

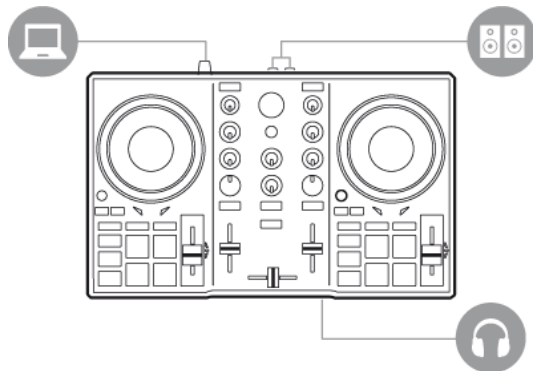
DJCONTROL IMPULSE 200 in djay² PRO for macOS®

Release 1.0

1. Install the mapping file

Connect

- DJControl Inpulse 200 to the mac USB
- Speakers to the controller rear output (the dual RCA output labelled Master)
- Headphones to the controller front output (3.5mm / 1/8" stereo output)



Copy the mapping file on desktop

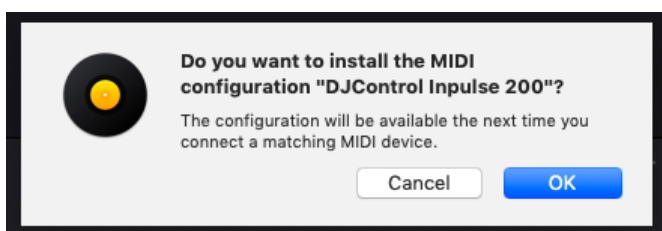
- Copy file DJControl Inpulse 300.djayMidiMapping on macOS® desktop
- Click on this file
- macOS® calls automatically Djay Pro 2 if DJay Pro 2 is installed.



2. Set DJControl Inpulse 200 in Djay Pro 2

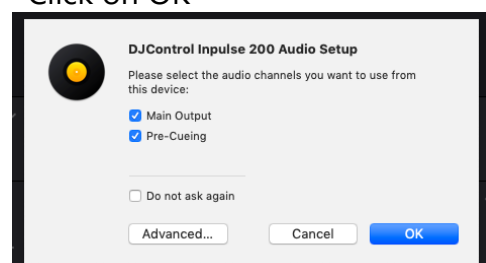
Set Djay Pro 2 MIDI

- Djay Pro 2 proposes to install the MIDI configuration "DJControl Inpulse 200"
- Click on OK.



Set Djay Pro 2 audio

- Djay Pro 2 proposes to audio channels
 - Main Output = Master
 - Pre-Cueing = Headphones
- Click on OK




3. Djay Pro 2 Graphic User Interface

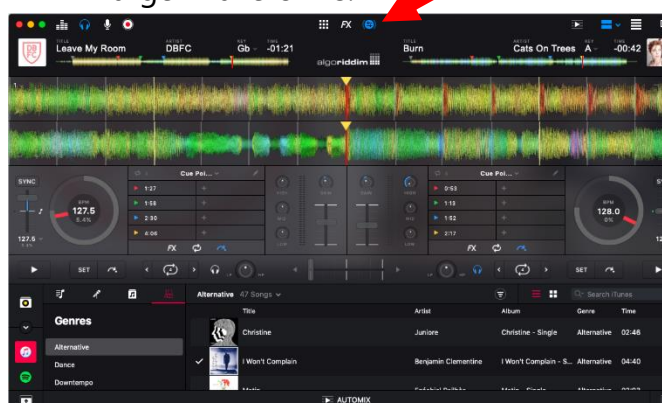
Overview

Djay Pro 2 best displays for active DJing are:

- **2-deck:** 2 waveforms between platters





- **Tools:** click on tools icon  for larger waveforms.

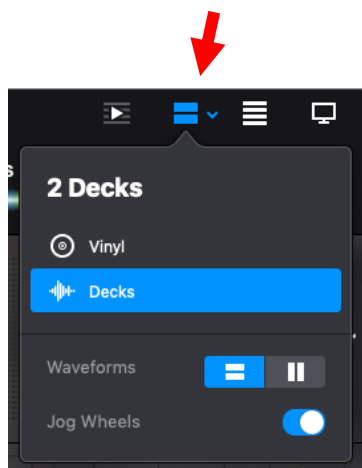


These 2 displays modes are useful for a Deejay who sees waveforms, beat-grids & cue points.



4. Options for Djay Pro 2

2-deck mode

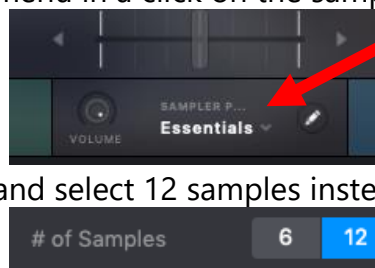
Set Djay Pro in 2 tracks in a click on the icon , and click on  Decks to display decks.



Display 12 samples

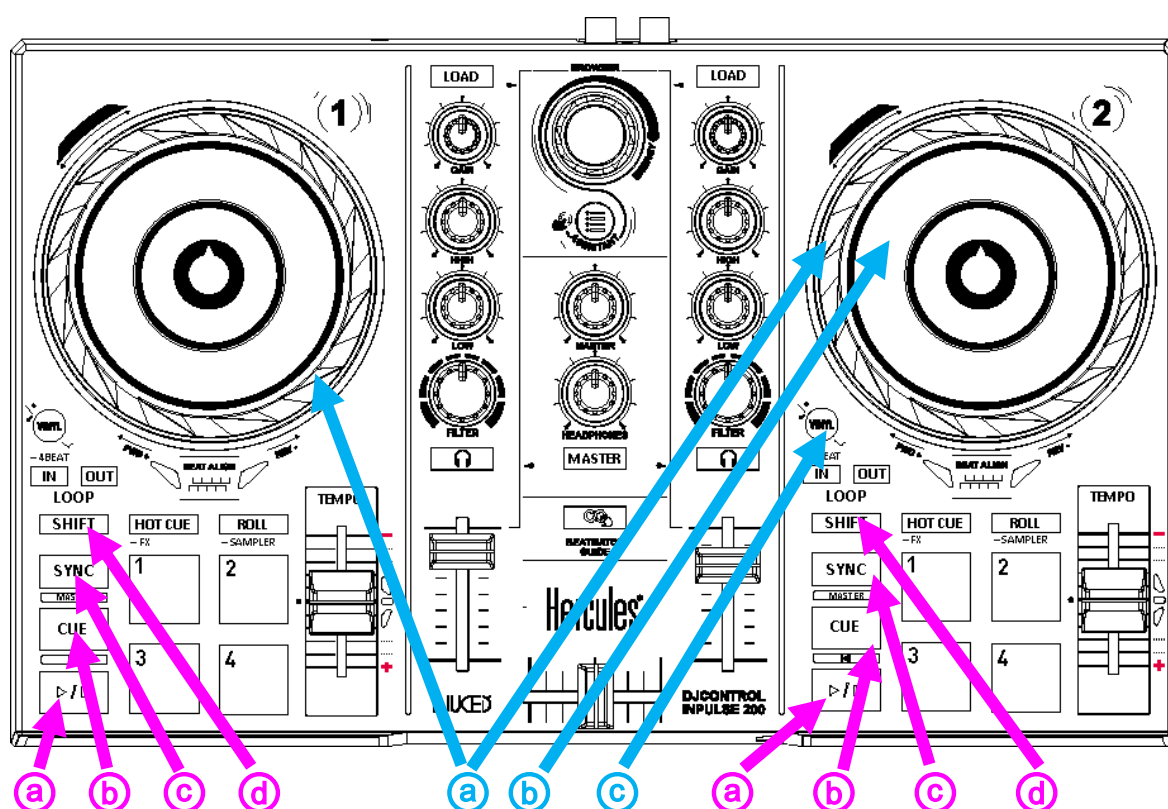
Call Sampler in a clicking on icon  in Djay Pro 2 top bar, it becomes blue: .

If you see 3 samples per side, call sampler menu in a click on the sampler name.

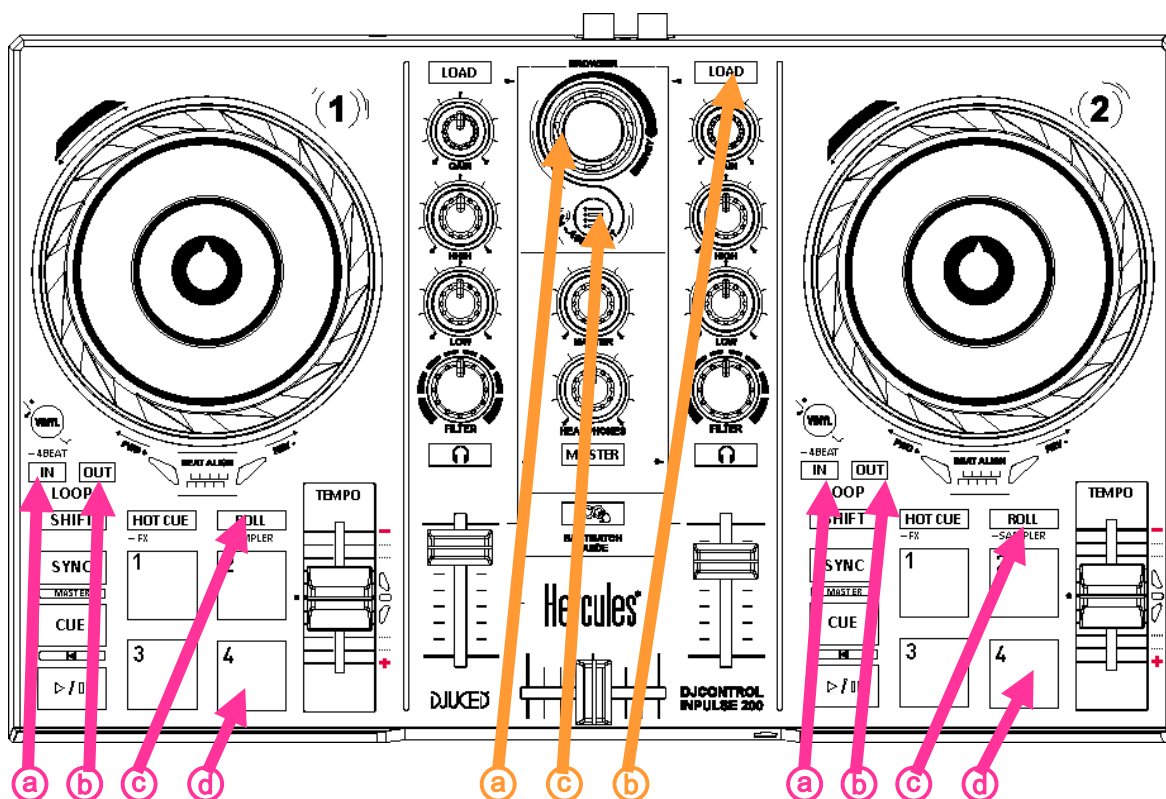


and select 12 samples instead of 6.

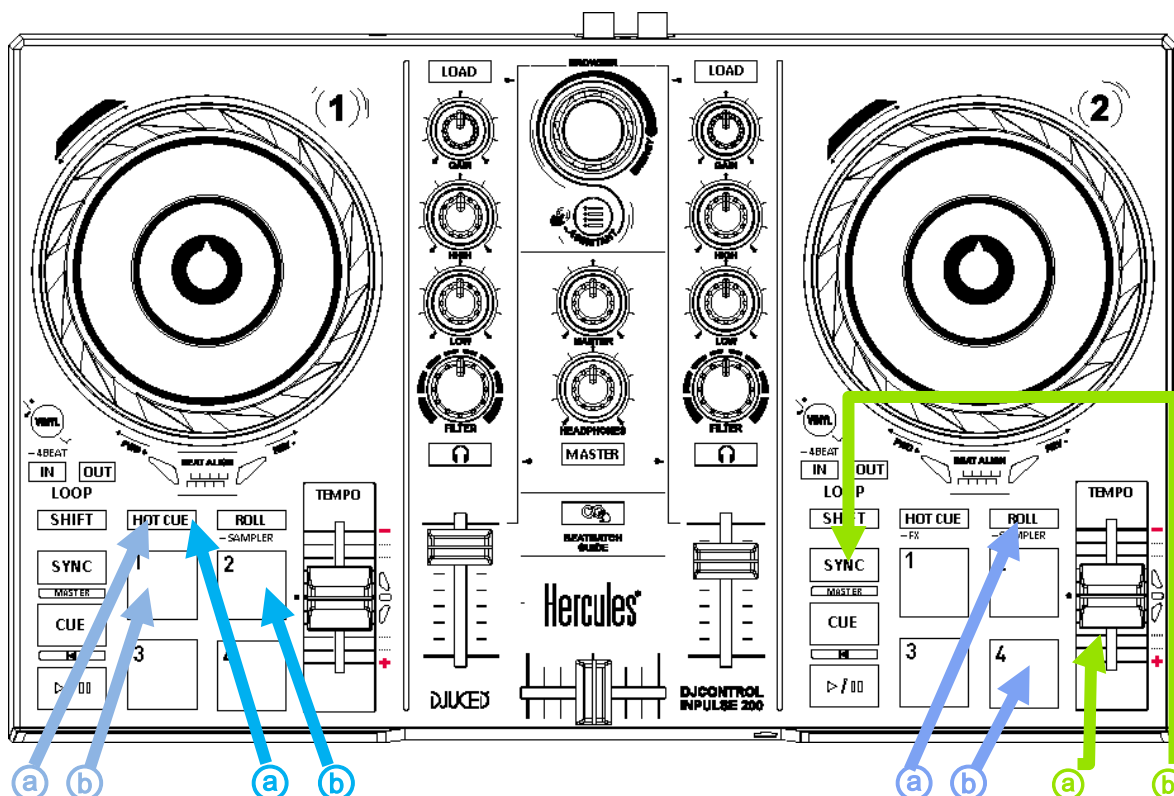
5. DJControl Impulse controls in Djay Pro 2



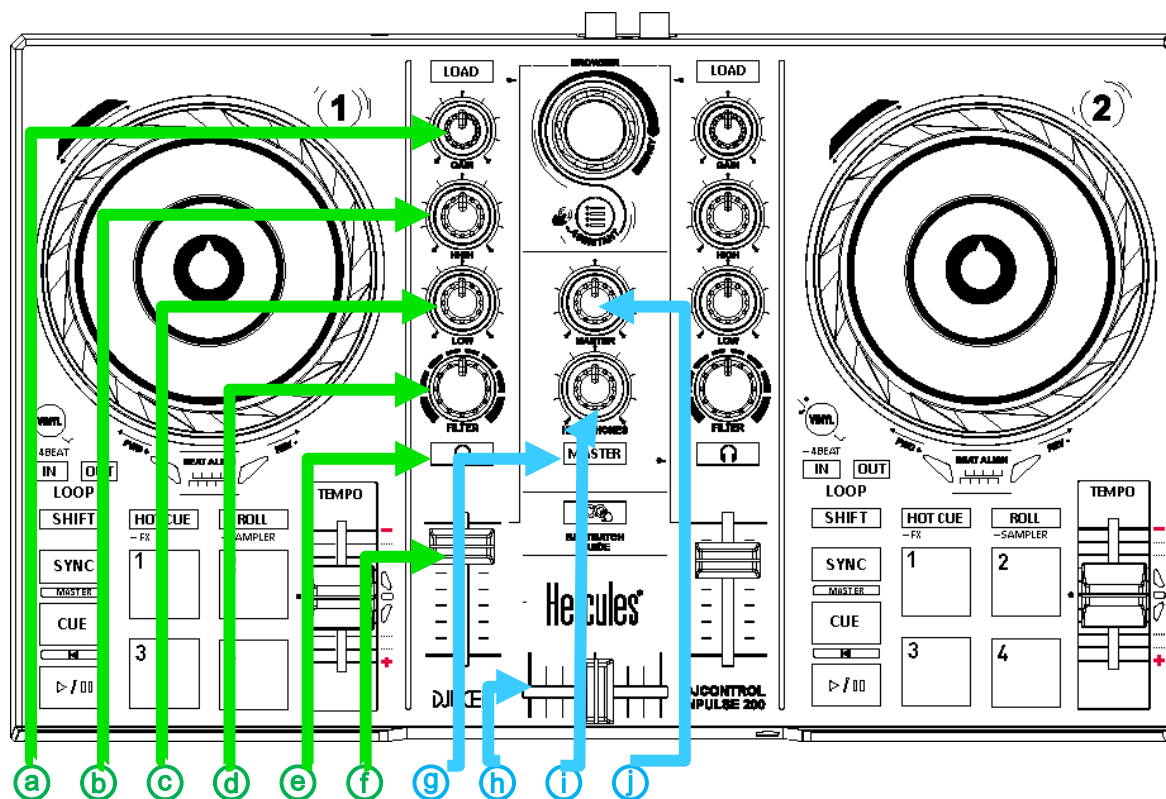
Area	Key	Control	Action
1. Track Transport			
1	(a)	Play/Pause	Play / Pause the playback Shift+Play/Pause: jump to start (Cue In if any, or beginning)
	(b)	Cue	Set a Cue In point (in pause) / Go to Cue In Point (And Stop) Shift+Cue: Go to Cue In point and keep on playing
	(c)	Sync	Set at the same speed as the track on the other deck Shift+Sync: Key On/Off
	(d)	Shift	Combined with another key, it commands another function.
2. Jog wheel controls			
2	(a)	Jog Ring	Pitch bend (turn clockwise: faster / counter-clockwise: slower)
	(b)	Jog top	Turn: Scratch in Vinyl mode, pitch bend in other mode. Touch: Pause playback in vinyl mode
	(c)	Vinyl	Set the jog wheel in Vinyl (scratch) mode.



Area	Key	Control	Action
Loop controls			
3	(a)	In (Loop in)	Place a starting point of a loop. Long press (> 2 seconds): 4-beat loop.
	(b)	Out (loop out)	Place the ending point of the loop. If the loop is already playing, leave the loop
	(c)	Roll button	Sets the pads in bounce loop mode: 1) The track plays in loop while the pad is pressed down 2) If the track was playing, releasing the pad moves the playback to where it would have been if one had not looped.
	(d)	Pads 1 to 4 (Roll mode)	Pad 1: bounce Loop 1/16 beat / Pad 2: bounce loop 1/8 beat Pad 3: bounce Loop 1/4 beat / Pad 2: bounce loop 1/2 beat
Browser controls			
4	(a)	Browser	Rotate: move up or down in the track list Press: switch between the columns of the library
	(b)	Load A / B	Load the track on deck A or on deck B
	(c)	Assistant = Automix	Start / Stop Automix (if a Playlist is defined)



Area	Key	Control	Action
Hot Cue pads			
5-1	(a)	Pad mode Hot Cue	Push fast to set Pads is hot cue mode. It will toggle the Tools display with the Hot cue list.
	(b)	Pads 1-4 in Hot Cue	1) Press pads 1 to 4 to place hot cue points 1 to 4 2) Press Shift+pad to delete hot cue point
FX pads			
5-2	(a)	Pad mode Pad FX	Long press > 2 seconds on Hot Cue to activate pad Fx mode. The Hot Cue key blinks.
	(b)	Pads 1-4 in pad Fx mode	Pad 1 to pad 3: various FX Pad 4: scratch
Sampler pads			
5-3	(a)	Pad mode Sampler	Press down the —Sampler key for 2 seconds to get in Sampler mode.
	(b)	Pads 1-4 in Sampler	Press pads 1 to 4 to play samples 1 to 4
Tempo / pitch control			
6	(a)	Tempo	Tempo fader (pitch fader): up= play slower / down = play faster
	(b)	Sync	Play the track at the same speed as the track on the other deck



Area	Key	Control	Function
Mixer controls			
Channel controls			
7-1	a	Gain	Control the deck gain
	b	EQ High	Control the deck EQ High and Medium
	c	EQ Low	Control the deck EQ Low (bass)
	d	Filter	Deck filter (turn left: low pass / turn right: high pass)
	e	Preview select	Play the deck contents in the headphones (Cue Preview)
	f	Volume fader	Set the deck volume
Global controls			
7-2	g	Preview master	Play the master output in the headphones (Cue Master)
	h	Cross fader	Mix the sound between left deck (1) and right deck (2)
	i	Headphones volume	Set the volume of the headphones output (front plug)
	j	Master volume	Set the volume of the master output (rear dual RCA plugs)