

Numark

MIXTRACK PLATINUM FX

User Guide

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Guide d'utilisation

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Introduction

Box Contents

MixTrack Platinum FX

User Guide

USB Cable

Safety & Warranty Manual

Software Download Card

Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit numark.com.

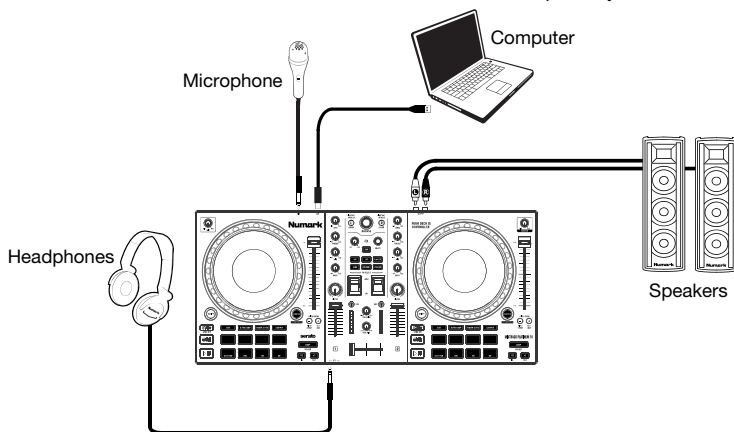
For additional product support, visit numark.com/support.

Setup

1. Place MixTrack Platinum FX on a flat, stable surface.
2. Make sure all devices are turned off and all faders and gain knobs are set to “zero”.
3. If using a microphone, connect it to MixTrack Platinum FX’s **microphone input**.
4. Connect MixTrack Platinum FX’s outputs to power amplifiers, tape decks, and/or other audio sources.
5. Plug all devices into AC power and connect MixTrack Platinum FX’s **USB** port to a computer’s USB port using the included USB cable.
6. When powering everything on, power on your devices in the following order:
 - (1) Your computer, (2) any amplifiers, speakers, or output devices
7. Locate the Serato DJ Lite installation card in the box to download and install the software.
8. Open your software program and load music to the decks.
9. Start DJ’ing!
10. When powering everything off, power off your devices in the following order:
 - (1) Any amplifiers, speakers, or output devices, (2) your computer

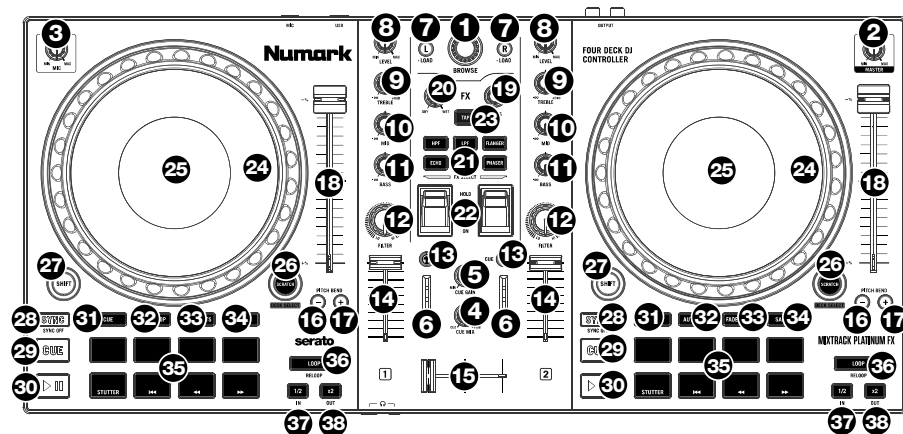
Connection Diagram

Items not listed under [Introduction > Box Contents](#) are sold separately.



Features

Top Panel



1. **Browse Knob:** Rotate this knob to cycle through folders and tracks. Press the knob to cycle between the Crates and Library.
Hold **Shift** and rotate the knob to quickly scroll through tracks and folders.
2. **Master Gain:** Adjusts the master volume in the software.
Note: This control does not affect the microphone volume, which is summed with the final output of the Master Gain to the Master Output. Use the **Mic Gain** knob to control the microphone volume.
3. **Mic Gain:** Adjusts the level for the microphone input.
4. **Cue Mix:** Adjusts the audio output to the headphones, mixing between the cue output and the master mix output.
5. **Cue Gain:** Adjusts the volume for headphone cueing.
6. **Master Output LEDs:** Displays the audio level going to the Master Output.
7. **Load:** Press one of these buttons while a track is selected to assign it to Deck 1 or 2, respectively. Quickly double-press a Load button to assign the same track on both decks.
8. **Level:** Adjusts the pre-fader, pre-EQ audio level of the corresponding channel.
9. **High EQ:** Controls the treble frequencies for the individual channels.
10. **Mid EQ:** Controls the mid-range frequencies for the individual channels.
11. **Low EQ:** Controls the bass frequencies for the individual channels.
12. **Filter:** Adjusts the amount of the filter effect. Turning the knob left and right will produce a low-pass filter and high-pass filter, respectively.
13. **Cue/PFL:** Sends pre-fader audio to the cue channel for headphone monitoring.
14. **Channel Fader:** Adjusts the volume of the individual channels in the software.
15. **Crossfader:** Controls the blend between the two decks.
16. **Pitch Bend Down:** Press and hold to momentarily reduce the speed of the track.
Hold **Shift** and this button to adjust the pitch range.
17. **Pitch Bend Up:** Press and hold to momentarily increase the speed of the track.
Hold **Shift** and this button to activate Keylock.
18. **Pitch Fader:** This controls the speed of the music. Moving towards the "+" will speed the music up, while moving towards the "-" will slow it down.

19. **Beats Multiplier:** Increases and decreases the rate of the effects to the beat. When using a time-based effect, this knob adjusts its time division.
20. **FX Wet/Dry Knob:** Turn this knob to adjust the wet/dry mix of the effects.
21. **Software FX:** Press one of these buttons to select a software effect.
 - HPF (High pass filter)
 - LPF (Low pass filter)
 - Flanger
 - Echo
 - Reverb
 - Phaser
22. **FX On / Off:** Push up on the toggle switch to latch (lock) the FX in the on position. Push down on the toggle switch to turn the FX on momentarily. When the toggle switch is in the middle position, the FX will be off.
23. **Tap BPM:** Press this 4 or more times to manually enter a new BPM. The software will ignore the track's BPM and follow your manually entered tempo.

Press **Shift** and this button to reset the tempo to the track's default BPM.
24. **Platter/Jog Wheel:** This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. When the **Scratch** button is not active, use the jog wheel to bend the pitch of the track. When the **Scratch** button is active, use the jog wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend the pitch of the track.

Press **Shift** and move the wheel to quickly search through the audio.
25. **Display:** Use this screen to view information about the current track. See [Features > Display](#) for more information.
26. **Scratch:** Press this button to turn on the scratch feature for the jog wheel.

Hold **Shift** and press this button to select which Layer in the software is controlled by that hardware Deck. Deck 1 can control Layer 1 or 3; Deck 2 can control Layer 2 or 4.
27. **Shift:** Allows multiple control commands to be triggered when pressed first along with other buttons.
28. **Sync:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo.

Press **Shift** and press this button to deactivate Sync.
29. **Cue (Transport Control):** Sets and recalls the main Cue point in the current track. Hold down the **Cue** button for temporary play of the cue point. The track will play for as long as the button is held down and return to the cue point once it is released.

Press **Shift + Cue** to return the play head to the start of the track.
30. **Play/Pause:** Starts and suspends playback.
31. **Cue:** With this Pad mode, each pad assigns a Hot Cue Point, or returns the track to that Hot Cue Point. When a pad is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track.
32. **Auto Loop:** With this Pad mode, each pad triggers an auto loop of a different length. See [Operation > Performance Pad Modes](#) for more information.
33. **Fader Cuts:** With this Pad mode, the top 4 performance pads are used to perform transform effects for cuts on scratching. See [Operation > Performance Pad Modes](#) for more information.
34. **Sampler:** With this Pad mode, each pad triggers a sample in the software. See [Operation > Performance Pad Modes](#) for more information.

35. **Performance Pads:** The top row of pads is used to trigger loop points or samples depending on the Pad mode setting. See [Operation > Performance Pad Modes](#) for more information.
The bottom row of pads is used to trigger Stutter, Previous Track, Search Backward, and Search Forward:
 - **Stutter:** Repeats or “stutters” the sample when the pad is repeatedly tapped.
 - **Previous Track:** Goes to the previous track.
 - **Search Backward:** Searches backward through the current track.
 - **Search Forward:** Searches forward through the current track.
36. **Loop On/Off:** Press to activate auto loop on/off. Hold **Shift** and press this button to trigger a reloop.
37. **Loop 1/2:** Press this button when a loop is active to decrease the loop size by half. Hold **Shift** and press this button to set the Loop In point.
38. **Loop x2:** Press this button when a loop is active to double the loop size. Hold **Shift** and press this button to set the Loop Out point.

Front Panel

1. **Headphone Output:** Connect headphones to these 1/4" (6.35 mm) and 1/8" (3.5 mm) jacks for monitoring the signal. The headphone volume is controlled using the **Cue Gain** knob.



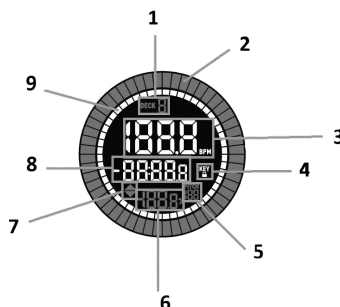
Rear Panel

1. **Master Output (RCA):** Use standard RCA cables to connect this output to speakers or an amplifier system.
2. **USB:** Sends USB MIDI data to control various software parameters.
3. **Microphone Input:** Connect a standard dynamic microphone to this 1/4" (6.35 mm) jack.



Display

1. **Active Deck:** Indicates the currently active deck.
2. **Platter Position:** Displays the current track position.
3. **BPM:** Displays the current BPM for the selected track.
4. **Keylock:** This icon illuminates when Keylock is active for the current deck.
5. **Pitch Range:** Shows the current pitch range.
6. **Pitch:** Shows current pitch of the track.
7. **Pitch Adjust:** Indicates the direction to move the **Pitch Fader** to match the current track's BPM with the track on the opposite deck.
8. **Time Remaining:** Displays the time elapsed or time remaining for the current track.
9. **Time Bars:** provides visual reference to time remaining on the selected song. When the song is almost over these segments will flash to give a warning.



Operation

Performance Pad Modes

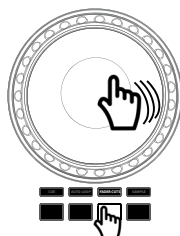
The upper row of pads has different functions depending on their mode: Cue, Auto Loop Mode, Fader Cuts, and Sample Mode. To select a mode, press one of the Pad mode buttons and press one of the upper pads to activate a specific function.

Cue Mode: Press the pad marked **Cue** and press a lit pad from the upper 4 pads to return a track to the assigned Hot Cue Point. Press an unlit pad from the upper 4 pads to assign a Hot Cue Point at the desired point in your track.

Auto Loop Mode: Press the pad marked **Auto Loop** to assign the upper 4 pads to the functions listed below:

- **Auto 1:** Sets and starts playback of a 1-beat auto loop. Press **Shift + Auto 1** to set and start playback of a 1/16-beat loop roll.
- **Auto 2:** Sets and starts playback of a 2-beat auto loop. Press **Shift + Auto 2** to set and start playback of a 1/8-beat loop roll.
- **Auto 4:** Sets and starts playback of a 4-beat auto loop. Press **Shift + Auto 4** to set and start playback of a 1/4-beat loop roll.
- **Auto 8:** Sets and starts playback of an 8-beat auto loop. Press **Shift + Auto 8** to set and start playback of a 1/2-beat loop roll.

Fader Cuts: The pads will mute and unmute the deck's audio signal in a way that emulates crossfader movements toward that deck.



Sample Mode: Press the pad marked **Sampler** to assign the upper 4 pads to play a sample. Press **Shift** and one of the upper four pads to stop playback, or to load a sample if the slot is empty.