:

- Adjust the [**TRIM**] knob so the channel level indicator lights up with the peak level at around 0 dB.

❖ The crossfader doesn’t work.

- Check if the [**CROSSFADER ASSIGN (A, THRU, B)**] selector switch is set properly.

Effects

❖ Beat FX doesn’t work.

- Make sure the [**FX FREQUENCY (HI, MID, LOW)**] buttons are lit for the band you want to add the effect to.

❖ Sound Color FX doesn’t work.

- Check if the [**COLOR**] knob is set properly.
- Check if the [**PARAMETER**] knob is set properly.

❖ An external effects unit or a mobile device connected to the USB port in the MULTI I/O section doesn’t work.

- Connect a mobile device that has a USB Type-C port. The unit doesn’t support mobile devices that use Lightning connections.
- Select a channel to add the effect to with the [**CH SELECT**] button.
- Make sure an external effects unit (RMX-IGNITE) or a mobile device is properly connected to the USB port in the MULTI I/O section. Launch the supported application (RMX-1000 for iPad, DJM-REC) on the mobile device.

❖ Sound from an external effects unit is distorted.

- Make sure the volume for the external effects unit is set properly.

❖ The tempo (BPM) of a track can’t be measured. The measured BPM is wrong.

- Adjust the [**TRIM**] knob so the channel level indicator lights up with the peak level at around 0 dB.
- Tempo (BPM) can’t be measured for some tracks. Use the [**TAP/AUTO**] button to manually set the tempo for those tracks.

❖ The measured tempo (BPM) differs from the value on the CD.

- The values don't match when BPM measuring methods are different.

MIDI

❖ You can't control a MIDI device with the unit.

- Assign this unit's MIDI messages to the software. For details on assignment, refer to the instruction manual for the software.

Connections

❖ The unit isn't recognized by the connected PC/Mac.

- Install the dedicated software on the PC/Mac. If the software is already installed, reinstall it.

❖ The unit isn't recognized by the connected mobile device.

- Connect a mobile device that has a USB Type-C port. The unit doesn't support mobile devices that use Lightning connections.

❖ Sound from the connected PC/Mac isn't outputting from the unit.

- Make sure the PC/Mac is connected properly (do not use a USB hub – connect directly to the unit).
- Select this unit in the audio output device settings in the software. For details, refer to the instruction manual for the software.
- Set the input selector switches to [**A, B**].

❖ Sound is distorted when a turntable is connected to the [PHONO] terminals on the unit. The status of the channel level indicator doesn't change when you turn the [TRIM] knob.

- Check if the connected turntable has a built-in phono equalizer (if it does, connect the turntable to the [**LINE**] terminals).
- If the turntable has a PHONO/LINE selector switch, set it to PHONO.
- If the audio interface for PC/Mac, which is connected between the unit and the turntable, is a line-level device, connect the turntable to the [**LINE**] terminals.

Cleaning

Wipe with a dry soft cloth.

- Do not use organic solvents, acids or alkalis for cleaning.

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Developed by:

LLVM Team

University of Illinois at Urbana-Champaign

http://llvm.org

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