

Numark

PARTY MIX PRO

User Guide

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User Guide (English)

Introduction

Box Contents

Party Mix Pro	Software Download Card
USB Cable	User Guide
Power Cable	Safety & Warranty Manual

Support

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

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

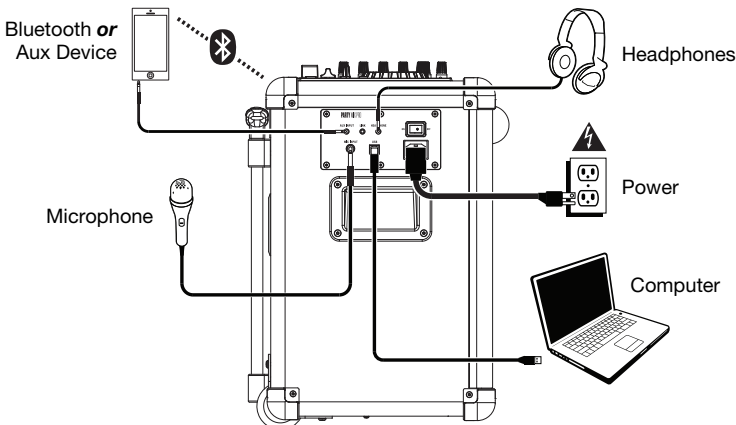
Setup

Getting Started with VirtualDJ LE

1. Locate the VirtualDJ LE installation card in the box to download and install the software.
2. Use the included USB cable to connect the **USB Port** on Party Mix Pro to an available USB port on your computer.
3. Connect output devices (headphones, additional speakers, etc.) to Party Mix Pro.
4. Use the included power cable to connect the **Power Cable Input** to a power outlet, and then power on Party Mix Pro.
5. Connect any additional input sources by using an 1/8" (3.5 mm) stereo aux cable connected to the **Aux Input**, or by wirelessly connecting via Bluetooth. See [Operation > Pairing a Bluetooth Device](#) for more information on how to connect your Bluetooth device.
6. Open VirtualDJ LE and start DJ'ing! See [Operation > Beat-Matching and Mixing with Party Mix Pro](#) for more information on how to mix tracks.

Note: Visit virtualdj.com to learn more about how to use the VirtualDJ LE.

Connection Diagram



Getting Started with DJ Player

Users with an iOS device such as an iPhone or iPad can download the free DJ Player app to use with Party Mix Pro.

Note: DJ Player is only available for iOS devices. DJ Player is not compatible with Android devices.

1. Download the DJ Player app for free by visiting djplayerpro.com or searching for “DJ Player” in the Apple App Store.
2. To use the DJ Player app, iOS users will need a Lightning to USB 3 Camera Adapter, Lightning to USB Camera Adapter, or Camera Connection Kit (for older devices with 30-pin connectors) (*sold separately*) to connect to Party Mix Pro.

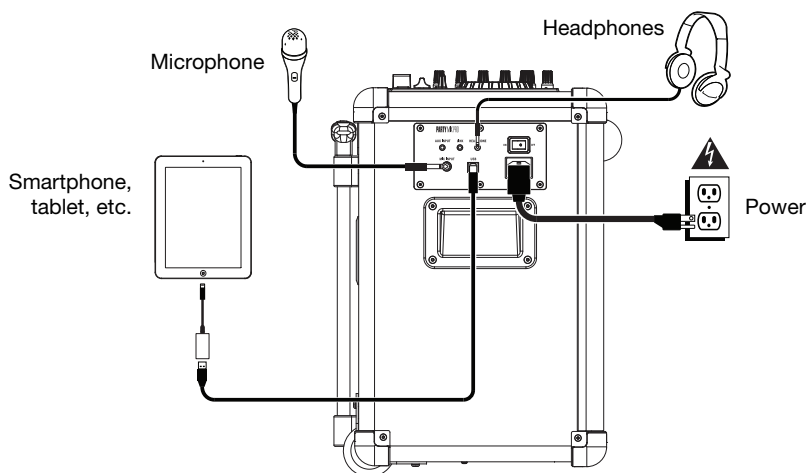
Use the included USB cable to connect the **USB Port** on Party Mix Pro to the adapter, then connect the adapter to your device.

Note: The Lightning to USB 3 Camera Adapter can also be used to charge your device by connecting to the **Device Charge** port on Party Mix Pro.

3. Connect output devices (headphones, additional speakers, etc.) to Party Mix Pro.
4. Use the included power cable to connect the **Power Cable Input** to a power outlet, and then power on Party Mix Pro.
5. Open the DJ Player app on your device. DJ Player will automatically recognize the Party Mix Pro. You can now use Party Mix Pro with DJ Player to DJ from your phone or tablet! See [Operation > Beat-Matching and Mixing with Party Mix Pro](#) for more information on how to mix tracks.

Note: Visit djplayerpro.com to learn more about how to use the DJ Player app.

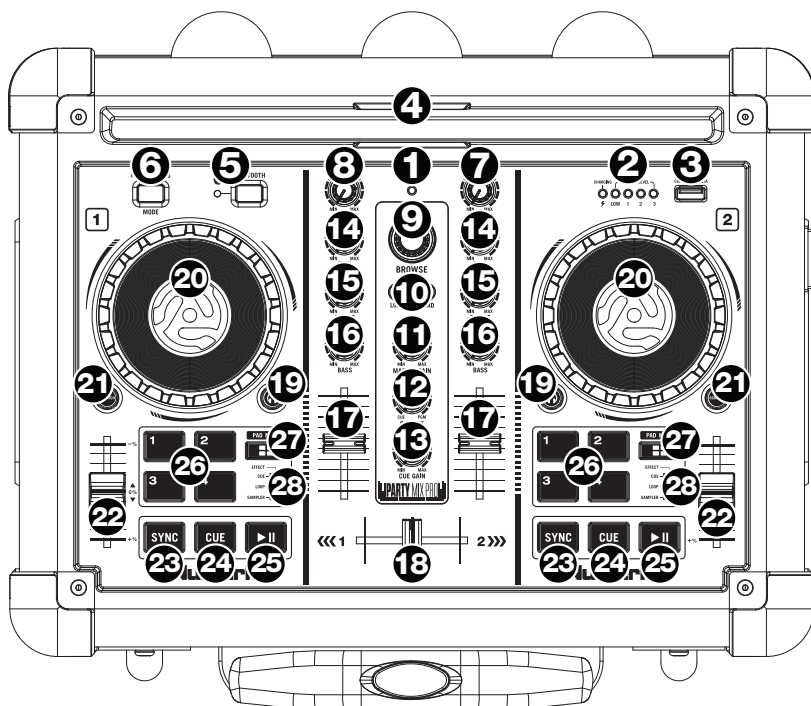
Connection Diagram



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

Features

Top Panel



1. **Power LED:** Indicates whether Party Mix Pro is on or off.
2. **Battery Level/Charging Indicator:** While the unit is powered on, these four lights indicate the power left in the battery. Battery life varies based on volume and usage. The **Charging Indicator** illuminates when the unit is charging.
3. **Device Charge:** Connect your device's charge cable here to charge it. USB charging only functions when the unit's power is turned on.

Note: Users with iPad (3rd generation) may experience slower charging. We recommend charging with the screen locked when using iPad (3rd generation).

4. **Device Cradle:** Place your tablet, smartphone, or other device here to be held. These can be connected via Bluetooth or to the Aux Input using an 1/8" (3.5 mm) stereo aux cable.
5. **Bluetooth:** The Bluetooth LED will be lit when a device is paired to Party Mix Pro. This LED will not be lit when Party Mix Pro is first powered on (unless it was a previously paired with a device). Press the Bluetooth button to disconnect a paired Bluetooth device. Press and hold the Bluetooth button to enter pairing mode—the Bluetooth LED will flash.

6. **Party Lights Mode:** Press this button to cycle between the different lighting modes for the speaker Party Lights:
 - EQ Bars (reactive to music)
 - Vertical Lights Wipe (non-reactive to music)
 - Diagonal Lights Wipe (non-reactive to music)
 - Vertical Lights Scrolling (non-reactive to music)
 - Snowflake/Square Lights (non-reactive to music)
 - Moving Block Bar (reactive to music)
 - Pulsating Block (reactive to music)
 - Horizontal Pulsating Bar (reactive to music)
 - Diagonal with Changing Colors (reactive to music)
 - Cross with Changing Colors (reactive to music)
 - Solid Color (reactive to music)
 - Pulsating Block with Spinning Block (reactive to music)
 - Snowflake/Square Lights Fill (non-reactive to music)
 - Spinning Crosses and Expanding Square (non-reactive to music)
 - Vertical Pulsating Bar (reactive to music)
 - Moving Diagonal (non-reactive to music)
 - Off (no lights)

Press and hold this button for 3 seconds to disable the sound-reactive dome lights. Press and hold this button for 6 seconds to disable all lights.

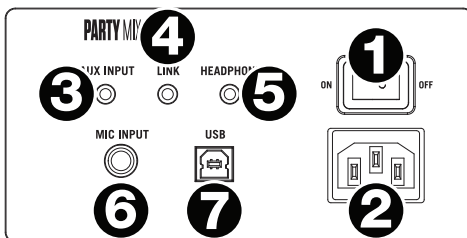
7. **Master Volume:** This adjusts the speaker's main mix volume, which includes USB, Auxiliary Input, and the audio of a paired Bluetooth device.
8. **Mic Volume:** Adjusts the volume of the **Mic Input**.
9. **Browse Knob:** Rotate this knob to cycle through folders and tracks. Press it to move forward in the software panels.
10. **Load:** Press one of these buttons while a track is selected to assign it to Deck A or B, respectively, in the software.
11. **Master Gain:** Adjusts the master volume in the software.
12. **Cue Mix:** Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.
13. **Cue Gain:** Adjusts the volume for headphone cueing in the software.
14. **Gain:** Adjusts the pre-fader, pre-EQ audio level of the corresponding channel in the software.
15. **High EQ:** Controls the treble frequencies for the individual channels.
16. **Low EQ:** Controls the bass frequencies for the individual channels.
17. **Channel Volume:** Adjusts the volume of the individual channels in the software.
18. **Crossfader:** Controls the blend between the two decks.
19. **PFL/Cue:** Press this button to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit. By pressing one PFL button at a time, you will cue that channel alone (and deactivate PFL monitoring for the other channels). To cue to multiple channels simultaneously, press the PFL buttons for those channels at the same time.

20. **Platter/Jog Wheel:** This jog wheel controls the audio when the wheel is 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.
21. **Scratch Button:** Activate this button to use the **Platter/Jog Wheel** to grab and move the audio, “scratching” the track as you would with a vinyl record.
22. **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.
23. **Sync:** Press this button to automatically match the corresponding Deck’s tempo with the opposite Deck’s tempo and phase.
24. **Cue:** When the Deck is paused, you can set a Temporary Cue Point by moving the **Platter** to place the playhead at the desired location and then pressing the **Cue** button.

During playback, you can press the **Cue** button to return the track to this Temporary Cue Point. (If you did not set a Temporary Cue Point, then it will return to the beginning of the track.)
25. **Play/Pause:** Starts and suspends playback.
26. **Performance Pads:** These pads can be used to trigger Hot Cues, Loops, and Samples. To change the function of the pads, press the **Pad Mode** button.
27. **Pad Mode:** Press this button to change the current function of the **Performance Pads**.
28. **Pad Mode Indicator:** These LEDs indicate the current setting of the **Performance Pads**.

Side Panel

1. **Power On/Off Switch:** Turns Party Mix Pro on or off. Please note that while Party Mix Pro is connected to a power source, it does not need to be powered on to charge the battery.
2. **Power Cable Input (IEC):** Insert the included power cable here to charge the unit. Note that the Party Mix Pro can run off the power adapter while it simultaneously charges the battery. The charge indicator illuminates when the battery is charging.
3. **Aux Input:** This stereo 1/8” (3.5 mm) input can be used to connect a CD player, MP3 player, or other audio source. The Aux Input volume is controlled using the **Master Volume**.
4. **Link Output:** Connect two or Party Mix Pros together using an 1/8” (3.5 mm) stereo aux cable from the Link Output of one Party Mix Pro to the Aux Input of the second Party Mix Pro.
5. **Headphone:** Connect headphones to this 1/8” (3.5 mm) jack for monitoring the signal. The headphone volume is controlled using the **Cue Gain** knob.
6. **Mic Input:** This mono input accepts a 1/4” (6.35 mm) input such as a microphone, guitar, or other musical instrument.
7. **USB:** This USB connection sends and receives audio and control information from a connected computer or mobile device.



Operation

Beat-Matching and Mixing with Party Mix Pro

Below is an example of how to mix tracks using Party Mix Pro:

1. Start with the **Gain** and **EQ** knobs at the 12 o'clock position. You can adjust these after the tracks are loaded.



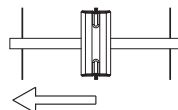
2. Turn the **Browse** knob to scroll through your music library.



3. Load tracks with similar BPM onto Decks 1 and 2 by pressing the **Load 1** and **Load 2** buttons on Party Mix Pro.



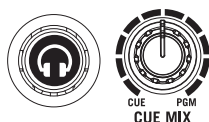
4. Move the **crossfader** on Party Mix Pro all the way to the left to send the audio from Deck 1 to the main outputs. If you are listening through the headphone output, turn the **Cue Mix** knob all the way to the right to **PGM**.



5. Play the track that is loaded on Deck 1.



6. Press the **PFL/Cue** button on Deck 2, and turn the **Cue Mix** knob to the left toward **CUE** to preview the audio through the headphone output.



7. Play the track that is loaded on Deck 2 to preview it in your headphones. Press **Sync** on Deck 2 to match its BPM with Deck 1.



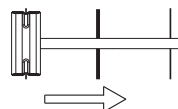
8. While the track is playing, press the **Cue** button to return to the beginning of the track.



9. Play the track that is loaded on Deck 2.



10. Move the **crossfader** on Party Mix Pro toward the right to crossfade from Deck 1 to Deck 2.



Pairing a Bluetooth Device

1. Turn on your Bluetooth device.
2. Power on Party Mix Pro.
3. Press and hold the **Bluetooth button** to enter pairing mode—the **Bluetooth LED** will flash.
4. If your Bluetooth device is not able to pair to Party Mix Pro, press the Bluetooth button on Party Mix Pro to break previous Bluetooth connections and reset the Bluetooth module.
5. Navigate to your Bluetooth device's setup screen, find "**Party Mix Pro**" and connect.

Note: To avoid interruptions during playback, we recommend putting your Bluetooth device in Airplane Mode and deactivating any alarms or alerts before activating Bluetooth.

Note: If your Bluetooth device prompts for a pairing code, enter "0000".

6. Party Mix Pro's Bluetooth LED will light up solid when it is paired.

Note: Users should consider updating their OS if experiencing trouble with pairing or playing music.

7. To disconnect pairing, press the Bluetooth button on Party Mix Pro.
8. To connect to another Bluetooth device, repeat steps 3-4.

Note: Maximum range will be achieved when using devices with Bluetooth 4.0.