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# MIXVIBES DVS PRO MANUAL

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ENGLISH VERSION





# Introduction

Thank you for choosing Mixvibes DVS PRO 6. This manual is also available on our website:  
<http://www.mixvibes.com/new/pageeng/page.php?x=help>

For any particular questions, you will also find support in many languages on the Mixvibes Forum:  
<http://mixvibes.com/forum>

Here is what we suggest as a minimum computer set.

## System requirements:

- Operating system: Windows® NT, 2000 or XP
- Processor: Intel Pentium IV 2 GHz or Athlon XP 2200 or equivalent
- Memory: 512 mb RAM minimum
- Sound (minimal): one soundcard with multi-channel support (5.1 or 7.1)
- Soundcard recommended for vinyl or CD control: One multi-channel soundcard with at least 2 line inputs and at least 2 line outputs ASIO or DIRECTX compatible.

## Descriptive pictures:



## DVS PRO pack:



MIXVIBES DVS PRO

# MIXVIBES DVS PRO Index

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# I – Getting started

## 1 - Presentation

You have purchased MixVibes DVS PRO; the latest MixVibes program containing top features. The product box included the MixVibes PRO 6 software, 5 timecoded vinyls, 2 timecoded CD's and an installation guide.

MixVibes is a range of very powerful softwares that can match the needs of any user, either advanced or bedroom DJ. All the DJing features have been studied, from mixing to scratching. We have worked in collaboration with DJs to keep the same feeling as original vinyl.

MixVibes allows you to play audio digital files from your PC through your soundcard. You will get the flexibility of a total vinyl control through your own turntables (or CD players): your turntables turns into digital controllers! All actions made by your turntables (pitch, scratch, seek...) are immediately transmitted on the sound files. There are no clicks, no artefacts, no digital noises and no blanks.

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## 2 - Turntable connection

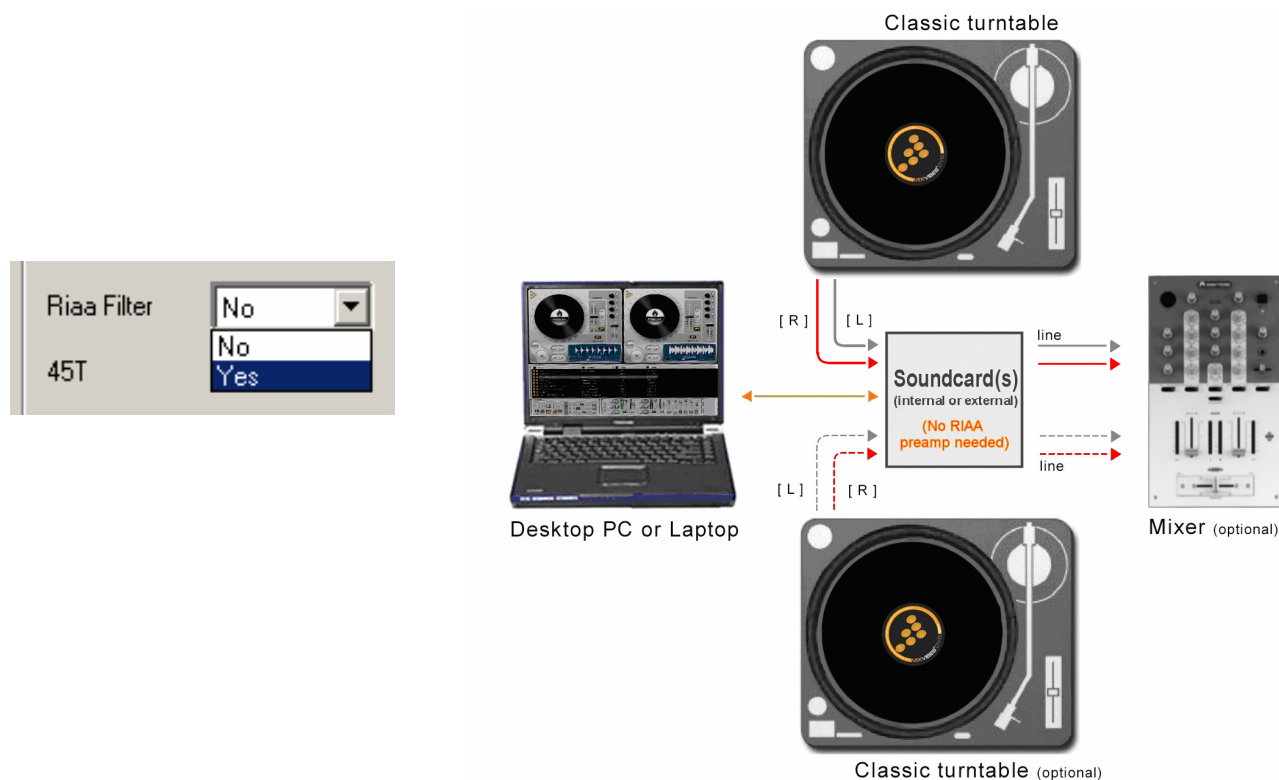
- ❖ Step 1: connect the phono outputs of your turntables to the soundcard inputs
- ❖ Step 2: connect the line outputs of your soundcard to the mixer line inputs
- ❖ Step 3: connect the soundcard to your computer, using PCI, USB or FireWire
- ❖ Step 4: turn on your soundcard
- ❖ Step 5: run MixVibes DVS PRO 6

MixVibes is chained like a traditional device in your setup (mixer/turntable). The turntables will play vinyls which contained a computer generated signal (a time code). This signal is received by your soundcard inputs. After processing it, MixVibes will play your audio files to your soundcard outputs as the audio files were in the vinyl. The soundcard outputs are connected to your mixer (see the diagram below).

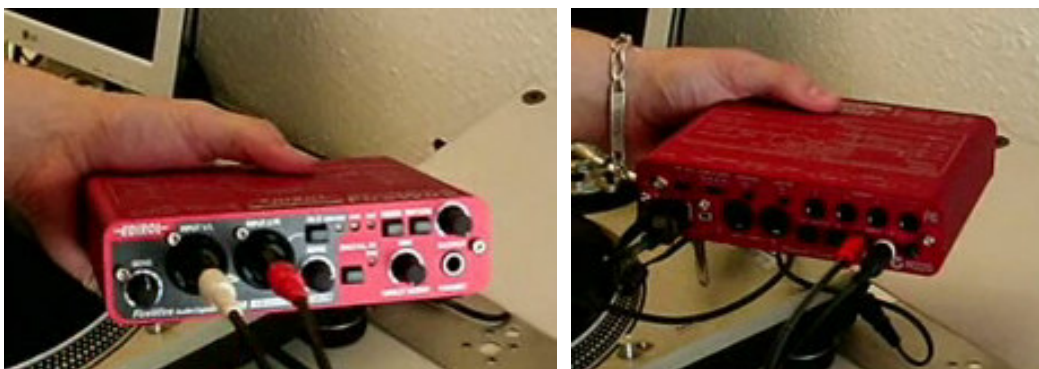


**No RIAA preamp is needed. The RIAA is emulated by MixVibes**

*(File/Option/Vinyl/RIAA). It is not advised to select line output found on some turntables: any phono connection can be directly plugged into the soundcard.*



Example with the EDIROL FA 66 FireWire



👍 **MixVibes will detect automatically the left/right inversion!**

*If your soundcard has no RCA but jack inputs, use a RCA/jack adaptor.*

*MixVibes DVS PRO EDITION allows the connection of 4 turntables and/or CDs players! A 8IN/8OUT soundcard will be required.*

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### 3 – Software installation

Insert the software installation CD. If the Setup does not start automatically, run setup.exe

Choose your install language:



Then, enter your name, company, e-mail and your registration code. You will find this code inside the software paper sleeve:



Choose the install directory of your MixVibes or let the default directory:

Read then accept the licence agreement:



**Congratulations, your MixVibes has been installed successfully!**

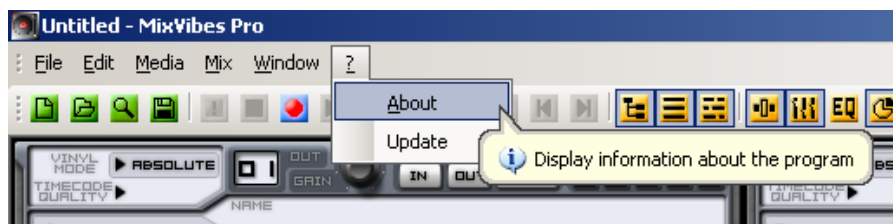
## 4 – Update

Following our customer requirements, our development team works to improve the software. Each modification is compiled into an update that you can receive for free!

Before updating, you must be sure of having your computer connected to the Internet.

In order to know your current version, click on the “About” command in “?” menu.

Click on the “Update” command in the “?” menu to update MixVibes. The software will download the last version available.



*You can install the update even if your computer has no internet link: use another computer connected to internet and download the update file and transfer it to your computer where MixVibes is installed.*



### How can I update my MixVibes software if I don't have an Internet connection?

Install MixVibes on a computer which have an Internet connection and download the update. Then copy the update file on a USB Key or a CD. At least, install the update on your own computer.

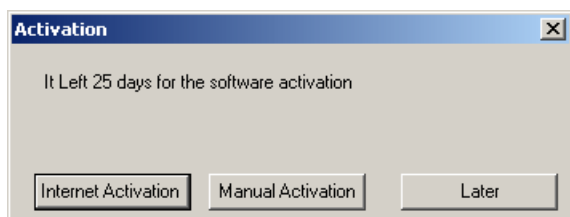
## 5 – Activation



*The activation step is compulsory to make your system work. Otherwise, the MixVibes can only works for 30 days. A window will remind you during the last 5 days.*

### Activation with Internet connection

- ❖ In the menu bar, click on “?”, then “activate”. Choose Internet activation.



**Congratulations!** Your MixVibes has been activated on your computer.



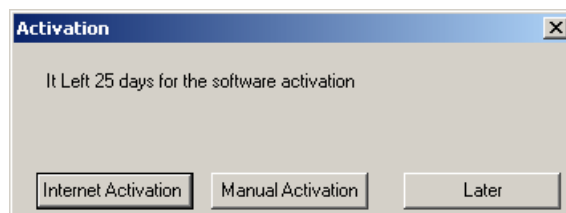
**Change the hard drive, the processor or the RAM without reactivating MixVibes**



**The license enables MixVibes installation on 2 different computers**

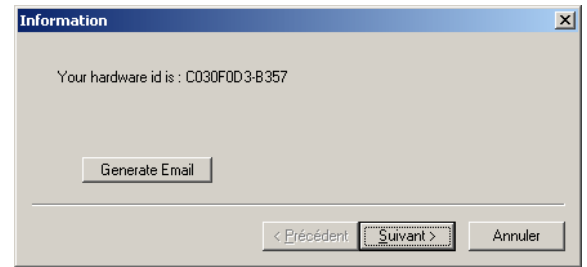
### Activation without Internet connection

- ❖ In the menu bar, click on “?”, then “activate”. Click on the “Manual Activation” button.



❖ An information window is opening with your hardware code :

❖ Click on « Generate Email ». A mail has been created with your Hardware ID, Registration Name and your Key.



❖ **Save** this email on a floppy or USB key. Then **send** this email to [activate@mixvibes.com](mailto:activate@mixvibes.com) on another computer with Internet connection.

❖ You will receive an email from MixVibes with your activation code (within the next 72H).

❖ Copy the activation code to the last step of the manual activation dialog box.

For additional information on the software configuration:

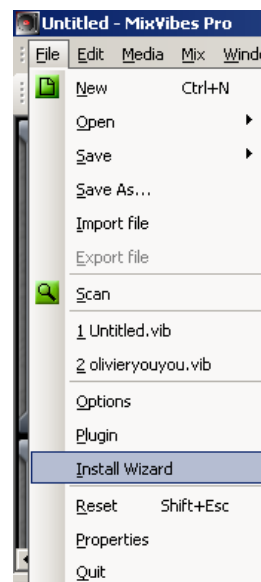
**Free technical assistance:** <http://www.mixvibes.com/forum>



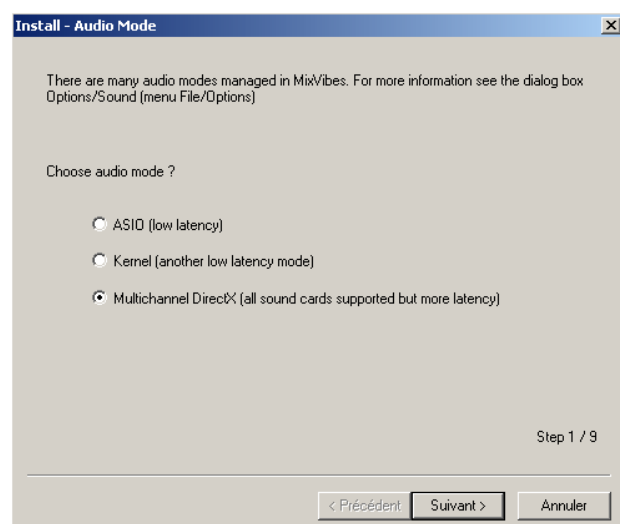
## II – Install Wizard

### The fastest way to set your MixVibes!

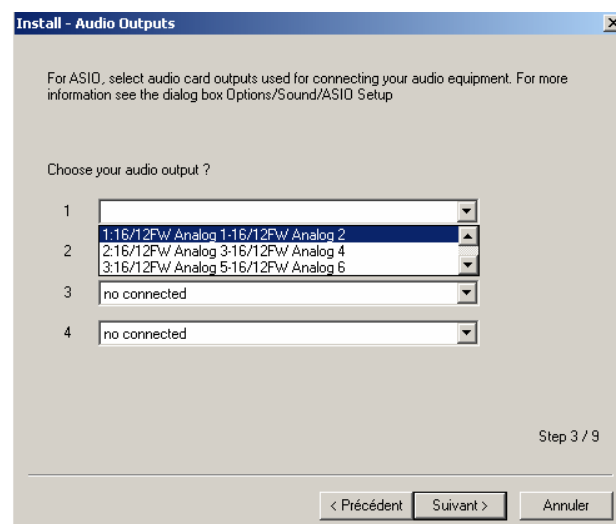
The install wizard will runs automatically at the first launch of MixVibes.



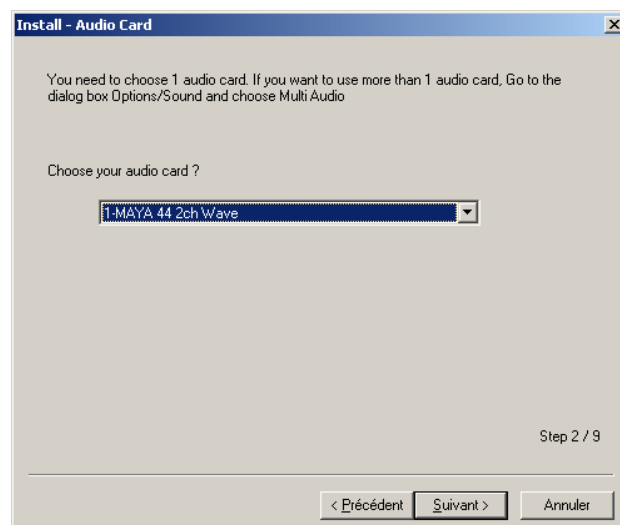
#### ❖ Step 1/9: audio mode



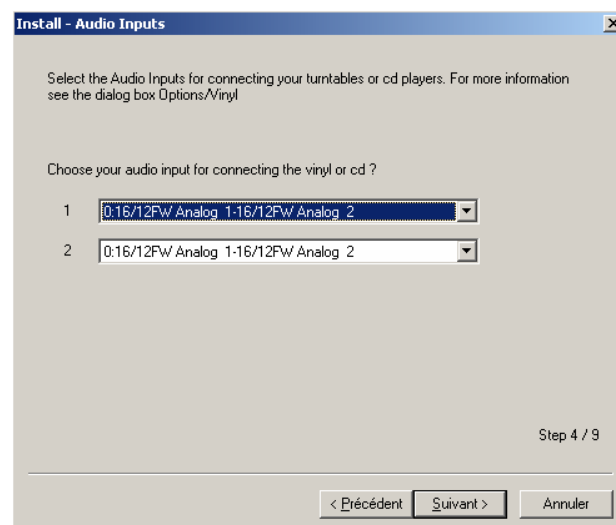
#### ❖ Step 3/9: audio outputs



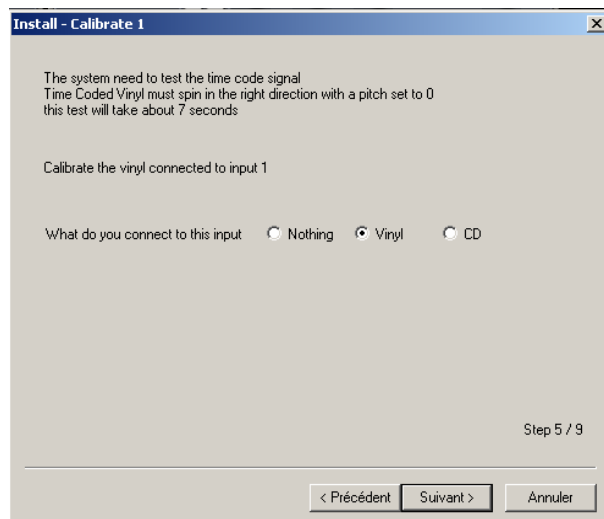
#### ❖ Step 2/9: audio card



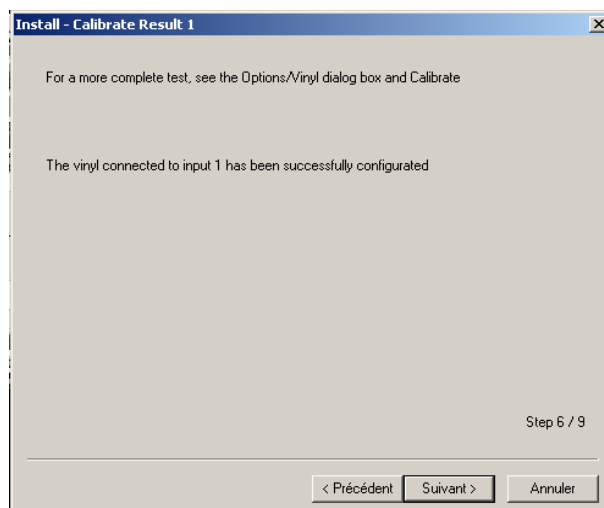
#### ❖ Step 4/9: audio inputs



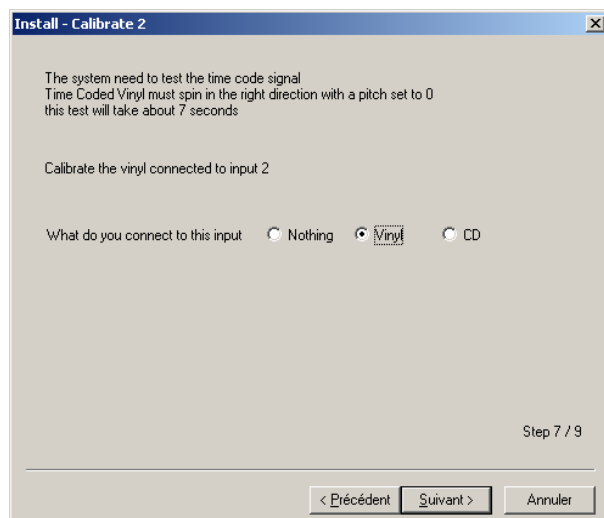
### ❖ Step 5/9: calibration



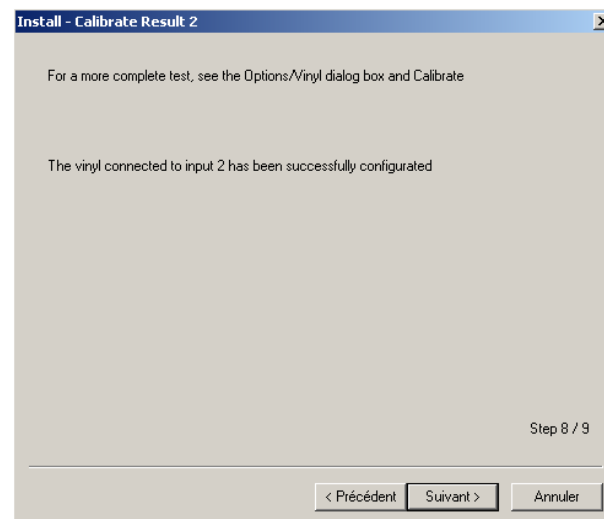
### ❖ Step 6/9: calibration result



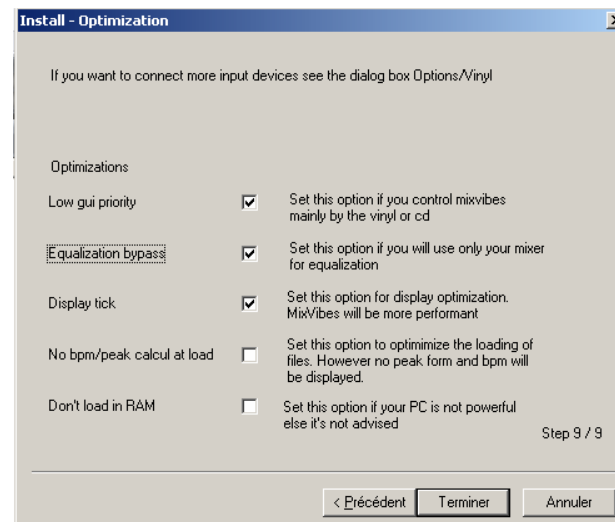
### ❖ Step 7/9: calibration



### ❖ Step 8/9: calibration result



### ❖ Step 9/9: optimization



### III – Audio set up

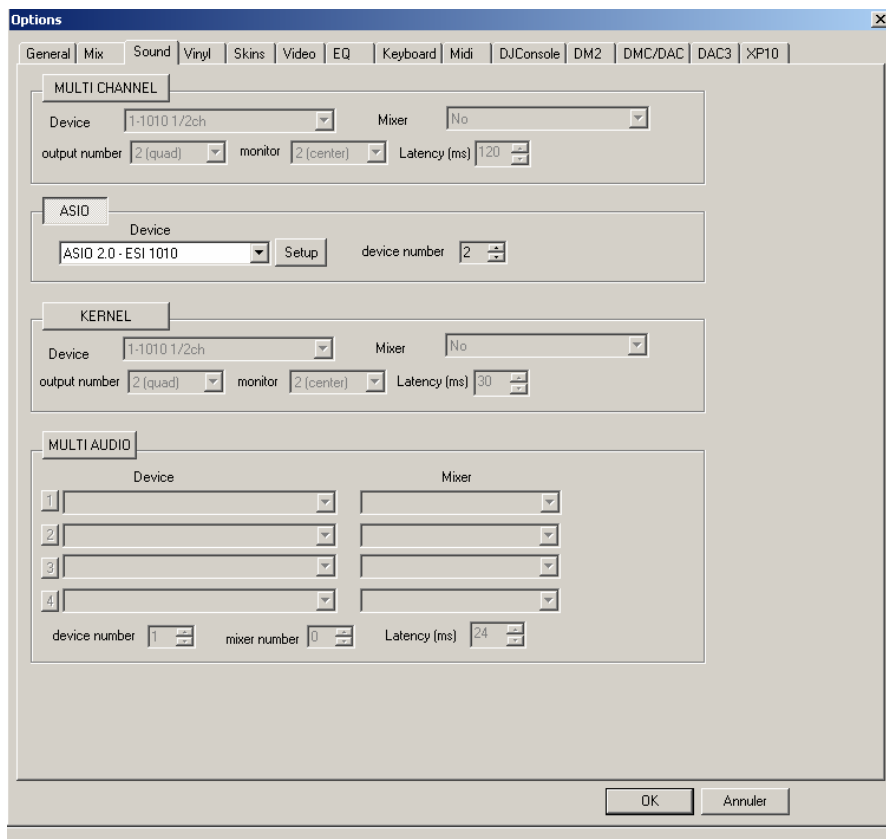
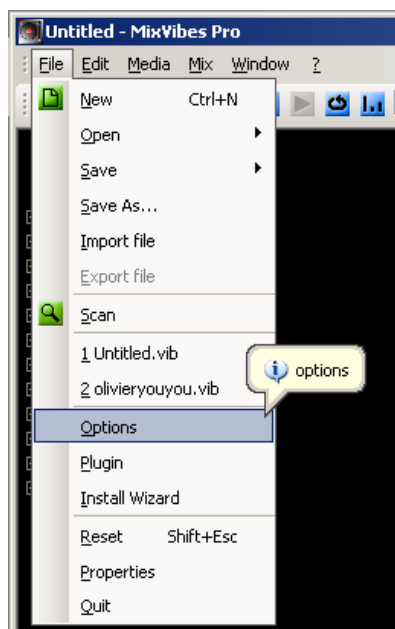
If you don't want to use the install wizard, you can set up MixVibes by yourself:

- 1) Set the soundcard driver
- 2) Configure soundcard outputs in MixVibes
- 3) Configure soundcard inputs in MixVibes
- 4) Run the vinyl calibration

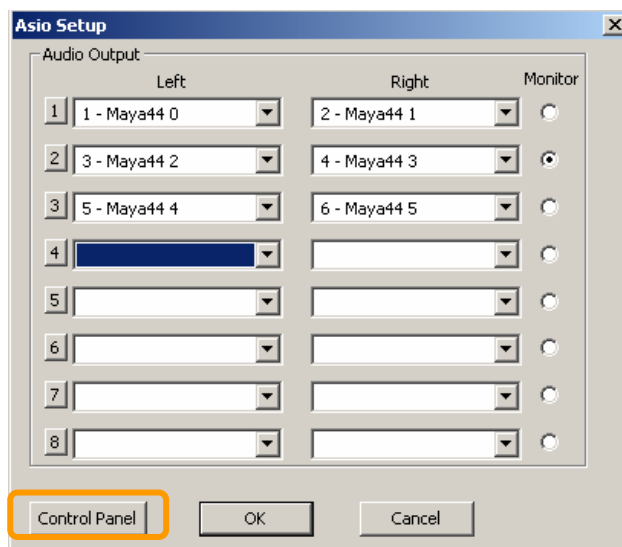
#### 1 - Soundcard driver

❖ Step 1: Run the "options" menu

❖ Step 2: Select the "sound" tab



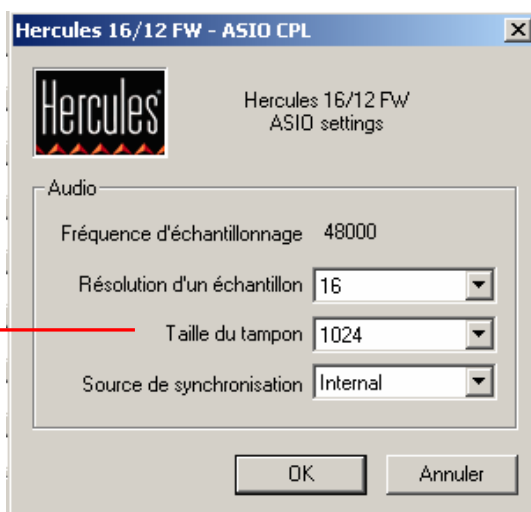
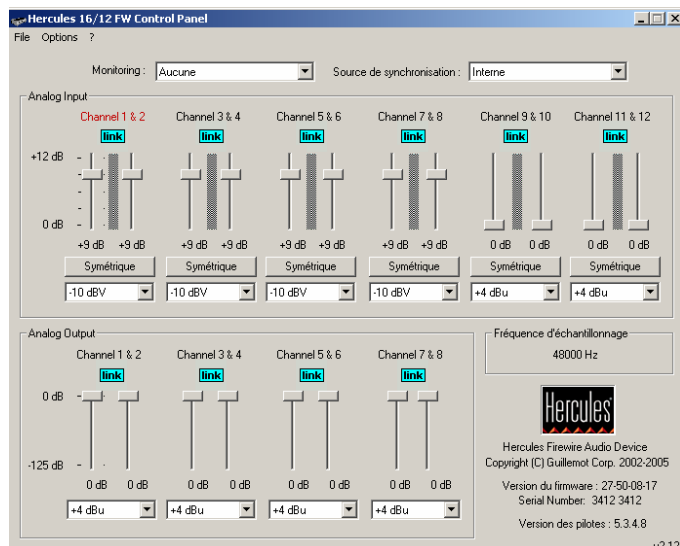
A lot of soundcards have a dialog box that you may find in the Windows® tool bar, or in the "Setup" window of your MixVibes: press the "control panel" button:



You need to set the input and output levels for your soundcard. Set the inputs level to 66%. For output, you can set to any level.



*Remove the monitoring input otherwise, you would hear the vinyl signal through your soundcard.*

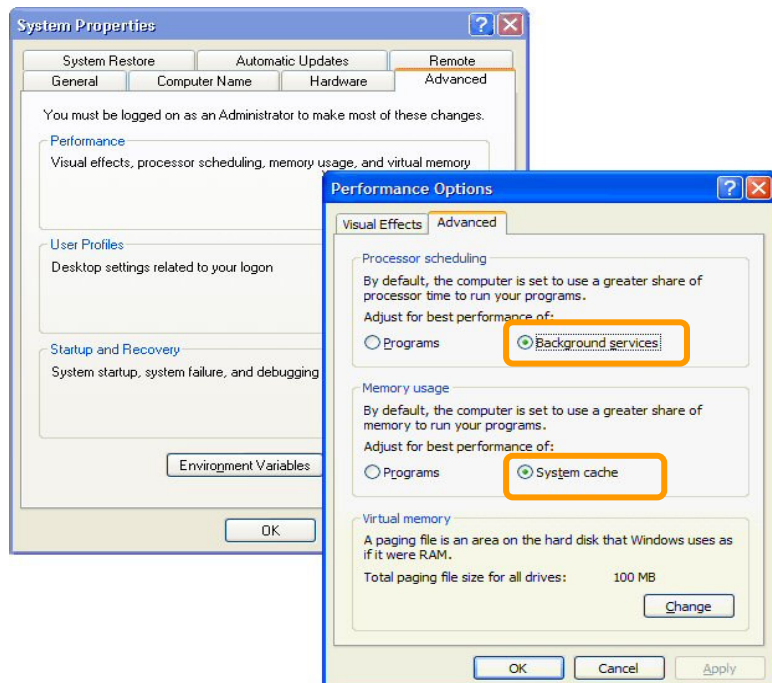


Example for the Hercules 16/12 FW soundcard:

It is important to choose the best latency time depending for your configuration. The lower the latency is, the more accurate and quicker your system is. But if the latency is too low, the sound quality will decrease: you will hear some clicks or skips.

With PCI audio card, it is possible to down the latency to 1ms but a latency of 3ms is more stable in most configurations. For FireWire or USB, it will be difficult to reduce the latency below 3ms.

For the ASIO mode, the latency will be set in the audio sound driver: you will need to restart MixVibes if you change the latency in the audio driver. For others modes (Multi Channel, Kernel or Multi audio), the latency is set in Option / Sound Dialog Box.



*For the ASIO mode, we advice to choose the "background services" priority in Windows®. It is not advised for the others sound modes (Multi channel or Kernel).*



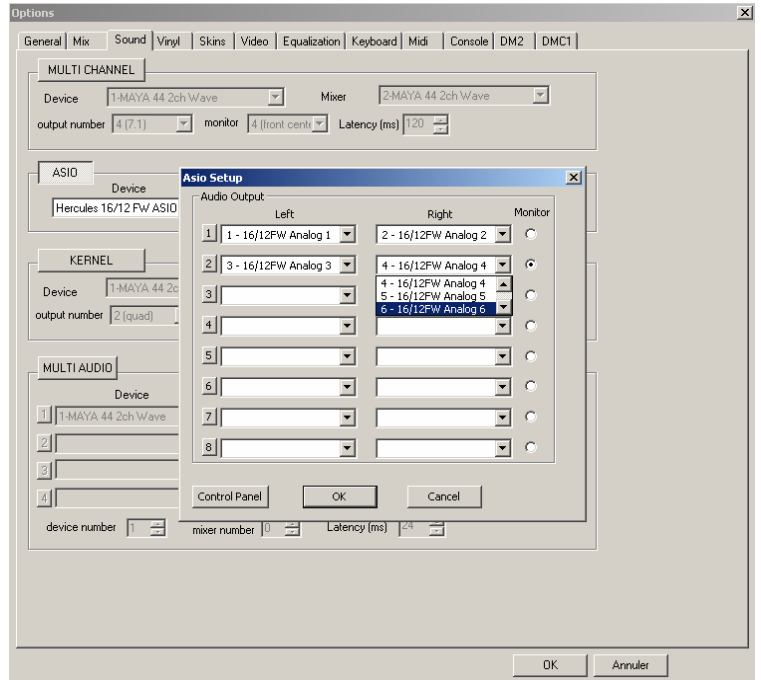
*In ASIO mode, MixVibes can works in 96 KHz. You will find this setting in the soundcard control panel.*

## 2 - Sound outputs

Run the menu command "File / Options". Select the "Sound" tab and click in the ASIO button if you want to use the ASIO mode. Select your audio card in the combo box "Device".

Click on « Setup » and select the outputs of the soundcard for each MixVibes output. If your outputs are not all available in the list, there are problems in the installation of your soundcard. Please check your soundcard installation (drivers, wires, etc.) and restart MixVibes.

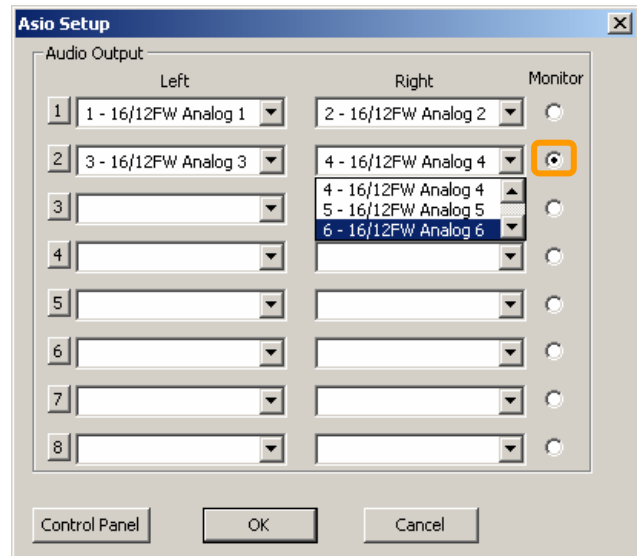
The first line is the first output in MixVibes; the second line is the second output... You will select the output number in each player channel in the "OUT" field. Click on this button to select another output.



 *Restart MixVibes after each modification (some soundcards may even require a computer restart...)*

For some soundcards, you can display the soundcard control panel by clicking on the button "Control Panel" in the dialog box "ASIO Setup". For some others soundcards, you can access to the control panel through an icon in the Windows® taskbar.

In ASIO mode, select the monitoring output with the monitor button:



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### 3 – Vinyl/CD inputs

You need to configure the audio inputs where are connected the turntables or CD players.

#### ❖ Step 1: **VERSION**

Set the type of time code support (vinyl version 1, CD or vinyl version 2) you will use.

#### ❖ Step 2: **AUDIO MODE**

Choose the time code management mode. MixVibes supports 4 audio modes:

- **Absolute:** needle drop support. MixVibes will follow exactly the position in the vinyl. It is the more accurate mode and the best for scratching.
- **Relative time:** needle drop support. Needle drop is proportionally of the vinyl time. If you want to go to the middle of the song, place the needle to the middle of the vinyl disk. In this mode, MixVibes will not update the position of the song if there are needle small moves. Then the position in the vinyl and the song can be different. With this mode, you can loop, skip to location (cue point) or use master tempo. This mode is very interesting for mixing.
- **All Relative:** no needle drop.
- **Wheel:** no needle drop. The vinyl act like a wheel controller.

There is no time limit in the 2 last modes. You can play the media as long as you want!

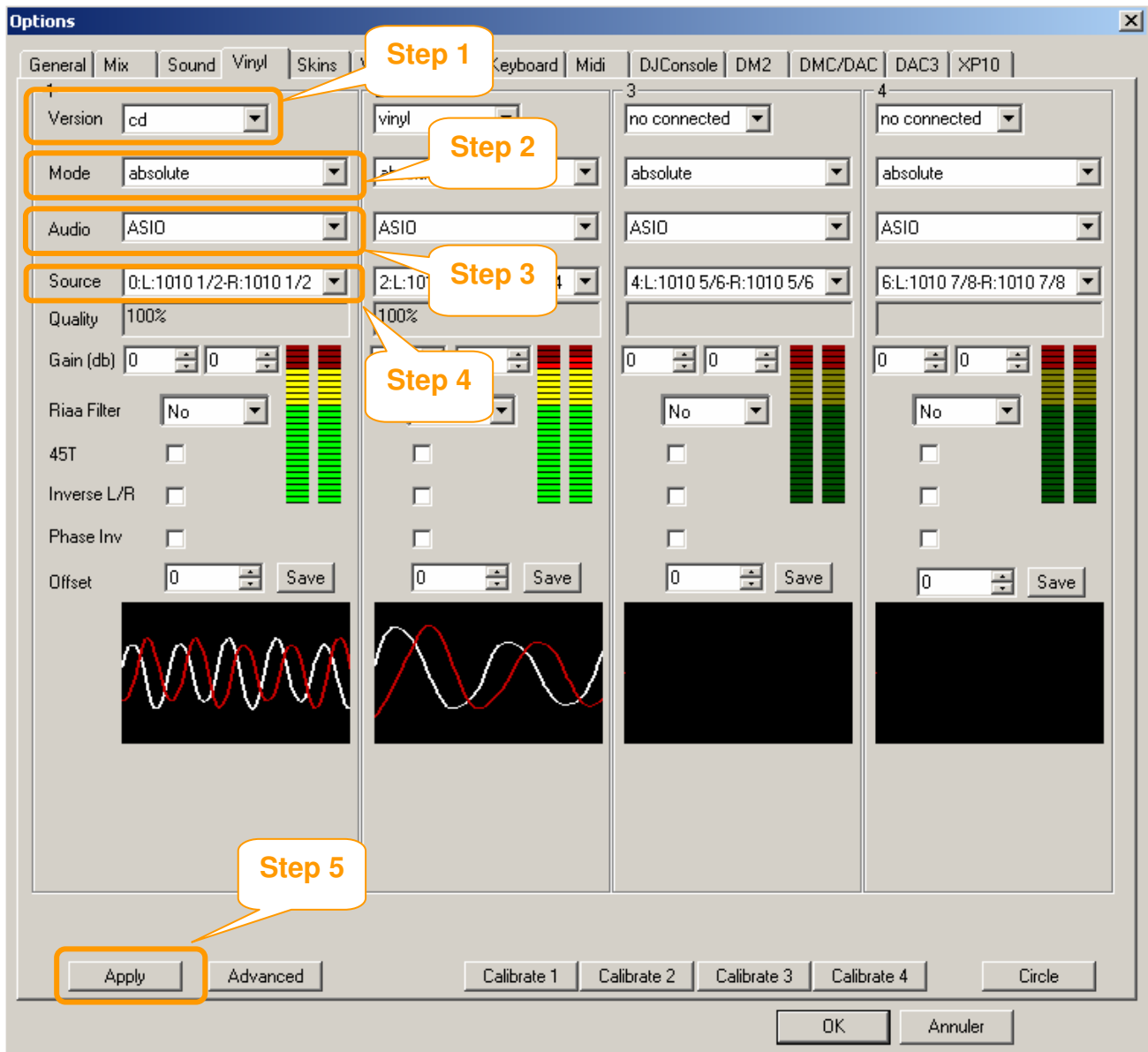
#### ❖ Step 3: **AUDIO**

Select the soundcard or "ASIO" if you use ASIO mode in the "Audio" field  
ASIO, Multichannel

#### ❖ Step 4: **SOURCE**

Select the soundcard inputs connected to the turntable

#### ❖ Step 5: **VALIDATION:** Press the "**Apply**" button



## 4 – Calibration



*Before the calibration, the pitch of your turntable must be set to 0.*

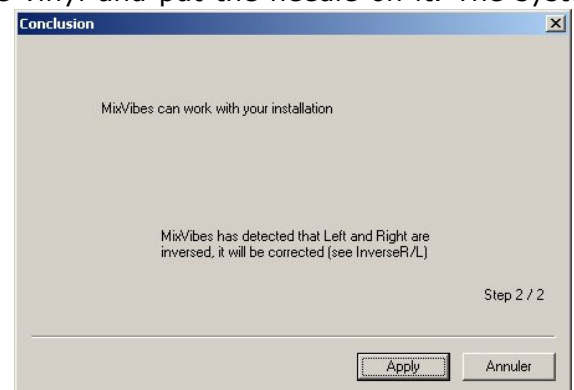
There are two ways for calibrating a turntable: « Quick mode » and the normal way.

« Quick » mode allows you to calibrate in one step: turn the vinyl and put the needle on it. The system will automatically set up the correct value.

If you use the normal way, uncheck the "Quick" button. There will be 2 more steps during the calibration:

- ❖ noise detection with the vinyl stopping (put the needle on the vinyl)
- ❖ sound detection with the vinyl playing (put the needle on the vinyl)

MixVibes will display a message for the result. If the calibration is successful, the message "MixVibes can work with your installation" will be displayed.

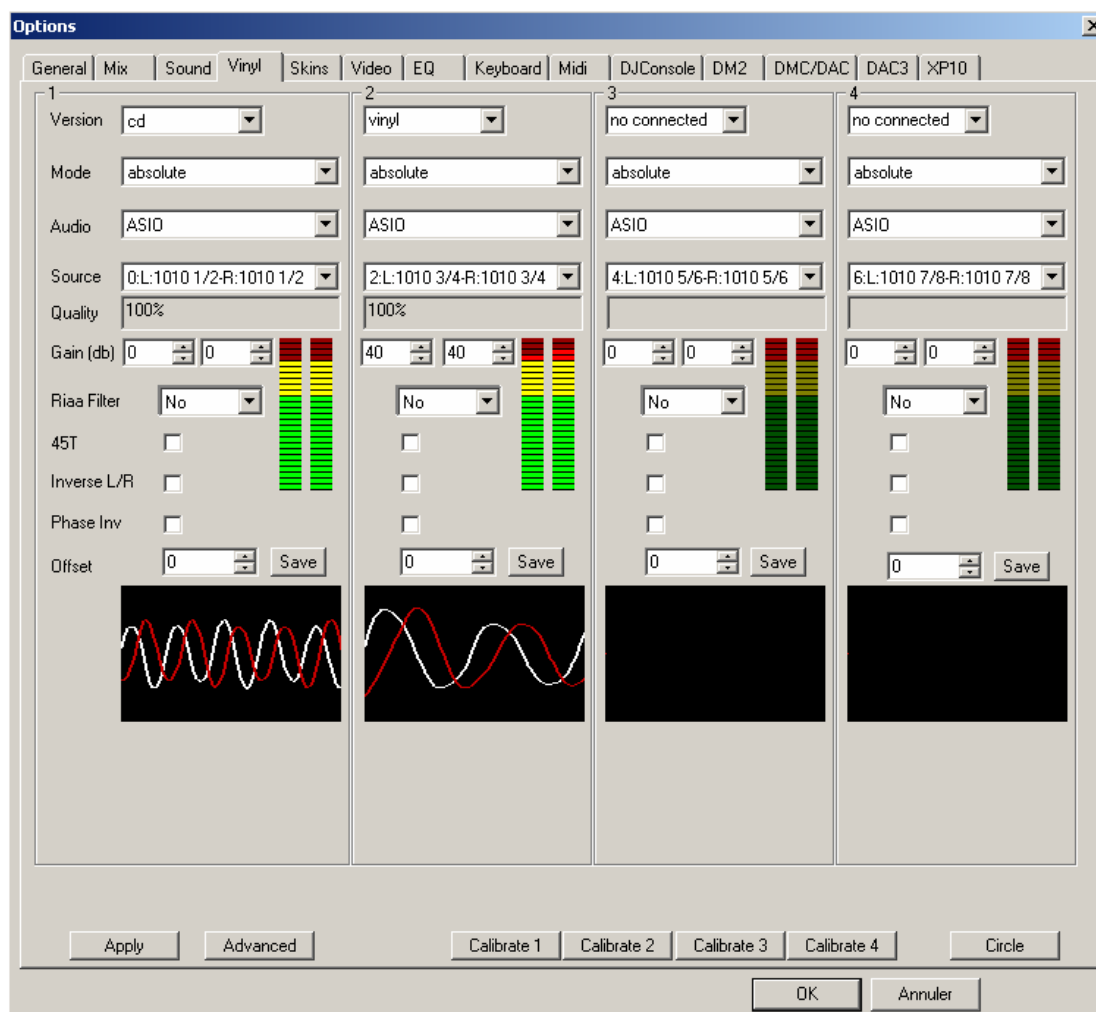


In a good configuration, the level must reach the first red line in the VU-meter.

The wave form must draw a sinusoid.



The "Stats" field (version 6.19 or higher) will display the percentage of time code read. The value must be more than 60%. Left and right volumes have to be around 0.36.



**Adjust the left and right volume values with the Gain (dB) button:**

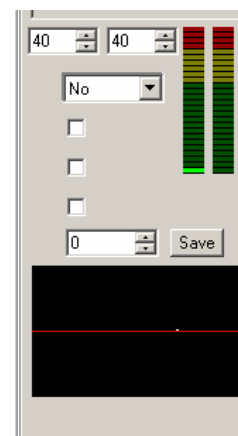
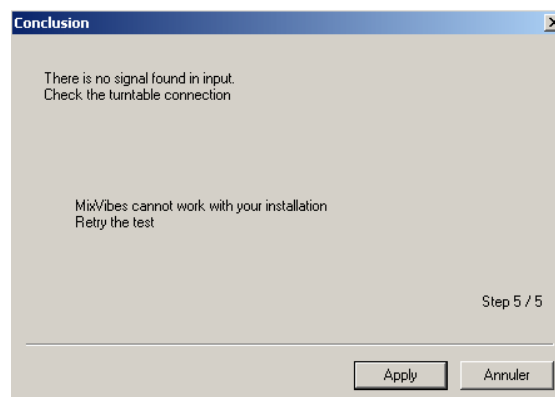




## Calibration problems

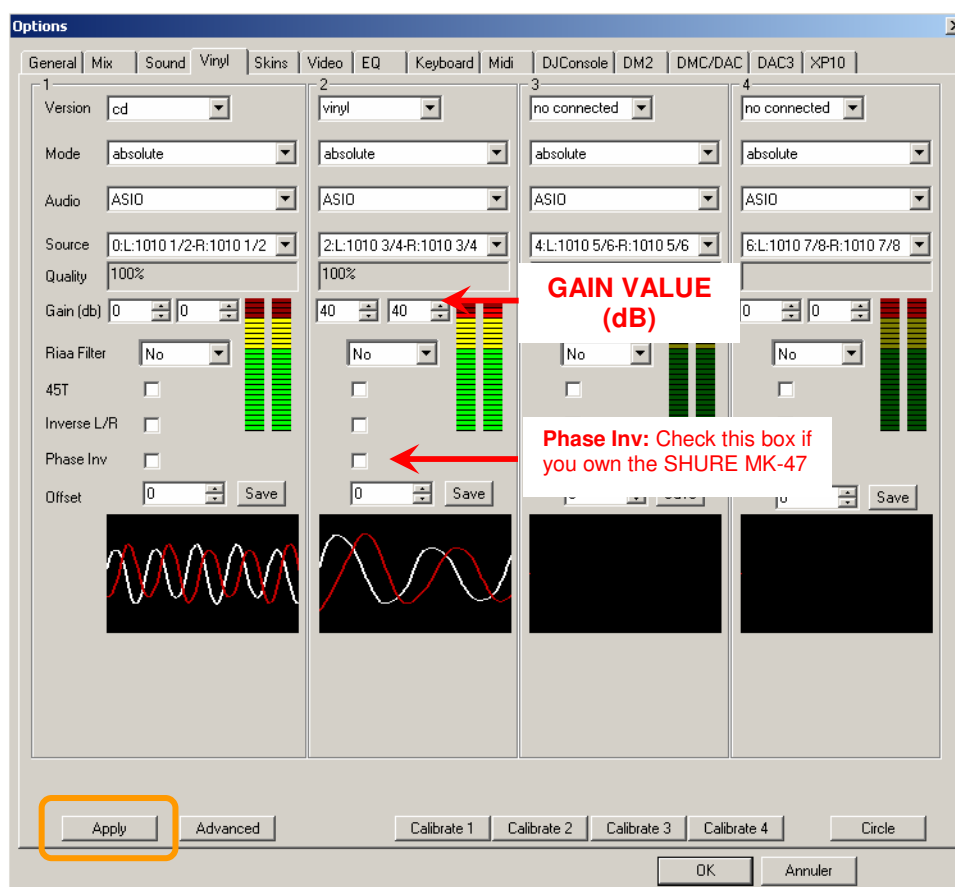
It is possible that sometimes the calibration doesn't work because of:

- ❖ damaged cartridges: change cartridges
- ❖ dust: clean on the vinyls, cartridges, etc.
- ❖ electric problems (particularly ground connection): check system connections
- ❖ left/right inversion: apply a software inversion (inverse L/R)
- ❖ background noise (Rumble)



For those who own SHURE m44-7 or Stanton 680 HP cartridges (and some few others), you must check the box "Phase Inv". Some CD players do also a phase inversion in the signal then you need to check the option "Phase Inv".

The gain can be adjusted manually to reach the value of 0.37 in the stats field. The VU-meter must reach the first red led:



*Remember that you have to press the "apply" button after each change.*

## IV – Menu description

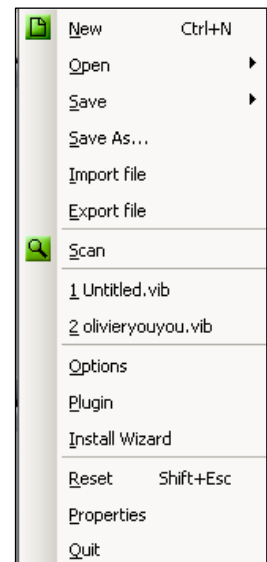
### 1 - File Menu

- ❖ **New:** create a new mediabase. The current media loaded will be removed



**A mediabase is the database where all your music and video files are located. One ".vib" file contains one mediabase.**

- ❖ **Open Mediabase :** load a mediabase saved (.vib)
- ❖ **Open Sequence :** load a sequence saved (.vsq)



Sequences depend on Mediabases. So, a mediabase called TEST.vib could have several sequences called as followed: TEST\_seq1.vsq / TEST\_seq2.vsq / TEST\_seq3.vsq. If no mediabase is loaded, you will not be able to load sequences. Moreover, if you load one mediabase, you can not load the sequences of another mediabase.



**A sequence is a list of events (like play, open, cue). These events trigger following a timeline. One ".vsq" file contains one sequence.**



**How can I create my own sequence?**

Check our FAQ part at the end of this manual.

- ❖ **Open music:** open one audio file
- ❖ **Add video**
- ❖ **Save Mediabase:** save into .vib
- ❖ **Save Sequence:** save into .vsq
- ❖ **Save as:** save the mediabase in the directory you want with any name.
- ❖ **Import file:** import playlist files (m3u, txt, lst).
- ❖ **Export file:** export playlist files (m3u, txt, lst).

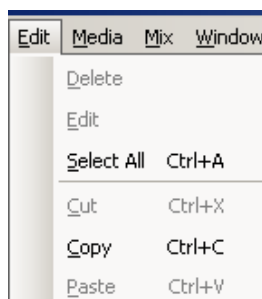
❖ **Scan:** you can scan one or several files selected in the explorer. This feature allows you to draw two information from the selected files: the BPM and the wave display.



👍 **The wave display is stored in the peak folder of your MixVibes: file\_name.vpk.**

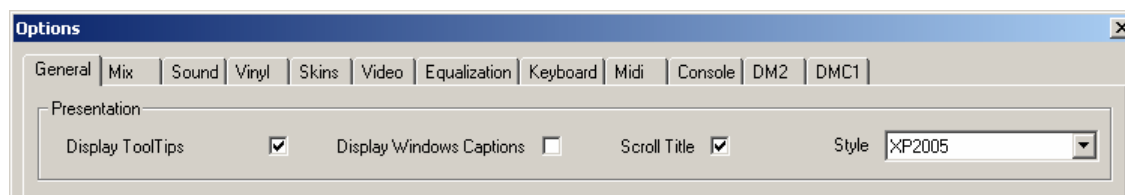
- ❖ **Options:** This is one of the most important parts of the software. You will find more details in 3<sup>rd</sup> to 11<sup>th</sup> part of this manual.
- ❖ **Reset:** Clean out and immediately stop your player.
- ❖ **Properties:** Give the unique key of the mediabase. It eventually allows security of the mediabase.
- ❖ **Quit :** quit MixVibes

## 2 - Edit Menu



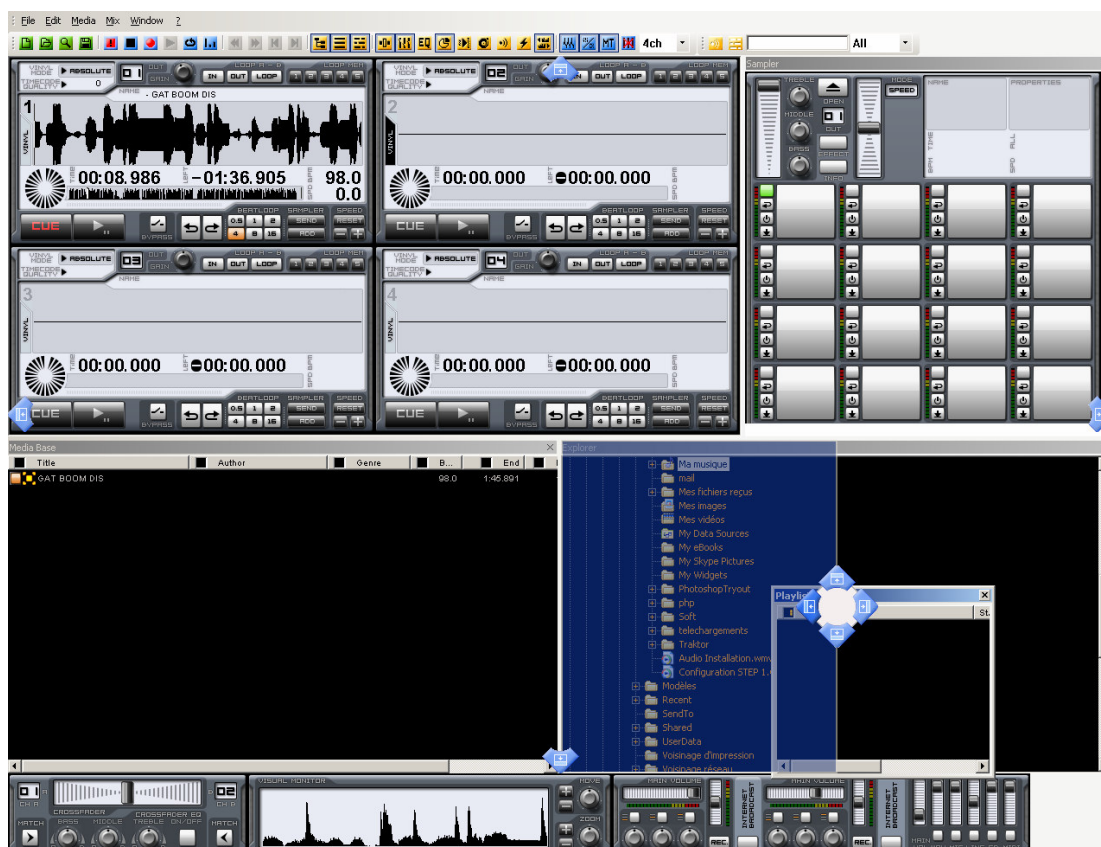
- ❖ **Delete:** delete a selected file
- ❖ **Edit:** enter your file information
- ❖ **Select all:** select all your files for a group scan for instance
- ❖ **Cut/copy/past**

### 3 – General option

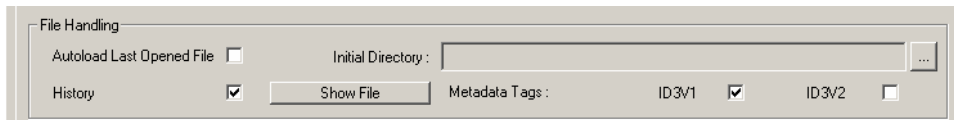


- ❖ **Tooltips:** enable tooltips
- ❖ **Windows caption:** display the caption on MixVibes window (mediabase, playlist, selection, explorer)

If this option is checked then you can move the windows (player, explorer, playlist ...) anywhere you want in MixVibes.



- ❖ **Scroll title:** scroll the song title in the player if it is too long
- ❖ **Style:** define your window setting
- ❖ **Player number:** player number (from 2 to 16). Please note that you can control up to 4 real turntables. The other players are virtual ones. These players can handle an analogue input (microphone, line) if your soundcard allows it. It could be used for record your mix.

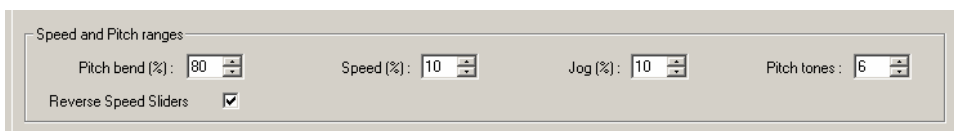


- ❖ **Autoload last file:** check these box to automatically load the last opened “.vib” file
- ❖ **Initial directory:** set the “.vib” file directory.
- ❖ **History:** this option logs all the files that you have used during a session. You can also edit or modify this file through a notepad: click on « Show File »
- ❖ **Tag:** you can choose the ID tag version that you want to use. You can choose ID3V1 or ID3V2.



### What is an ID3 tag?

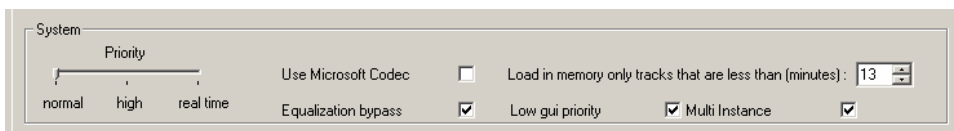
This tag gives to the software some information about the media file (year, quality, label name). The ID3V2 (version 2) tag contains more information than the ID3V1 (version 1) one.



- ❖ **Pitch bend:** choose your variation in % speed with + and -
- ❖ **Speed:** set the maximum values for the Speed and master tempo.
- ❖ **Jog:** set your variation speed for the Jog.



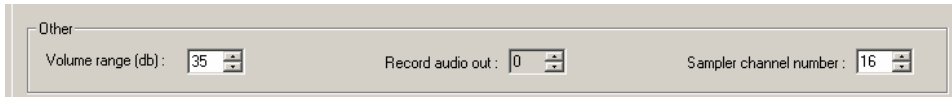
- ❖ **Pitch tones:** set the maximum values for the Key mode in tone.



- ❖ **Program priority:** you can set MixVibes priority.
- ❖ **Microsoft codec:** use Microsoft© codec to decode your mp3 instead of internal mp3 decoding.
- ❖ **Equalization bypass:** enable/disable MixVibes EQs. Disable this feature if you use the mixer EQ.
- ❖ **Low GUI priority:** Lower the graphic interface priority allowing more sound processing priority. It can be useful to set this option for vinyl control as it gives this more priority.
- ❖ **Multi instance:** Open several copies of MixVibes on your system at the same time. ASIO does not allow several programs to use the audio soundcard.
- ❖ **Load memory time limit:** set the maximum track length (in minutes) allowed being loaded in your random access memory (RAM).

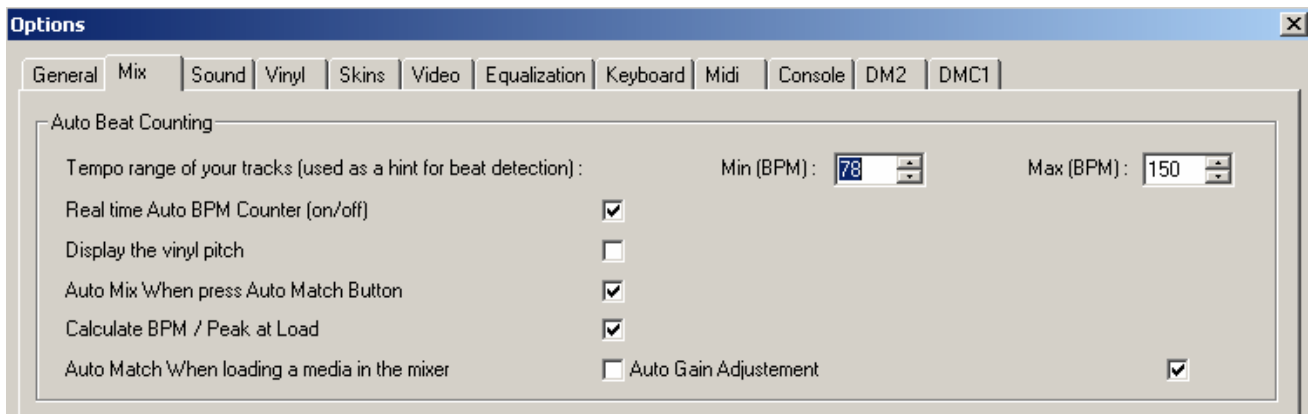


*Hardware time consuming, can give weird effect on a sound playing in the other deck due to hard drive activity.*



- ❖ **Volume range:** it allows you to set the range of the volume fader (only with the software mixer)
- ❖ **Sampler channel number:** it allows setting the number of channel you need in the sampler field

## 4 – Mix option



- ❖ **Tempo range of your tracks:** set the BPM range of your files for more accurate detection. In this example, MixVibes will look for in the range between 78 to 150 BPM when analysing your tracks.

👉 **A tighter range give a better BPM detection**

- ❖ **Real time autobpm:** enable / disable the real time BPM counter.
- ❖ **Display vinyl pitch:** display your turntable's pitch analysed by MixVibes.
- ❖ **Automix when presses Auto Match Button:** with this option selected MixVibes will attempt to automatically mix the two tracks as well synchronise the BPM when the "automatch" button is pressed.



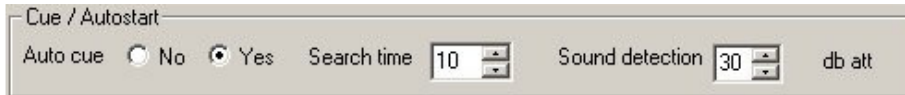
- ❖ **Calculate bpm/peak at load:** calculate the BPM of the song when the media is loaded in the player.

⚠ *Hardware time consuming, can give weird effect on a sound playing in the other deck due to hard drive activity.*



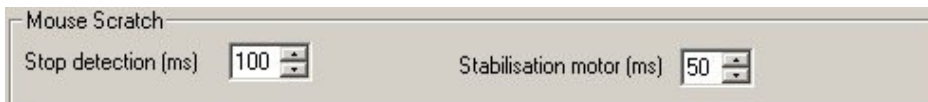
- ❖ **Automatch when loading:** automatically synchronise the BPM of the new song with the other player. (these feature can't work in scratch/vinyl mode)

- ❖ **Autogain adjustment:** auto set the gain of a loaded file, taking into account the value set in the gain rack. This option only works if “calculate BPM at load” is activated.

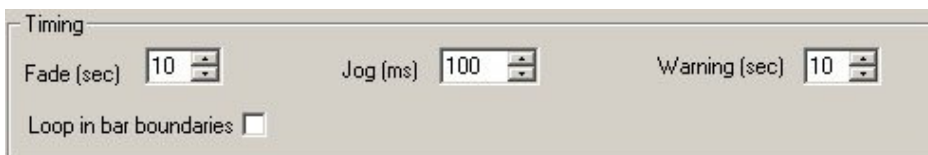


- ❖ **Autocue:** auto set the cue point to the first beat of the song.
- ❖ **Search time:** time in seconds from the beginning of the song to look for the auto cue point.
- ❖ **Sound detection:** this dB value set the threshold volume for detection of the cue point.

In our example, MixVibes will search a cue point in the first 10 seconds of the song and the value will be equal or close to 30dB attenuated. The first point that reaches this value will be the cue point.

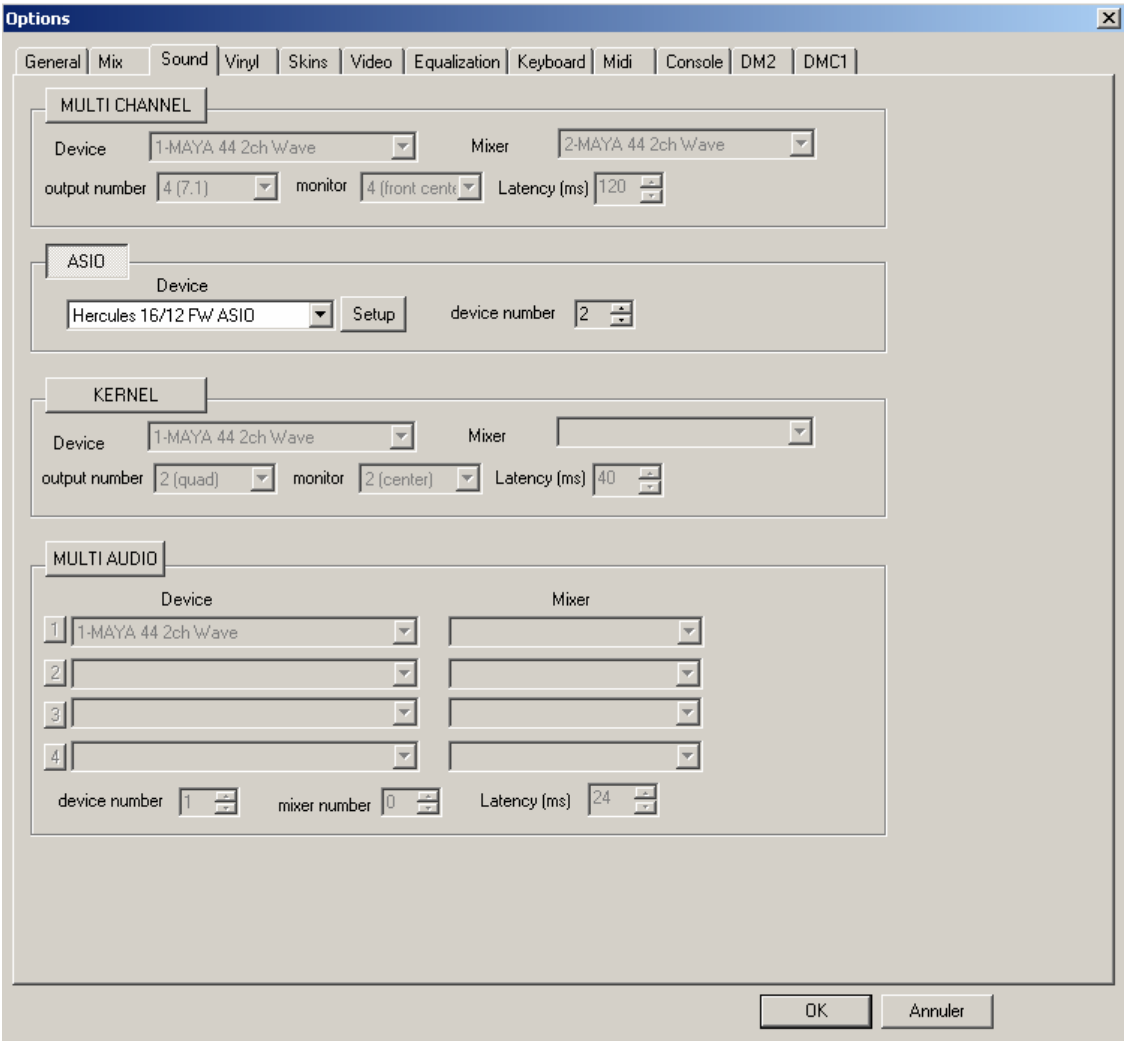


- ❖ **Stop detection:** allows MixVibes to set the release delay of the jog in case of a non sensitive jog.
- ❖ **Stabilisation motor:** set the delay time of the media to reach its normal speed after releasing the jog.



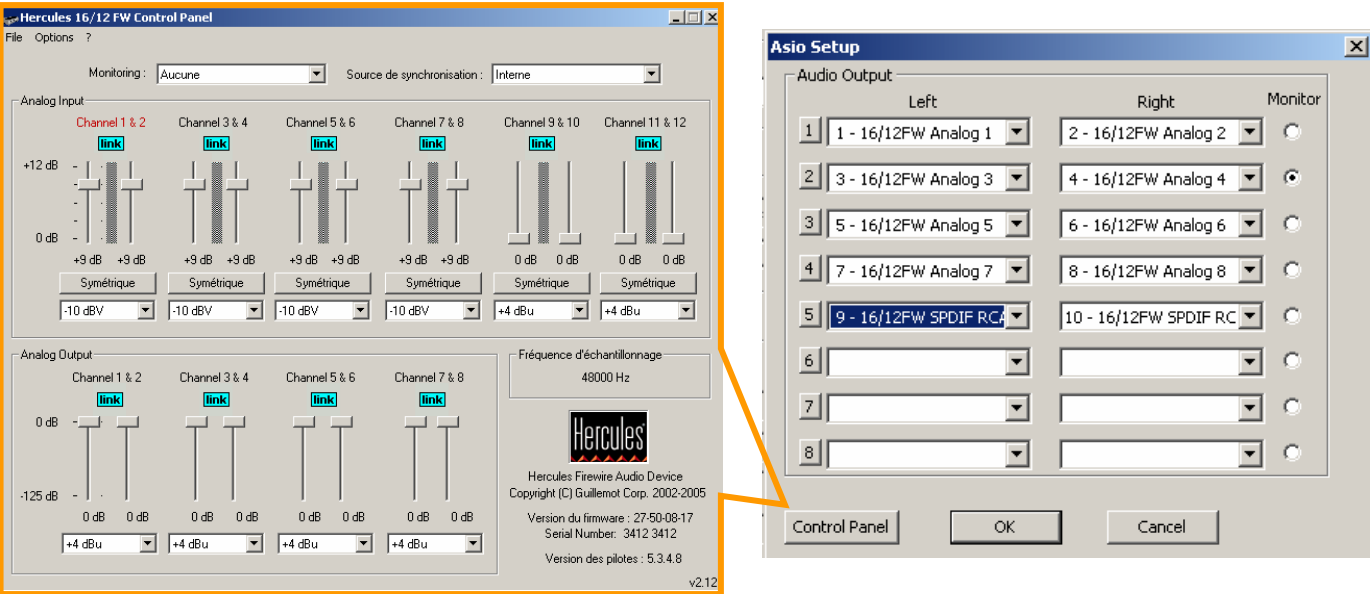
- ❖ **Fade:** set the fading time of the automated playlist.
- ❖ **Warning:** set an alert of the song end (*here, 10 seconds before the end*)
- ❖ **Loop in bar boundaries:** automatically lock on the beat when setting the in/out points of your manual loops. This option makes perfect manual loops!

5 – Sound option



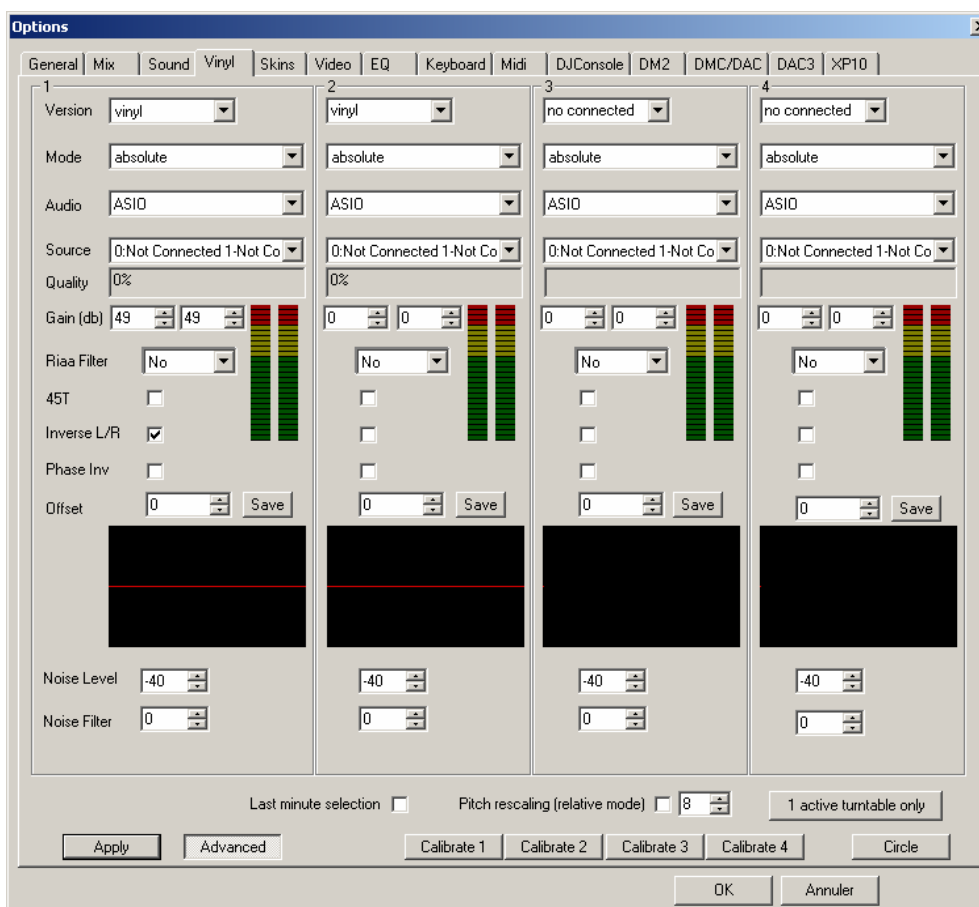
Set the audio mode used by your soundcard. For the best latency, the mode ASIO, KERNEL or MULTIAUDIO are the best choices. In the version 6.19 or higher, MULTI AUDIO is managed in Kernel in stereo channel (but not in multi channel like KERNEL mode).

In ASIO mode, press the setup button to select appropriate audio outputs:





## 6 – Vinyl option



❖ **Version:** choose what kind of controller is connected to the channel: vinyl v1/ CD / vinyl v2.

❖ **Mode:** control mode of your turntables.

- **Absolute:** needle drop support. MixVibes will follow exactly the position in the vinyl. It is the more accurate mode and the best for the scratch.
- **Relative time:** needle drop support. Needle drop is proportionally of the vinyl time. If you want to go to the middle of the song, place the needle to the middle of the vinyl disk. In this mode, MixVibes will not update the position of the song if there are needle small moves. Then the position in the vinyl and the song can be different. With this mode, you can loop, skip to location (cue point) or use master tempo. This mode is interesting for mixing.
- **All Relative:** no needle drop.
- **Jog Wheel:** no needle drop. The vinyl act like a wheel controller.

❖ **Audio:** select your audio mode. MixVibes supports the ASIO, the MULTI AUDIO or the KERNELL mode.

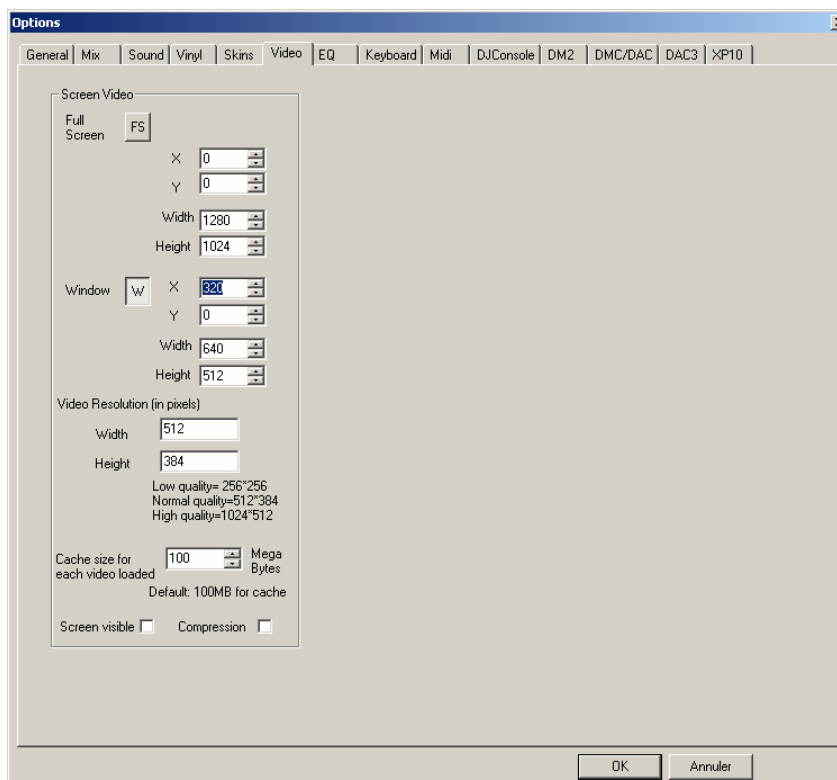
❖ **Source:** choose the signal source among the inputs.

❖ **Quality:** MixVibes display the percentage of good time code and the volume value. The percentage must be 60% or higher. If the percentage is not satisfactory, clean up your needles.

- ❖ **Gain:** apply to your system outputs, could be immediately control through the view meter. Normally, the view meter should reach the red level.
- ❖ **RIAA filter:** this is a software emulation of RIAA preamp. This allows you to plug your PHONO turntables directly in your soundcard. If your turntables have LINE signal, there is no need to use this preamp. For version 2 vinyls, don't check this option.
- ❖ **45T:** check this option if the turntable works in 45T speed.
- ❖ **Inverse L/R:** allows a left/right inversion of your turntable wires.
- ❖ **Phase Inv:** some needles create a phase inversion: SHURE M44-7 / Stanton 500/680hp.
- ❖ **Offset:** create a lead in on your vinyl. Define this lead either in millisecond (1000ms= 1 second) and press« Apply ». Or put the needle where you want on your vinyl, press « Save » then « Apply ». You can also right click on CUE button on the mixer channel.
- ❖ **Visual control** of the signal that going through your turntable.  
You may detect on this screen mass problems, electric interference or even rumbles.
- ❖ **Noise level:** Set the noise level in dB.
- ❖ **Noise filter:** Set the anti noise filter frequency in Hertz (Hz).  
  
These 2 options are really important. If there are rumble, Electrical problems, bad ground or others noises coming from the turntable you would increase the noise filter (for ex 150) to cleanup the input signal. More noise is important coming from your turntable, more you should increase the frequency but the precision will decrease mainly at a low speed.  
If when you stop the vinyl, MixVibes continue to play then you need to increase the noise Level: for ex. -35dB (default is -40dB). For a better sensibility you can down this value: for ex. -45 dB
- ❖ **Last minute selection:** Use the last minute (12<sup>th</sup> minute) V2b vinyl records B side to browse through your media base by rotating the record. Drop the needle on the beginning of the record to load the selected track.
- ❖ **Pitch rescaling:** Change the scale of your deck with this option from +/- 4 to +/- 90. Works only in Relative mode
- ❖ **1 active vinyl:** use this feature only if you are using only one turntable.
- ❖ **Apply:** after each modification, you must click on this button.
- ❖ **Advanced:** give access to special parameters of MixVibes DVS PRO.
- ❖ **Calibrate 1, 2, 3 or 4:** launch the calibration of your first, second, third, fourth turntable.
- ❖ **Circle:** Switch your visualization of calibration from sinusoid to a circle. A clean time code is represented by a homogenous circle.

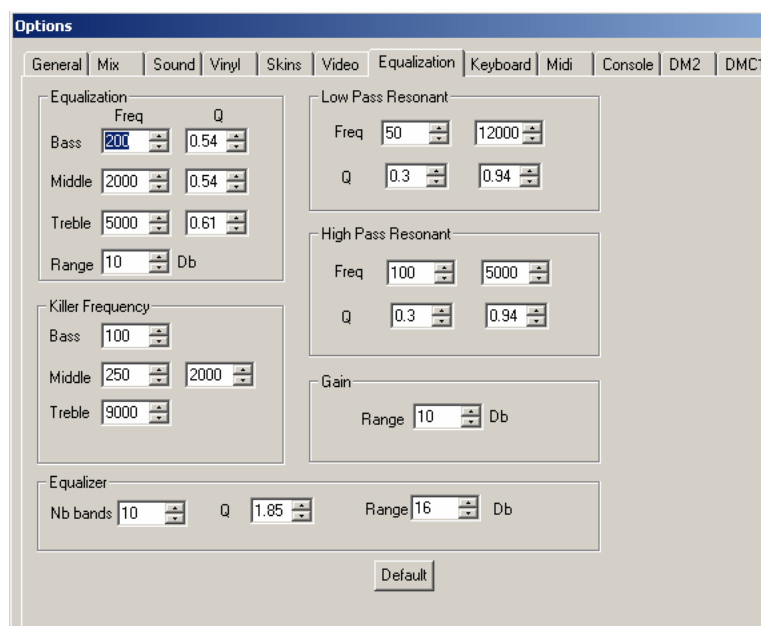


## 8 – Video option



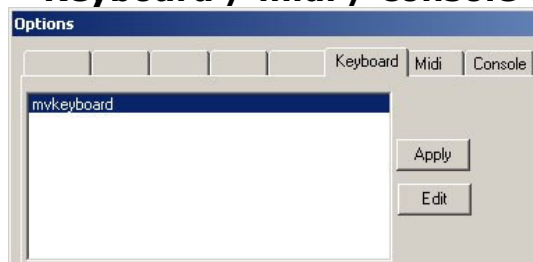
Resize the dimensions of the video racks: width, height, full screen. Use the "screen visible" box to see the video rack. If you don't need the video rack, press again this button.

## 9 – Equalization options



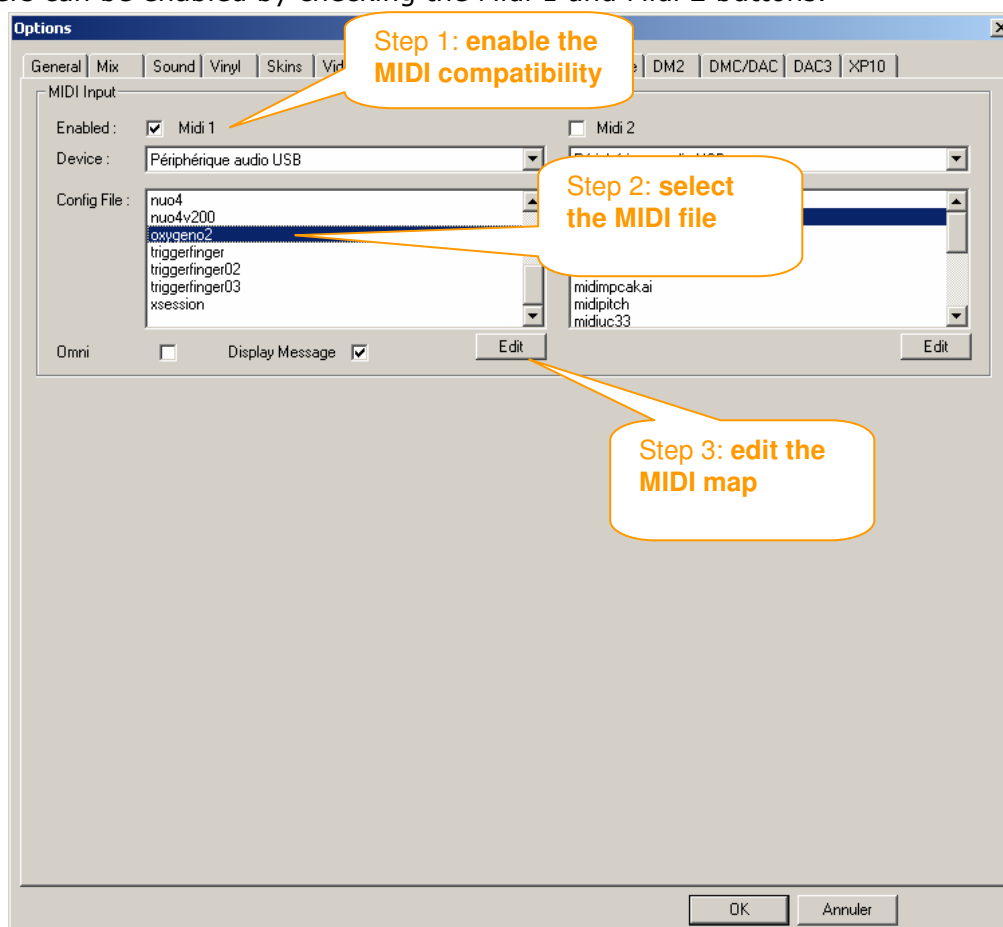
The equalization option set the sound quality with more accuracy!

## 10 - Keyboard / midi / console options



These 3 applets load and edit setup files for keyboard shortcuts, MIDI controllers (NUO4, M-AUDIO Trigger Finger ...) and Hercules DJ Console MK2.

MixVibes DVS PRO 6 can be controlled by MIDI devices. Every MIDI controller is compatible with MixVibes. 2 MIDI controllers can be enabled by checking the Midi 1 and Midi 2 buttons.



MIDI maps can be created or edited in the "file/options/midi/edit" menu.

Controller maps are available the MixVibes DVS PRO 6 installation directory. The BEHRINGER FCB1010, drumbox, AKAI controller, pitch, ECLERC NUO4, M-AUDIO Oxygen2, M-AUDIO Trigger Finger maps are already available in your MixVibes midi directory (C:\Program Files\MixVibesPRO6\midi).

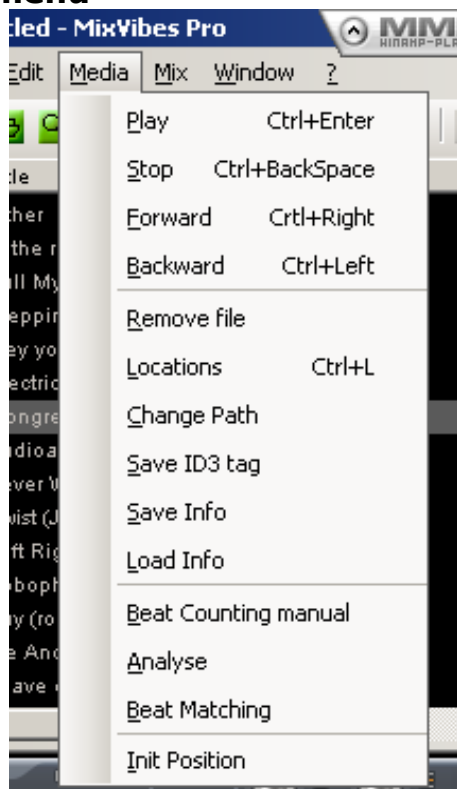
We invite you to look regularly into our forum for an updated compatibility.

The "display message" button will show the MIDI message in the MixVibes message bottom bar:



For editing or creating your own MIDI map, check our FAQ section at the end of this manual.

## 11 - Media menu



**Play:** play the files

**Stop:** stop the files

**Forward**

**Backward**

**Remove file**

**Locations**

**Change path:** you can change the access directory of the selected files.

**Save ID3 tag:** save media information from a selected file.

**Save Info**

**Load info**

**Beat counting manual:** open the manual BPM counting assistant.

**Analyse:** analyse selected files.

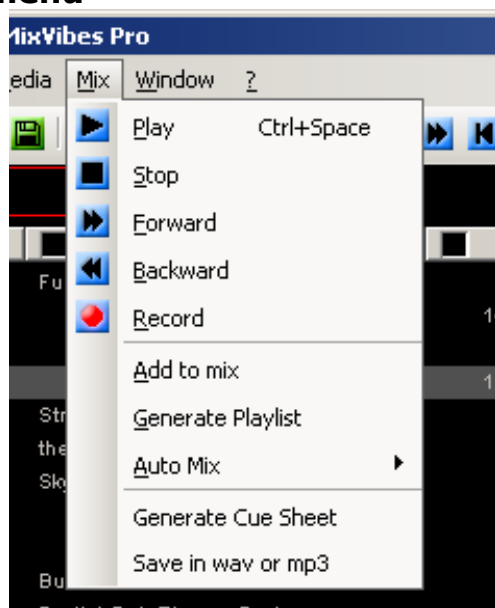
**Beat Matching:**

**Init position:** remove cue point.



Analyze a lot of files can take a few hours. It is strongly advice to analyse your files! Thanks to this feature, your track will load in less than 10 seconds!

## 12 - Mix menu



**Play:** play the mix (eventually the loading)

**Stop:** stop the mix

**Forward:** play forward

**Backward:** play backward

**Record:** record your own mix and save it in wav format

**Add to mix:** add a file to your mix

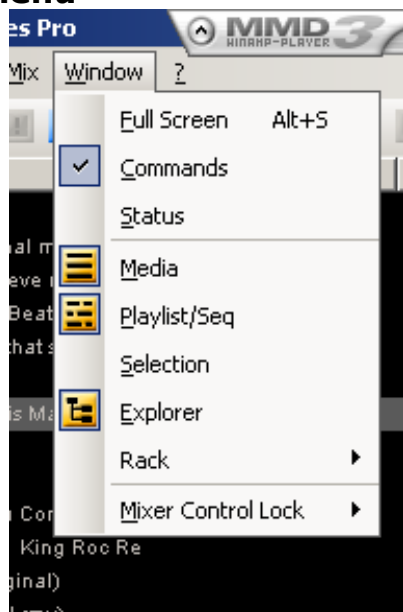
**Generate playlist:** create a .txt file witch contains your last playlist

**Auto mix:** MixVibes can beatmatch two songs following elements of a track like large, bass, drums or cymbals

**Generate Cue Sheet:** create a .txt file witch contains a list of cue points

**Save in wav or mp3:** MixVibes can save your mix in mp3 or wav format

## 13 - Window menu



**Full screen:** display MixVibes in full screen  
**Commands:** display the commands bar  
**Status:** display the status bar  
**Media:** display the mediabase  
**Playlist/Seq:** display the playlist  
**Selection:** display the selection bar: sort your Medias by year, genre, bpm, etc.  
**Explorer:** display the MixVibes explorer  
**Rack:** display the crossfader, the main volume, the gain or the stereo equalizer rack!  
**Mixer Control Lock:** lock/unlock mixer's options (out port, volume, equalization, loop and effects)

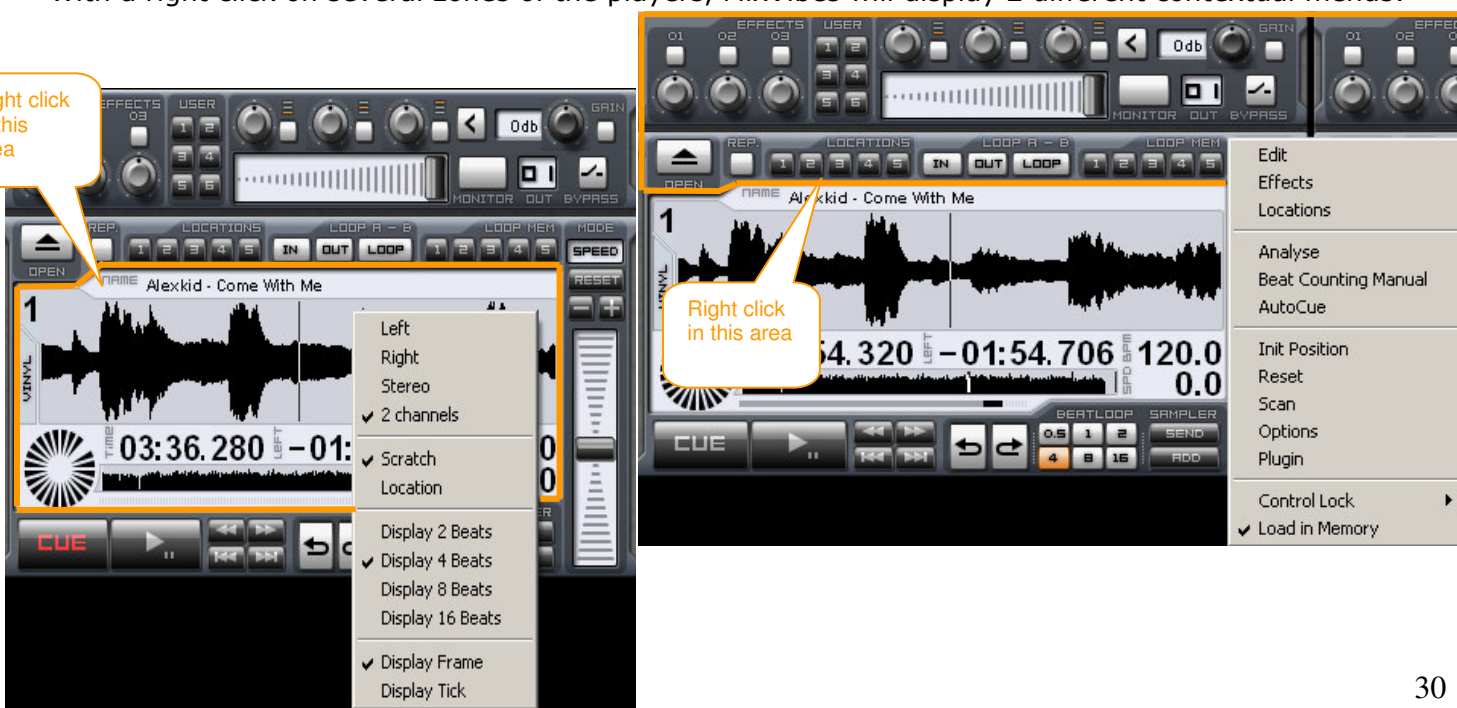
## 14 - "?" menu



**About:** check your MixVibes PRO version  
**Update:** regular updates are released

## 15 - Contextual menus

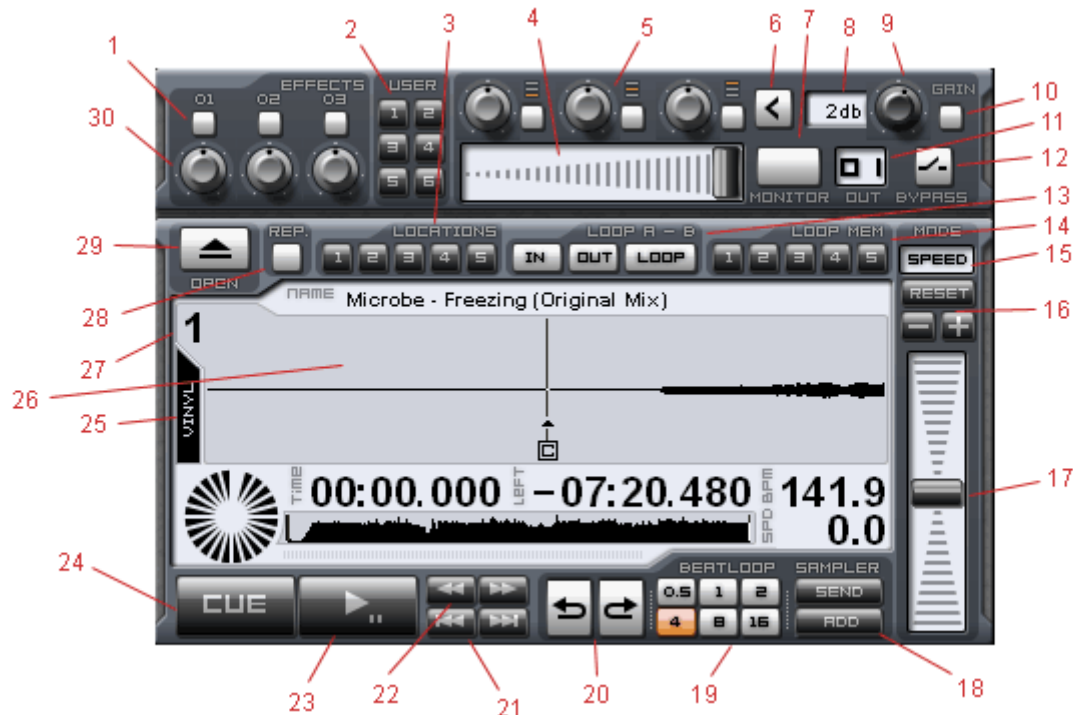
With a right click on several zones of the players, MixVibes will display 2 different contextual menus:





## V – Virtual Player

Virtual player in details:



1. **Effects activation:** activate/deactivate the chosen effect
2. **User Script:** these 6 buttons can launch actions preload
3. **Locations:** set cue points. Right click to save a location point. Left click to return to a location point. Locations are displaying on the wave form
4. **Volume:** tune the player volume
5. **Equalization buttons:** treble, medium and bass can be adjusted with these 3 buttons. The "kill" button turns off the volume
6. **Direct Mode:** disable equalization buttons
7. **Monitoring:** when this button is lighted, the sound from this player is send to the monitoring output
8. **Master display:** display, in decibels, the master value
9. **Master Button:** use it to normalize your tracks
10. **Dumb:** completely stop the player
11. **Out:** out number where the sound has to be lead
12. **Bypass:** if this option is enabled, the input signal is directly send to the output. This tool is useful to play regular vinyls or audio CD's
13. **In / Out loop:** start and end a loop. "Loop-ReLoop" button will end the loop.
14. **Loop Memory:** like locations, loop positions can be saved. When the loop is set, right click to save a loop point. To play again a memorised loop, left click on loop memory button, even during the mix.



15. **Speed mode choice:** there are 3 modes to vary the media speed.  
"Speed mode" (SPD) affects on the speed variation. The second mode is the "Master Tempo" (MT): the tempo changes but not the pitch. The third mode is the "Pitch" mode (KEY): the pitch changes but not the tempo. The 3 modes can be used at the same time.
16. **Reset/+/-:** adjust the speed mode
17. **Speed:** setting of one of the 3 speed modes
18. **Send / Add:** send to the MixVibes sampler a part of the track. The send button send the sample to a new pad of the sampler, the add button add the sample at the end of the selected pad.
19. **Beatloop:** set the loop beat for 0.5 to 16 beats
20. **Loop / Reverse loop:** change the direction (normal or reverse) of the loop
21. **Next / Previous track:** load the next / previous track from the mediabase
22. **Fast reward / forward:** reward / forward the track
23. **Play / pause:** play / pause the loaded media
24. **Cue:** when a media is played, this button stops the track. If the track is paused, the Cue position is saved (save the Cue position using the right click when the media is played)
25. **Vinyl mode:** activate the turntable or CD player control
26. **Wave form:** show the wave form of a track
27. **Player number:** number (between 1 and 16) of the player
28. **Rep:** repeat the track
29. **Loading button:** load a track
30. **Effects volume:** volume setting for each effect



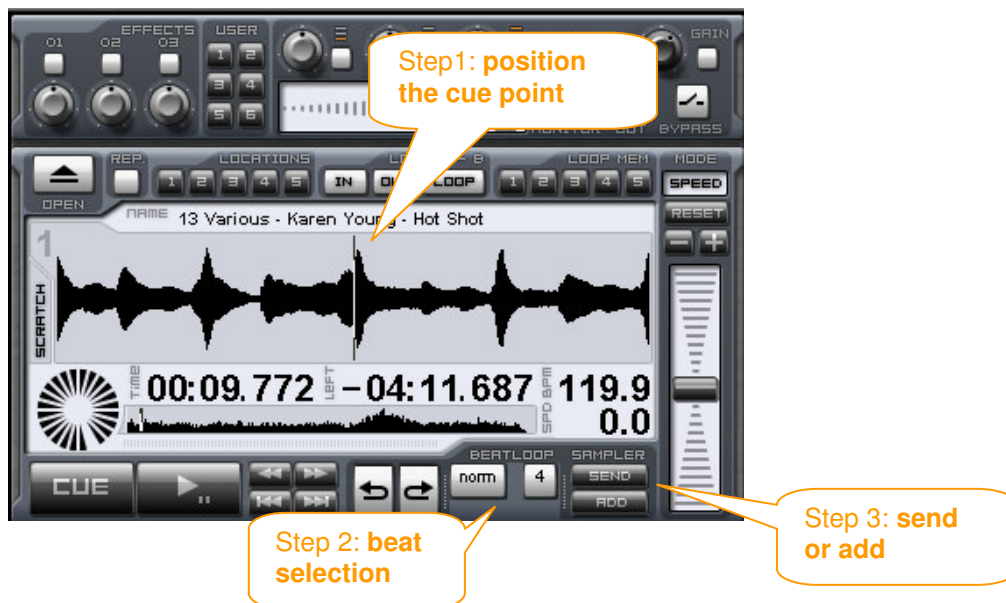
# VI – Advanced features

## 1 - Sampler

The MixVibes DVS PRO 6 sampler is a real time sampler: play with the pitch, add some effects! There are 16 pads available. To add the sampler rack: Window/rack/sampler.

A media can be added into a pad by drag and drop from the mediabase or from the explorer. A sample can also be send directly during your mix:

If a loop is running: press the send button, then the loop is on the pad of the sampler

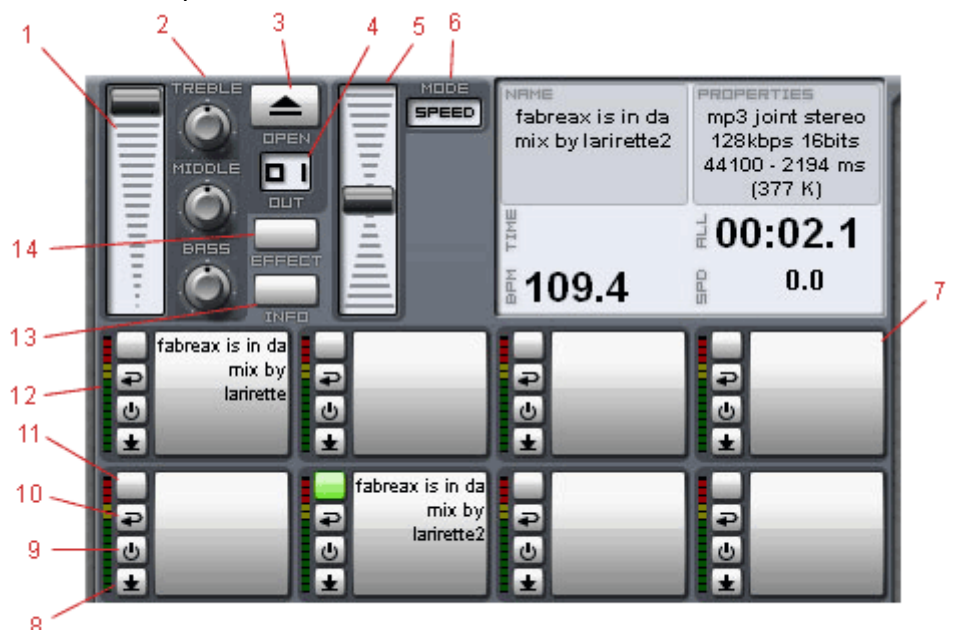


If no loop is running, follow the instruction:

- ❖ Step 1: position the cue point
- ❖ Step 2: select the beat number (from 0.5 to 16 beats) of the sample
- ❖ Step 3: press the **send** button to send the sample to a new pad, press the **add** button to add the sample at the end of the selected pad

The sampler is very easy to use: click on the pad to play the sample.

1. **Pad volume:** set the volume of the pad
2. **Equalization buttons:** treble, middle and bass
3. **Loading button:** load a media in the pad
4. **Output:** output number (between 1 and 16) where the sample will be played



5. **Speed:** software setting of one of the 3 speed modes

6. **Speed mode choice:** There are 3 modes to vary the media speed. "Speed mode" (SPD) correspond to the speed variation. The second mode is the "Master Tempo" (MT): the tempo changes but not the pitch. The third mode, the "Pitch" mode (KEY) modifies only the pitch of the track. You can use the 3 modes at the same time

7. **Pad:** left click on this box to play the sample. Right click to stop the sample if the "lock" button is validated.

8. **Lock:** when this option is checked, the media is played entirely

9. **Mute**

10. **Repeat:** play the sample indefinitely

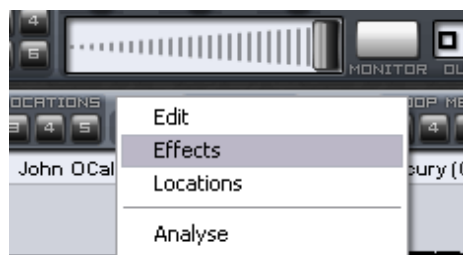
11. **Pad selection**

12. **Vu-meter:** show the output level of the pad

13. **Info:** show the sample properties

14. **Effect:** open the effects window for adding some effects to the sample

## 2 - Effects



MixVibes DVS PRO effects made your mix more powerful and creative! You can send the effects directly on the virtual players and on the sampler. Right click on the player zone to add some effects.



The effect window allows using a lot of effects:



1. **Effects list:** choose an effect in the drop-down list. Six effects can be supported simultaneously
2. **Move/Del:** change the effect ranking or delete it
3. **Volume:** effect volume setting
4. **Mute:** shut down the effect sound
5. **Active:** enable the effect
6. **Presets:** select a preset setting
7. **Presets management:** add, delete, load or save an effect
8. **Settings:** you can accurately set the effects properties

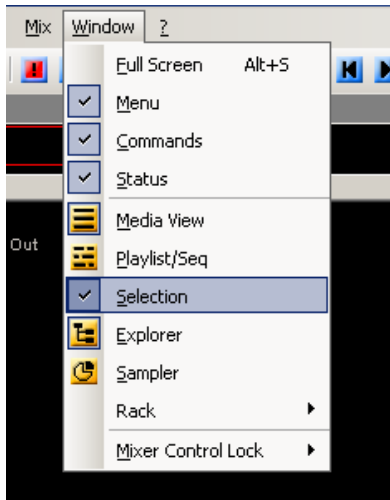
## 3 - Stereo equalizer

The 10 bands equalizer is available by: Window/Rack/Stereo Equalizer. It works like a hardware equalizer and allows a better frequency setting. Some presets are also available: norm, loud, bass, mid, treb.



## 4 – Media management

Manage all your media files with the “selection” rack. Run the Window/Selection menu.

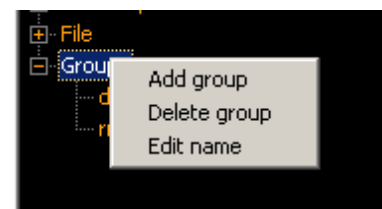


The following window appears:



Thanks to the ID3 tag information, MixVibes generate automatically some media groups, like Video, Title, Author or BPM. It is also possible to create your own groups:

- ❖ Step 1: right click on groups icon



- ❖ Step 2: position the cue point
- ❖ Step 3: drag and drop medias from the mediabase to the group

## Appendix 1: How to listen a regular vinyl disk?

There are 2 ways to listen regular vinyl disks:

- ❖ Y cable
- ❖ Bypass button on MixVibes skins (MvDVS\_LCD\_lite\_bypass for example)

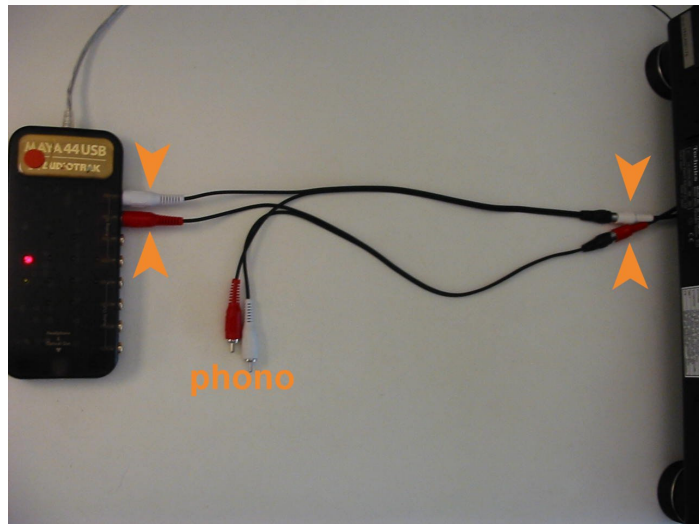
### 1 – Y Cable



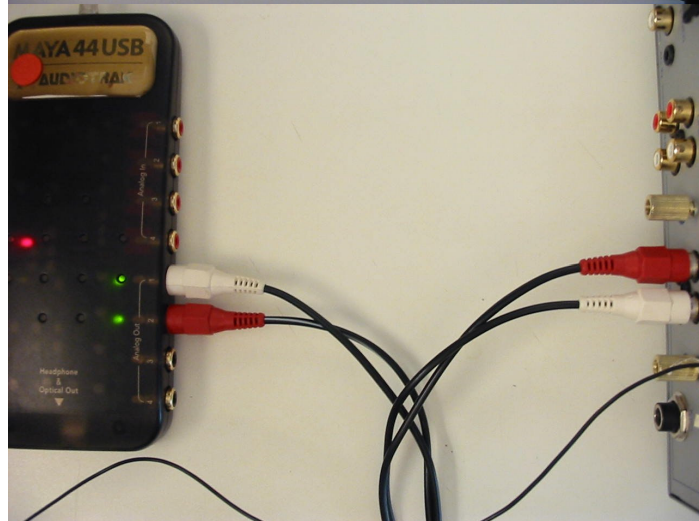
The Y cable. The turntable output signal can be divided in 2.

With the use of Y cable, you will be able to select either the sound output from your audio card either the sound of the real vinyl disks from your turntable.

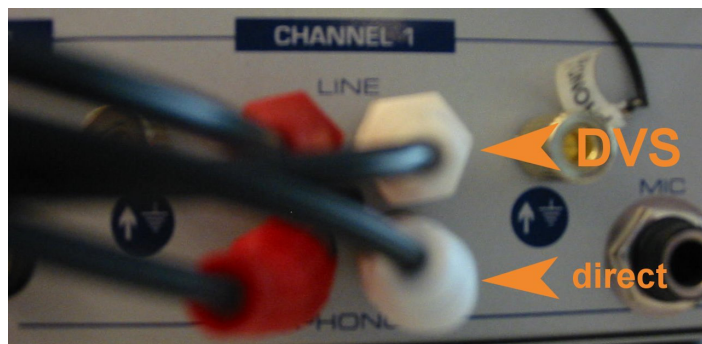
The selector phono/line/aux of your audio mixer. With the Y, your soundcard will be connected to line input of your mixer and the turntable to phono input.



Connect the Y to each rca of your turntable cable. For each Y, connect a cable to the input of your audio card and a cable to phono input of your audio mixer.



The audio card output is connected to the line or aux of your audio mixer. The ground must be connected to your audio mixer. It is same situation than without Y cable.



Mixer

Now, you can use the selector Phono / Line or Aux of your audio mixer to listen either the sound from your audio card either the sound of the vinyl disks.

## 2 – Bypass button

You can find in some skins (for ex. the LCD bypass skin) a **bypass** button. Just click in the button to listen the sound of vinyl disk. Uncheck this button if you want to control mp3.



To make your turntable active back on MixVibes click on the **SCRATCH** button.

## Appendix 2: How to optimize MixVibes and get the best performance/latency?

With the best settings and a PCI audio card, you can down the latency to 1ms! With Firewire a 4-5ms latency is possible.

### **Windows® Optimization**

- ❖ Set Windows® for the best performances
- ❖ Remove the power saving
- ❖ Deactivate the LAN feature
- ❖ Set the priority for background services in Windows® (recommended for many ASIO drivers but not for kernel or multi channel)
- ❖ Remove resident programs (anti virus/firewall/msn)

### **MixVibes Optimization**

- ❖ Display in tick (right click in each waveform window)
- ❖ Pre analyse all your files (media/analyse)
- ❖ For quicker and better analyse choose a bpm interval not too big (100 to 140 for example)
- ❖ Check "equalization bypass" if you don't need MixVibes equalization
- ❖ Check "low gui priority"
- ❖ Uncheck tool tips
- ❖ Uncheck scroll title



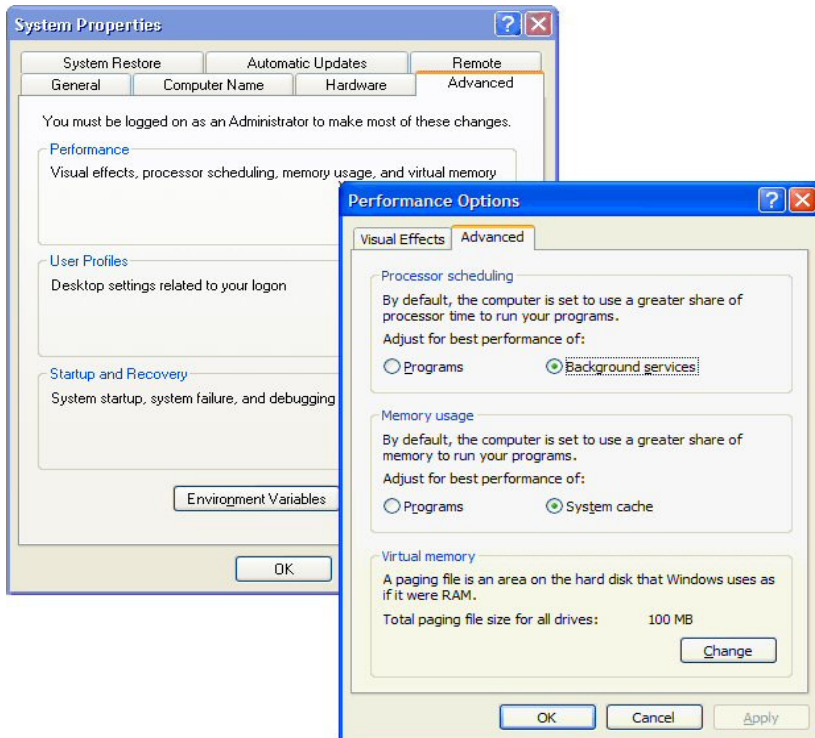
*If you have little RAM then don't choose "load in memory": Right click in each mixer channel and uncheck "load in ram". Attention if you uncheck this option MixVibes will not enable to play in reverse mode all the songs.*



## Appendix 3: Installation problems

- ❖ **I hear clicks when loading a song in the MixVibes player**
- ❖ **I have constant cracklings and sometimes the sound saturates**

The latency can be too low. Increase the latency until the problem doesn't occur. For ASIO mode, you need to set the soundcard in 16 bits 44.1 KHz. It is very significant, particularly in ASIO mode, to set the "processor scheduling" to "background services priority". Run the Start menu of Windows®, and go to Control Panel, System Properties and Advanced settings.



- ❖ **I have some speed variations:**

Several causes are possible:

- The latency of your audio card is too low.
- There can be some dust on the needle.
- The weight on the needle can be too important
- The needle can be defective.
- The ground may be disconnected.
- Electrical interference. Check the oscilloscope in Vinyl Option and the sinusoid draw (use the freeze button).
- A too high input level: if you use a RIAA preamp or the line output of your turntable, reduce the gain of your inputs in the control panel of your soundcard.

### ❖ **I have skips during the song playing or when loops:**

This comes from an access of slow hard drive. You can activate the option "Load in memory" (the songs will be loaded in RAM memory).

Right click on MixVibes player.



### ❖ **When I scratch, the mark shifts in absolute mode**

Run the "update" menu and install the last MixVibes update. This problem was solved in the 6.21 update.

### ❖ **When I stop, I still hear sound or the sound is bad of very low speed**

The gain in Options "Vinyl" can be too low or the noise level is too high. There can be too dusts in the needle. There can be too weight in the needle.

### ❖ **The sound is read backward**

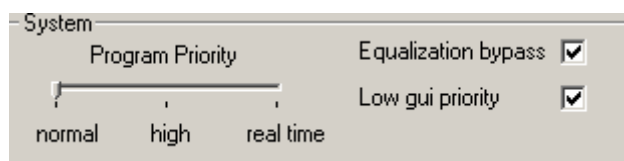
The left and right cables are reversed. Switch the connection of left and right cable or use the software reverse channel in "File / Options / Vinyl" then check "Inverse L/R".

### ❖ **I use a cell SHURE M44-7 or STANTON 680 HP and vinyl does not do anything**

You need to do a phase inversion, In Option / Vinyl, check the option "Phase Inv".

### ❖ **My computer uses too resources and is slowed down**

For improving the performances, you can check "Equalization bypass" and "Low GUI priority":



## Appendix 4: FAQ

Please find here some frequently asked questions.

### ❖ How do I play regular vinyls?

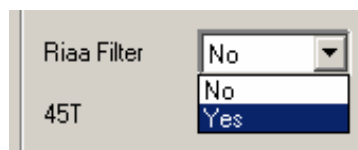
Mix a regular vinyl with a digital one: use the bypass button to play a regular vinyl! Through this feature, it becomes possible to mix some MP3 with some regular vinyls.



*If you didn't find the bypass button check your skin setup. Some MixVibes skins don't have the bypass button. Find MixVibes skins on our forum: <http://mixvibes.com/forum/viewforum.php?f=3>*

### ❖ Do I need RIIA pre-amps?

No, the RIIA pre-amps are emulated by your MixVibes software. Check the RIAA box in the "file/options/vinyl" menu to activate this feature.



### ❖ I am a laptop Dj. I ear a buzz when I am connecting the power supply of the laptop. What can I do?

There is a problem with the Earth pin: a ground loop between the soundcard and the laptop power supply. Remove the Earth pin of your laptop power supply by using this kind of travel adapter:



European adapter



American adapter

### ❖ I ear a signal (like a time code) in my audio output. How do I stop this sound?

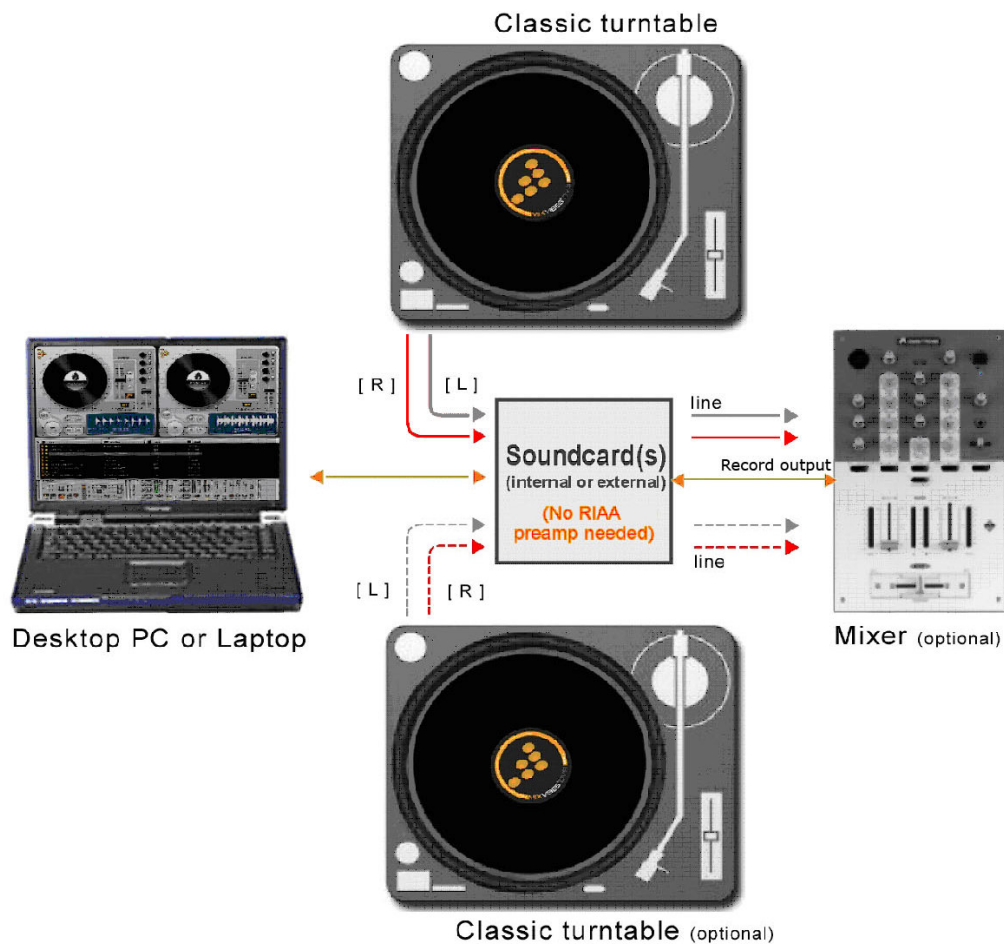
Run to the control panel of your soundcard. Set the monitoring input to zero.

## ❖ What is a cue point?

A cue point is a location in a track which indicates to MixVibes the starting point at this one.

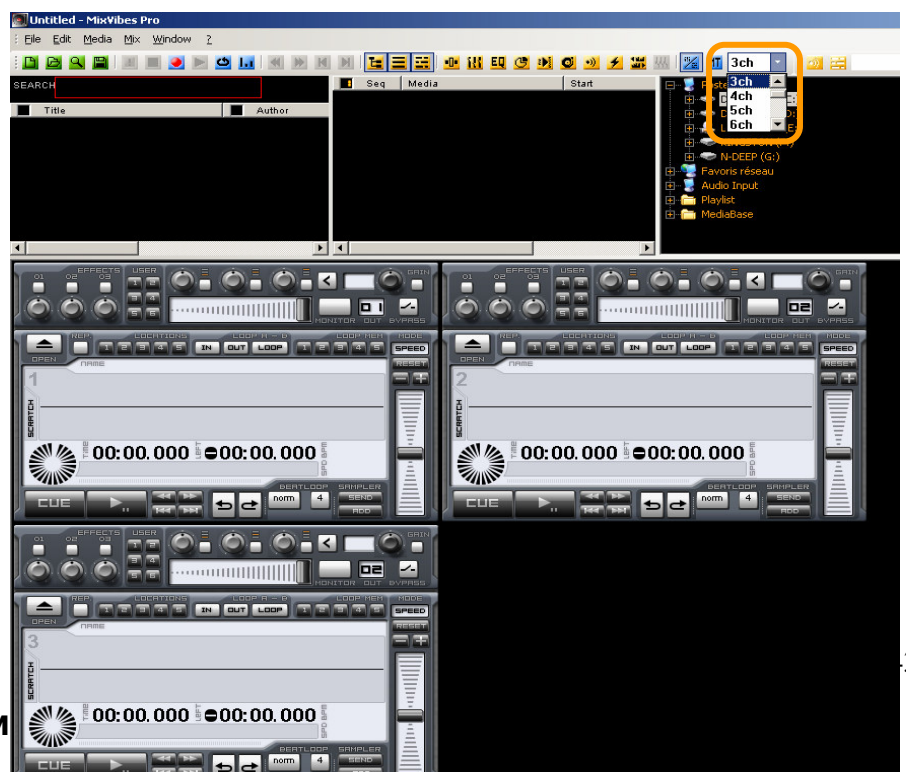
## ❖ How can I record my own mix?

- Step 1: connect the record output of the mixer to the line input of the soundcard



- Step 2: open a third channel

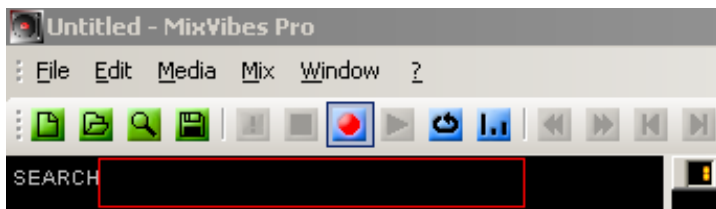
You need at least three channels to record your set: two for playing and one for recording.



- Step 3: drag and drop the output into the third channel of MixVibes



- Step 4: press the record button

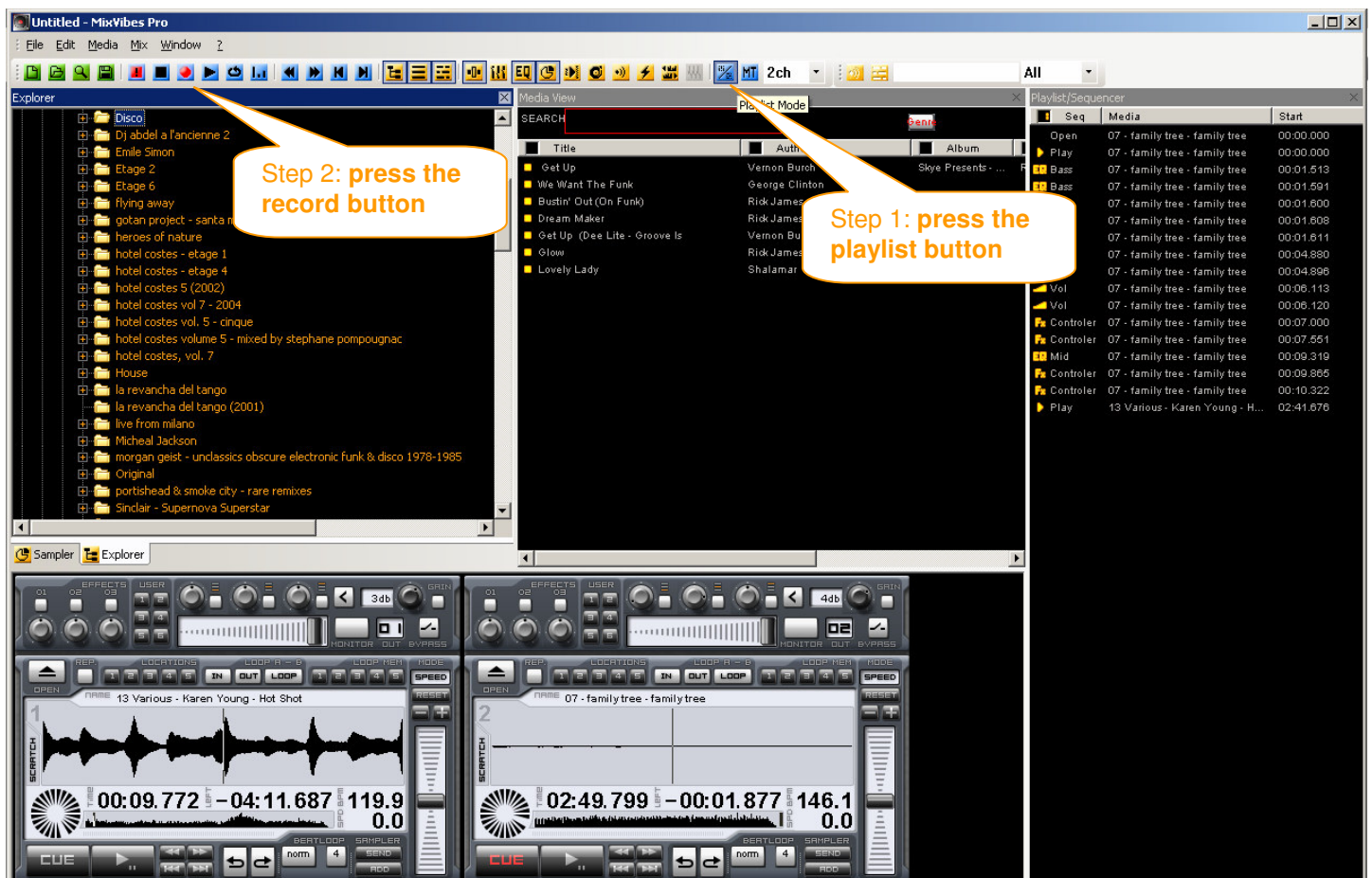


- Step 5: play your music
- Step 6: press the record button when you finish your set



## ❖ How can I create my own sequence?

- Step 1: press the playlist button
- Step 2: press the record button



- Step 3: prepare your sequence (play your tracks, activate/deactivate some effects ...)

Once your sequence is ready, the sequencer displays all the mix's information: sequence name, media name, time table, duration and time past.

Seq	Media	Start	Duration	Time past
Open	07 - family tree - family tree	00:00.000	00:00.000	
Play	07 - family tree - family tree	00:00.000	02:51.533	00:02.49
Bass	07 - family tree - family tree	00:01.513	00:00.000	
Bass	07 - family tree - family tree	00:01.591	00:00.000	
Bass	07 - family tree - family tree	00:01.600	00:00.000	
Bass	07 - family tree - family tree	00:01.608	00:00.000	
Bass	07 - family tree - family tree	00:01.611	00:00.000	
Bass	07 - family tree - family tree	00:04.880	00:00.000	
Vol	07 - family tree - family tree	00:04.896	00:00.000	
Vol	07 - family tree - family tree	00:06.113	00:00.000	
Vol	07 - family tree - family tree	00:06.120	00:00.000	
Controler	07 - family tree - family tree	00:07.000	00:00.000	
Controler	07 - family tree - family tree	00:07.551	00:00.000	
Mid	07 - family tree - family tree	00:09.319	00:00.000	
Controler	07 - family tree - family tree	00:09.865	00:00.000	
Controler	07 - family tree - family tree	00:10.322	00:00.000	
Play	13 Various - Karen Young - H...	02:41.676	04:21.459	00:00.08

- Step 4: press the record button
- Step 5: right click in the sequencer area then click on "play mix"

❖ **I want to add some RAM memory into my computer. Do I need to reactivate MixVibes?**

No you don't.

❖ **I want to reinstall Windows®. Do I need to reactivate MixVibes?**

Yes you need to reactivate MixVibes because your system ID will change during the Windows® reinstallation.

❖ **How many MixVibes can I install with one licence?**

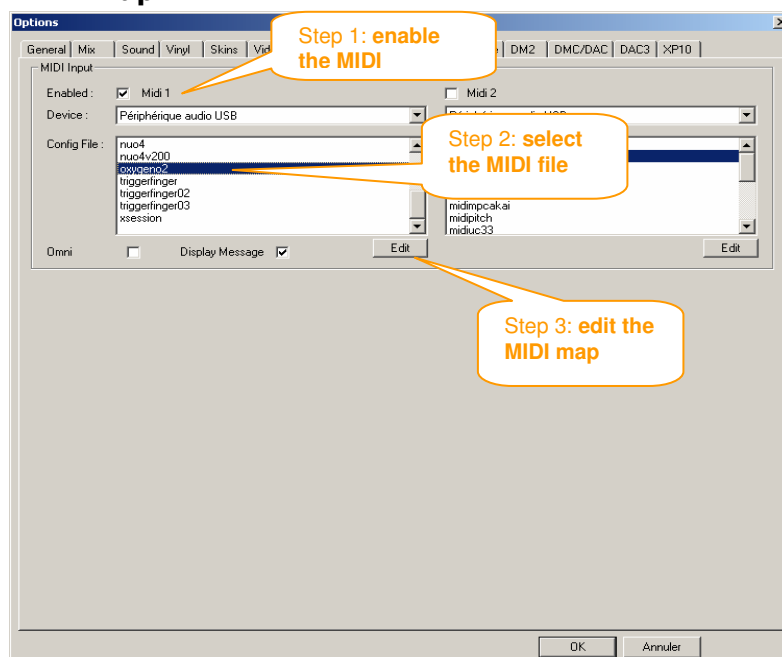
You can install two MixVibes on two different computers at the same time. For example, one connected to the Internet and one laptop for MixVibes.

❖ **What kind of controllers Mixvibes works with?**

MixVibes DVS PRO can be control by: DM2, DMC1, DAC 2, DAC-3, HERCULES DJ CONSOLE 1, DJ CONSOLE MK2, DJ CONSOLE MEDIA PLAYER and XP10 controllers.

❖ **How can I create or edit my own MIDI map?**

First, select and edit the MIDI file:



All MIDI files are composed by this kind of instruction:

MIDI message	Command name	channel number	parameter1	parameter2	parameter3
0-72	EFFSLIDER	1	0	0	0
#b9 6c	EFFSLIDER	100	0	0	1

Channel number setting:

- 1 -> player number 1
- 2 -> player number 2
- 100 -> sampler number 1
- 200 -> sampler number 2
- Etc

## MIDI COMMANDS

Command name	Feature type	Description	Example
<b>ACTIVE</b>	PLAYER	Change the active channel	ACTIVE 0 -1 ACTIVE 0 1
<b>AUTOCUE</b>	PLAYER	Set an autocue point	AUTOCUE 0 1
<b>BACKFWD</b>	PLAYER	Execute a Back forward in the selected media	BACKFWD 0 1 (forward) BACKFWD 0 -1 (backward)
<b>BANKBEAT</b>	SAMPLER	Set the beat quantity following the bankbeat.txt file located in the mixvibespro.exe directory	BANKBEAT 164 100 -1 -1 "bank beat preset"
<b>BANKKEY</b>	SAMPLER	Set the key correction following the bankkey.txt file located in the mixvibespro.exe directory	BANKKEY 164 80 -1 -1 "bank key preset"
<b>BASS</b>	EQUALIZER	Set the bass level (0.10db scale)	BASS 0 30 (increase the bass level about 3db)
<b>BEAT</b>	LOOP	Set the beat value of the loop	BEAT 0 4.0 (set a 4 beat long loop)
<b>BEATLOOP</b>	LOOP	Set the beat value run a loop	BEATLOOP 0 2.0 (set a 2 beat long loop and execute the loop)
<b>BEATPRESET</b>	LOOP	Define up to 20 presets in the beatpreset.txt file.	<i>syntax: Name_preset BEATPRESET 0 value option1 option2</i> U BEATPRESET 0 1 NOUP INC (INC=Increment) J BEATPRESET 0 -1 NOUP INC
<b>BRAKE</b>	PLAYER	Stop the track in a determined length of time (milliseconds)	BRAKE 0 500T (stop the tracks in half a second)
<b>CONTROALL</b>	SAMPLER	Set a command for all sampler pads	CONTROL 164 30 -1 -1 "control type"
<b>CROSSFADER</b>	CROSSFADER	Set the crossfader (from 0 to 1000)	CROSSFADER 0 0 (set the crossfader to 0)
<b>CROSSFADERPOS</b>	CROSSFADER	Set the CrossFader position	CROSSFADERPOS 0 1 (set the crossfader position to the right) CROSSFADERPOS 0 0 (set the crossfader position to the center) CROSSFADERPOS 0 -1 (set the crossfader position to the left)



<b>CUE</b>	PLAYER	Cue a channel	CUE 0 1
<b>CUESET</b>	PLAYER	Set a cue point	CUESET 0 1
<b>DIRECT</b>	EQUALIZER	Remove MixVibes equalization	DIRECT 0 1
<b>DOREPEAT</b>	LOOP	Repeat x times the script instruction above	REPEAT 0 3 (repeat 3 times)
<b>EFFECT</b>	EFFECT	Set an effect	EFFECT 0 1 0 (set on the effect number 1) EFFECT 0 0 1 (set off effect number 2)
<b>EFFECTVOL</b>	EFFECT	Set the effect volume	EFFECTVOL 0 50 1 (set the second effect volume to 50%)
<b>EFFECTWND</b>	EFFECT	Display the effect window	EFFECTWND 0 1
<b>GAIN</b>	PLAYER	Set the gain level (0.10db scale)	GAIN 0 10 (increase the gain level about 1db)
<b>GOLOCATION</b>	PLAYER	Go to a location point	GOLOCATION 0 1 1 (go to the location number 1)
<b>GOLOOP</b>	PLAYER		
<b>HPCUTOFF</b>	EQUALIZER	Set the high pass filter cutoff frequency	HPCUTOFF 0 200 (cutoff frequency=200 Hz)
<b>HPENABLE</b>	EQUALIZER	Turn on the high pass filter	HPENABLE 0 1
<b>HPGAIN</b>	EQUALIZER	Set the high pass gain	HPGAIN 0 50 (decrease the high pass filter about gain 50 percent)
<b>HPQ</b>	EQUALIZER	Set the high pass Q parameter (0.10 scale)	HPQ 0 70 (Q=0.7)
<b>KBASS</b>	CROSSFADER	Set the 3 crossfader bands (from 0 to 1000)	KBASS 0 500 (set the crossfader band to the middle)
<b>KILL</b>	EQUALIZER	Kill a frequency span	KILL 0 1 0 (kill the bass) KILL 0 1 2 (kill the trebble)
<b>KMID</b>	CROSSFADER	Set the crossfader band (from 0 to 1000)	KMID 0 100 (set the crossfader band to the left)
<b>KTREB</b>	CROSSFADER	Set the crossfader band (from 0 to 1000)	KTREB 0 900 (set at the right)
<b>LOAD</b>	PLAYER	Load a track in a mixer channel	LOAD 0 1
<b>LOOP</b>	LOOP	Loop with the active beat setting (see the BEAT command)	LOOP 0 1
<b>LOOPABA</b>	LOOP	Set the point for loop A	LOOPABA 0 1
<b>LOOPABB</b>	LOOP	Set the point for loop B	LOOPABB 0 1
<b>LPCUTOFF</b>	EQUALIZER	Set the low pass filter cutoff frequency	LPCUTOFF 0 200 (cutoff frequency=200 Hz)

<b>LPENABLE</b>	EQUALIZER	Turn on the low pass filter	LPENABLE 0 1
<b>LPGAIN</b>	EQUALIZER	Set the low pass gain	LPGAIN 0 50 (decrease the low pass filter about gain 50 percent)
<b>LPQ</b>	EQUALIZER	Set the low pass Q parameter (0.10 scale)	LPQ 0 70 (Q= 0.7)
<b>MASTERTEMPO</b>	SAMPLER	Set the MASTERTEMPO feature	MASTERTEMPO 0 1.2 (set the mastertempo at 1.2%)
<b>MATCH</b>	BPM	Match the BPM of tracks	MATCH A 1 (match the pitch of the A player with the pitch of the B player)
<b>MEDIAVIEW</b>		Display the Mediabase	MEDIAVIEW 0 1
<b>MID</b>		Set the middle frequency level (0.10db scale)	MID 0 -30 (decrease the middle frequency level about 3db)
<b>MONITOR</b>	PLAYER	Set the monitoring output	MONITOR 0 1
<b>MUTE</b>	EQUALIZER	Mute the media	MUTE 0 1 (mute the media)
<b>OUT</b>	PLAYER	Change the output channel	OUT 0 1 (change to the ouput 2)
<b>PAN</b>		Pan the media (0.10 scale)	PAN 0 -300 (pan right 30db)
<b>PITCH</b>	PLAYER	Set the PITCH feature	PITCH 0 -1.0 (set the pitch to -1%)
<b>PITCHBEND</b>	PLAYER	set the PITCHBEND	PITCHBEND 0 -20.0 (set the pitch bend to -20%)
<b>PITCHSHIFT</b>	SAMPLER	Set the pitchshifting variation	PITCH 0 120 (set the pitch shifting to the next octave)
<b>PLAY</b>	PLAYER	Play a channel	PLAY 0 1
<b>PLAYLIST</b>	PLAYLIST	Start the playlist	PLAYLIST 0 1
<b>PLAYPAUSE</b>	PLAYER	Play / pause a channel	PLAYPAUSE 0 1
<b>PREVIEW</b>	PLAYER	Preview a song from the mediabase	PREVIEW 0 1
<b>REPORT</b>		Display details (BPM, date, ...) in the mediabase	REPORT 0 1
<b>RESET</b>		Erase the media played in mixvibes	RESET 0 1
<b>RESETPITCH</b>	SAMPLER	Reset the pitch	RESETPITCH 0 1
<b>RESETPITCHALL</b>	SAMPLER	Reset the pitch, the master tempo and the pitch shifting	RESETPITCHALL 0 1
<b>REVERSE</b>	PLAYER	Play a media in reverse mode	REVERSE 0 1 (Play a media in reverse mode) REVERSE 0 0 (Play a media in normal mode)

<b>SAVELOCATION</b>	PLAYER	Save a location point	SAVELOCATION 0 1 1 (save the location point number 1)
<b>SEEK</b>	PLAYER	Seek a location	SEEK 0 1000 (seek at 1 sec (1000ms) after) SEEK 0 4T (seek at 4 beat after)
<b>SELECT</b>	MEDIABASE	Select media in the mediabase	SELECT 0 -1 (select the previous media) SELECT 0 1 (select the next media)
<b>SENDTYPE</b>	SAMPLER	Manage how tracks are sent in the pad (pitch shifting or beat value)	SENDTYPE 164 54 -1 -1 "send type"
<b>SEQUENCER</b>	SEQUENCER	Display the sequencer	SEQUENCER 0 1
<b>STOP</b>	PLAYER	Stop a channel	STOP 0 1
<b>TRACK</b>	PLAYER	Change the current TRACK	TRACK 0 1 (change to the next track)
<b>TREB</b>	EQUALIZER	Set the trebble frequency level (0.10db scale)	TREB 0 -30 (decrease the trebble frequency level about 3db)
<b>UNBRAKE</b>	PLAYER	Unbrake a media	UNBRAKE 0 1T (unbrake for 1 beat)
<b>USER</b>	PLAYER	Execute a user script command	USER 0 1 3 (execute the script number 3)
<b>VOLUME</b>	EQUALIZER	Set the volume level (0.10db scale)	VOLUME 0 -1000 (decrease the volume level about 100db)

### ❖ What is the buffer size?

The buffer size is a number quantity. It is needed to calculate the latency time of a soundcard.

Buffer size (samples)	Latency time (ms)
64	1.45
128	2.90
256	5.80
512	11.61
1024	23.21
2048	46.44

$$\frac{buffer size}{sample\ frequency\ [Hz]} \times 1000 = latency\ time\ [ms]$$

Most of soundcards have a 44.1 KHz sample frequency, but MixVibes can handle up to a 96 KHz sample frequency.

### ❖ What are the difference between ASIO, KERNEL and Multi Channel Direct X modes?

Audio Mode	Minimum Latency time (ms)	Number of available soundcards (ms)	Number of available stereo inputs (depending of the soundcard)	Number of stereo outputs available (depending of the soundcard)
<b>ASIO</b>	1	1	8	8
<b>KERNEL</b>	2	1	>16	4
<b>Multi Audio KERNEL</b>	2	4	>16	4
<b>Multi Channel DIRECT X</b>	40	1	>16	4