

## REMOTE CONTROL WITH NUMARK'S iCDX

Cue is programmed to work extremely well with the Numark iCDX. This provides a great way to control the most important parameters and controls on the two virtual decks, such as cueing, effects and looping, without ever having to touch the keyboard.

In addition, you only require one iCDX to control both virtual decks. The iCDX will control whichever deck is currently "active" in Cue. You can make a deck "active" by switching between the decks with the Eject button on the iCDX. This provides an incredibly efficient and effective way of externally controlling the software.



### How to hook up and initialize your iCDX to work with Cue:

1. Turn on the iCDX.
2. Connect a USB cable from the "Slave" output on the iCDX to an available USB port on your computer.

You will see the following two pop-ups appear consecutively on the screen:



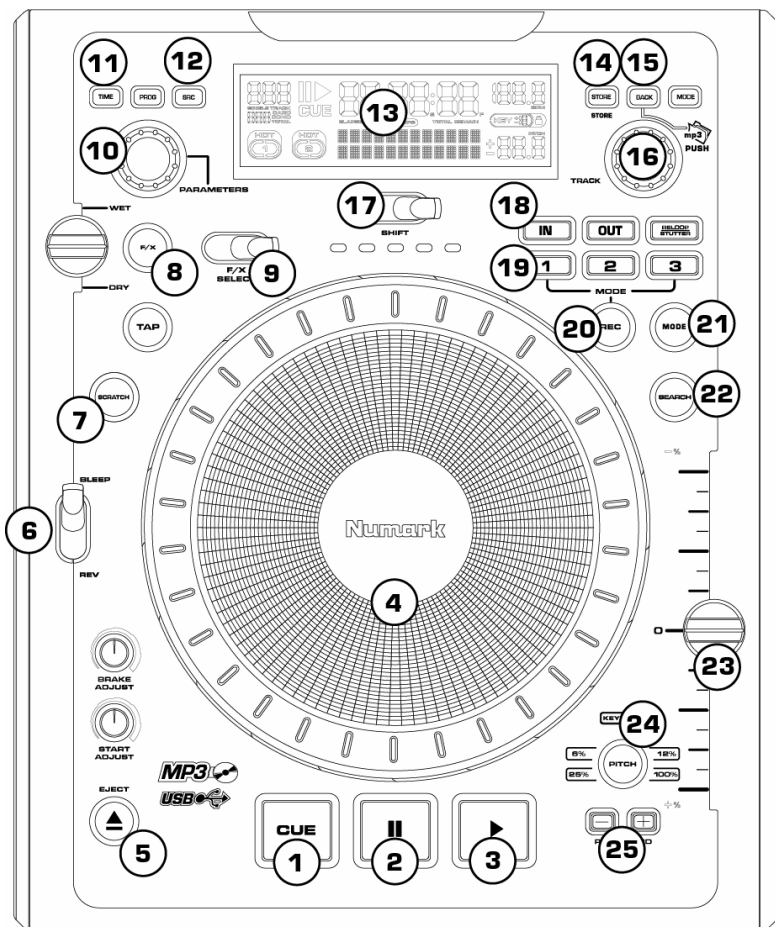
3. On the iCDX, press the "Src" button and then rotate the "Parameters" knob until you see "USB-HID" displayed on the iCDX screen. This will put the iCDX in "Human Interface Device" mode and allow it to control Cue.
4. In Cue, click on "Config" button and select the "Remote Control" tag.
5. You will see a box for the Numark iCDX. Check the "Enable" box. Now you are ready to control Cue with the iCDX.



**Please note:** If you disconnect your iCDX and connect it again, you will need to uncheck and then check the "Enable" box in Cue again. This will re-initialize the iCDX.

Once you have properly connected and initialized your iCDX, you can use the iCDX to load songs, scratch and cue, set loop points, add effects and more.

## Using the iCDX with Cue



**Please note:** The iCDX will always address the deck which is currently “active”. A deck is “active” when the deck number in the Cue software is illuminated. You can use the Eject button to switch between the two decks. When you press Eject, the currently active deck will be deactivated, and the deck which is not active will be activated.

1. **Cue**  
This button returns and pauses the track at the current cue point. Press and hold the Cue button for temporary play from the cue point. You can use the wheel to jog to a different location in the track and press Cue again to set a new cue point. Once the track is playing, you can return to this cue point by pressing Cue or Play.
2. **Pause**  
This button pauses the track and sets the cue point at that location. Once you resume playing the track, you can go back to this cue point by pressing Cue.
3. **Play**  
This button plays the track loaded on the deck. While a track is playing, you can press the Play button to jump to the last set cue point and resume playback from there. Pressing the Play button repeatedly allows for a stutter-like effect from the cue point.
4. **Scratch wheel**  
The outer rim of the wheel is used as a pitch bend for mixing, allowing you to make quick adjustments to the speed of the music. When pressed down, the center black part of the wheel can be used for scratching.
5. **Eject button**  
Press this button to switch between the two decks. If you are controlling the left deck, press this button to be able to control the right deck, and vice versa. Using the Eject button, you can mix with only one iCDX.
6. **Bleep / Reverse**  
Bleep temporarily reverses the music for as long as Bleep is engaged. When Bleep is released, the unit resumes play from the point where play would have occurred otherwise. Reverse changes the direction of playback until Reverse is disengaged.
7. **Scratch Button**  
This button activates the wheel for scratching. If you would like to use the platter on the iCDX to scratch, cue and adjust the track that is playing on the active deck, you need to make sure that the iCDX is in Scratch Mode. If the Scratch button on the iCDX is not lit, press it to turn on Scratch Mode. This will enable iCDX's platter to control Cue.
8. **FX button**  
This button will turn on the effect currently selected in Cue.  
Please note: The first parameter of the effect selected in Cue can be manipulated with the Wet/Dry fader on the iCDX.
9. **FX select**  
This switch allows you to toggle through the different effects in Cue.
10. **Parameters knob**  
You can use the Parameters knob to crossfade audio and video between the two decks in Cue.
11. **Time button**  
This button toggles through time elapsed, time remaining and total time for the track playing on the deck. The time will be displayed on the screen of the iCDX.

12. **SRC button**

This button allows you to switch between regular operation of the iCDX and USB-HID mode. To control Cue, please make sure that you have selected USB-HID mode. If USB-HID mode is not selected, press the SRC button until you see “USB-HID” displayed on the screen. Then press the Parameters knob down to switch to that mode.
13. **Display**

The display shows you the title, BPM, pitch, and current playback state of the track being played in Cue.
14. **Recall button**

When browsing, press the Recall button to toggle between viewing the last or current folder in Cue.
15. **Back button**

When browsing, press the Back button to expand the selected folder. This allows you to view any sub-folders, if available.
16. **Track knob**

Use the Track knob to scroll through folders and select tracks in Cue. Turn the knob to scroll through your folders and push the knob down to enter the selected folder. While in the folder, you can rotate the Track knob to select a track. When you have selected the track, press the Track knob down another time to load the track onto the active deck.
17. **Shift switch**

Depending on the direction it is toggled, this switch will increment or decrement the loop length by a factor of 2.
18. **Loop section**

Press the Loop In button to set the beginning point of a loop. Press the Loop Out button to set the end point of a loop. Pressing Loop In again will set a new loop in point. Pressing Loop Out again will set a new loop out point. The Reloop/Stutter button will exit and release the loop, allowing the track to continue playing. You can press the Reloop/Stutter button again to enter the loop.
19. **1, 2, 3 buttons**

Depending on what mode is set for the three buttons, the 1, 2, and 3 buttons will have different functionality, as described below. You can switch between the three modes – Loop, Samples, and Cues – by pressing the Mode button underneath the 1,2, 3 buttons.

  - **In LOOP mode:**

The three buttons are used to create 1, 2 or 4 bar loops.

Pressing 1 will create a 1 bar loop and begin looping until you press 1 again – this will exit the loop.

Pressing 2 will create a 2 bar loop and begin looping until you press 2 again – this will exit the loop.

Pressing 3 will create a 4 bar loop and begin looping until you press 3 again – this will exit the loop.

- **In SAMPLES mode:**

The three buttons can be used to play and record samples in the first three sample slots in Cue.

To play a sample, simply press one of the three buttons. Depending on what kind of sample is assigned to that slot (one-shot, or looping), the sample will either play once or continue looping over the music until you press its corresponding button a second time to turn it off.

To record a sample, press the Rec button on the iCDX and then press one of the three buttons, 1, 2, 3, depending on which slot you would like to record the sample to. The sample will record until you press the button again, and will begin looping automatically.

- **In CUES mode:**

The three buttons function to set and recall cue points.

When you press one of the three buttons, a cue point will be set at the current track location. You can always go back to a cue by pressing its corresponding button. If you would like to set a new location for that cue point, simply press Rec on the iCDX and then press the corresponding button. This will move the cue point to the new location.

20. **Rec button**

In SAMPLES mode (see above), the Rec button will arm buttons 1, 2, 3 for recording samples in Cue. In CUES mode (see above), the Rec button will arm buttons 1, 2, 3 for setting cue points.

21. **Mode button**

This button toggles through LOOP, SAMPLES and CUES mode for the 1, 2, 3 buttons.

22. **Search button**

While this button is held down with the Scratch button active, you can quickly search through the selected track.

23. **Pitch slider**

You can use the Pitch slider to alter the playback speed of the track currently playing in Cue.

24. **Pitch button**

This button allows you to change between +/- 33% or +/- 12% pitch range for the Pitch slider.

25. **Pitch Bend + & - buttons**

These buttons allow you to quickly adjust the playback speed of the track for precise beat matching. Press - to temporarily slow down the track, as long as the button is held down. Press + to temporarily speed up the track for as long as the button is held down.