

KURO 昭夫

K2

User Manual
Cross 2.3



BEFORE USING KURO OR K2 WITH MIXVIBES SOFTWARE CROSS 2.0, BE SURE YOU HAVE AVAILABLE THE LATEST FIRMWARE VERSION

KURO 昭夫

FOR VIEWING YOUR CURRENT FIRMWARE FOLLOW THE INSTRUCTIONS BELOW:

- 1- TURN ON THE DEVICE.
- 2- PRESS THE BUTTON "ENTER" FOR 2 SECONDS UNTIL YOU ENTER TO THE INTERNAL MENU.
- 3- TURN FOLDER KNOB UNTIL YOU READ " F. VERSIÓN"
- 4- TURN TRACK KNOB TO VIEW THE FIRMWARE PARAMETERS: CON / SER / BUF / DSP

FIRMWARE PARAMETERS RELATE TO:

- CON: VER XX (MIDI CONTROL VERSION) > THIS IS THE MIDI MAP ADRESSES
- SER: VER XX (SERVO VERSION)
- BUF: VER XX (BUFFER VERSION)
- DSP: VER XX (DSP VERSION)

KURO FIRMWARE: CON: 8 / DSP:11

PLEASE BE SURE YOU HAVE INSTALLED THE LAST FIRMWARE UPDATE BEFORE START WITH CROSS DJ LE

K2

FOR VIEWING YOUR CURRENT FIRMWARE FOLLOW THE INSTRUCTIONS BELOW:

- 1- TURN ON THE DEVICE.
- 2- PRESS THE BUTTON "ENTER" FOR 2 SECONDS UNTIL YOU ENTER TO THE INTERNAL MENU.
- 3- TURN FOLDER KNOB UNTIL YOU READ " F. VERSIÓN"
- 4- TURN TRACK KNOB TO VIEW THE FIRMWARE PARAMETERS: CON / DSP

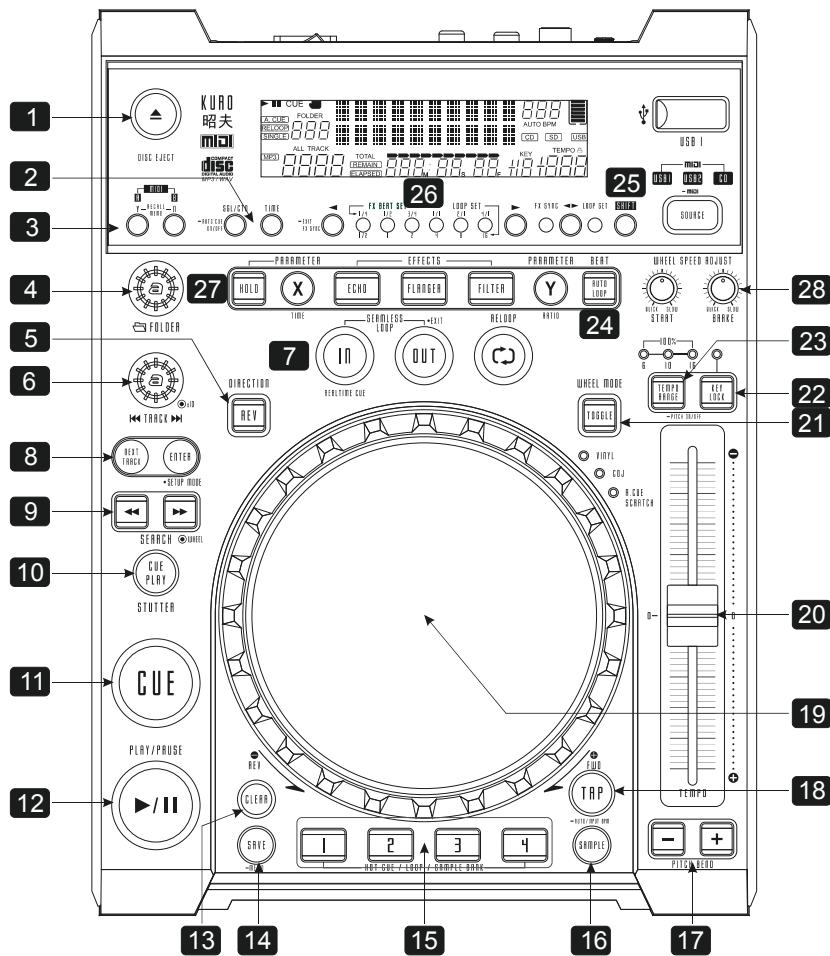
FIRMWARE PARAMETERS RELATE TO:

- CON: VER XX (MIDI CONTROL VERSION) > THIS IS THE MIDI MAP ADRESSES
- DSP: VER XX (DSP VERSION)

K2 FIRMWARE: CON: 3 / DSP:6

PLEASE BE SURE YOU HAVE INSTALLED THE LAST FIRMWARE UPDATE BEFORE START WITH CROSS DJ LE

MIDI IMPLEMENTATION



- | | |
|---|---|
| 1. Eject | 16. Sample mode |
| 2. Half Loop & Double Loop | 17. Fine Bend (Shift=Confirm / Discard tap) |
| 3. Active Deck | 18. Tap |
| 4. Browse / Tree (press= Expand / Collapse) | 19. Scratch |
| 5. Reverse | 20. Pitch |
| 6. Browse/ Track (press= Load) | 21. Vinyl / Cdj Mode |
| 7. Manual Loop | 22. Pitch mode |
| 8. Slip Mode | 23. Pitch range |
| 9. Seek Move (shift= Seek Length) | 24. Autoloop |
| 10. Cue Play | 25. Shift |
| 11. Cue | 26. Autoloop Length |
| 12. Play | 27. Effects |
| 13. Sync | 28. Start & Brake |
| 14. Match | |
| 15. Hot Cues / Samples (Shift= Delete) | |

1. EJECT

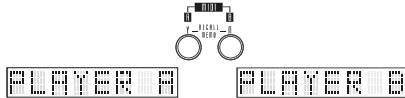
Delete the track loaded on the Player.

2. HALF LOOP/ DOUBLE LOOP

Halve or double the length of manual loops. Automatic loops length can be doubled or halved using the "26. AUTO LOOP LENGTH".

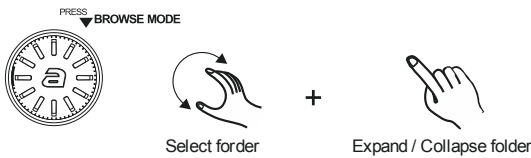
3. ACTIVE DECK

There are some functions that only work on Deck A and others on Deck B. To control Deck A we must press "A" and to control Deck B we must press "B".



4. BROWSE TREE

The Browse function is global, i.e., in the parameterization MIDI Player not depends on Deck A or B.



Shift= Expand / Collapse folders.

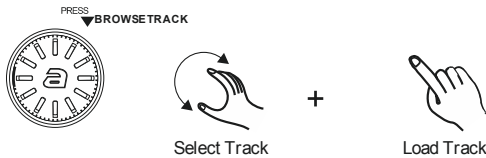
5. REVERSE

Activate reverse function to play the track or sampler in reverse. Press the button again to deactivate this effect.



6. BROWSE TRACK

The Browse function is global, i.e., in the parameterization MIDI Player not depends on Deck A or B. However, load function will be applied to the deck corresponding to the player where you press the encoder.



7. MANUAL LOOP

IN: Sets the starting point of seamless loop.
 OUT: Set the ending point of a loop.
 RELOOP: Deactivate the Loop. Cross have not Re-loop mode.



8. SLIP MODE

Press NEXT TRACK to activate/deactivate the SLIP mode



When [SLIP] is set to on, normal playback with the original rhythm continues in the background during scratch play, loop play and reverse play. When scratch play, loop play or reverse play is cancelled, normal playback resumes from the position playing in the background at that time.

9. SEEK MOVE

With this buttons you can jump by the value set (SEEK LENGTH).



Shift= (SEEK LENGTH). Select the length of the step used to jump into the track (you select the length pressing Shift + button).



Another way to move inside the songs/tracks is by SHIFT control and JOG WHEEL. It has been explained in point 17.

Seek Length with active loop: We can move the complete created loop to the position we need into the track. With "Seek Length" (5) we fix the length and with "Seek Move" (7) button we move the loop. (See point 6. How to create a loop).

10. CUE PLAY

Press the button to return to the last CUE point and resume playback immediately. You can also tap the button to create a BOP effect.

11. CUE

A Cue Point is a self-defined starting point, usually at the beginning of a beat.

To set a CUE point: using the Jog Wheel while in Pause mode. You will access the Frame Search mode (fragmented repeats =1/75 minute) and can precisely set your Cue Points.

While in Play mode, press CUE button the player will then return to the Cue Point and go into Pause mode

NOTE: When pressing the Cue Button while in Play mode when no Cue Point has been set, the player returns to the start of the track and goes into Pause mode (Auto-Cue).

12. PLAY

Play or pause the playback of the track.

13. SYNC

This is used to synchronize the BPM and beat of one player to the other. Click on the right hand sync button to sync player 2 with player 1. Alternately click on the left hand match button and this will sync Player 1 with player 2.

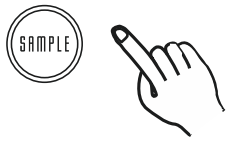
14. MATCH

This is used to MATCH the BPM of one player to the other. . Click on the right hand match button to match player 2 with player 1. Alternately click on the left hand match button and this will match Player 1 with player 2.

15. HOT CUES / SAMPLES

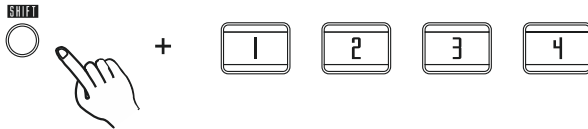
These buttons allow the user to create and use up to 4 location points in the track. To store a location point, simply move to the position on the track that you want to mark and press the desired locator. To jump to a location point, simply click on the relevant location point number.

To load samples we must activate the sample mode (14).



When sample mode is active (red led). We can choose between 4 samples. Buttons 1 to 4 act as PLAY/STOP. -If sample it is empty, sample is loaded form deck.

To delete this locators hold SHIFT button (23) and press the "LOCATOR (1, 2, 3 or 4) you want to delete.



Note: To delete samples, they must be stopped.

16. SAMPLE MODE

Activate or deactivate SAMPLES mode.

17. FINE BEND

Range +0,01% and -0.01%

Shift= (Confirm / Discard Tap). When you analyse a track, Cross will detect the BPM. If you are not happy with this BPM you can change it by using the TAP tempo.

1. Tap on the tap tempo button (16)
2. When you think that the BPM showed by Cross is OK, stop tapping.
3. After a few seconds, Cross proposes to confirm the new BPM (a 'OK' button under the new BPM appears).
4. If you think that this BPM is OK, you need to confirm it by pushing on the Confirm button (shift + left button).
5. If you think that this BPM is wrong, you need to discard it by pushing on the Discard button (shift + right nutton).

18. TAP

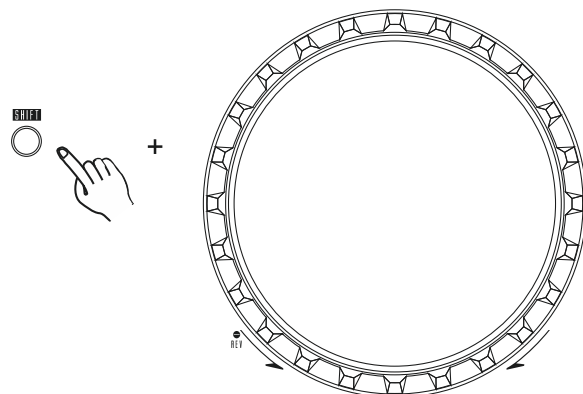
Within Manual TAP Mode, you have to press at least three times this button to fix the Beat you want.

19. SCRATCH / PITCH BEND /SEEK MOVE

A- SCRATCH: To make SCRATCH, please make sure you that VINYL MODE (19) is activated. To obtain a good SCRATCH response we recommend you a 896 samples latency (20,3ms). CROSS: File/Preferences/audio

B- PITCH BEND: The Jog Wheel is the default CD mode, which means that if the move forward or backward the wheel, it changes the playback speed. It is called Pitch Bend because by failing to manipulate the wheel, pitch is returned automatically to the normal play or pitch 0%.

C- SEEK MOVE: We have already explained it in (5) and (7). You can move the playback point across the song pressing SHIFT (23) and moving the Jog Wheel (wheel).

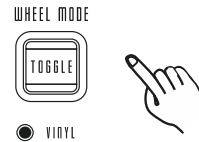


20. PITCH SLIDER

It is used to determine the percentage of pitch of the song in a defined range. The software display shows the percentage of Pitch applied. The pitch ranges available are 4%, 6%, 8%, 16%, 32%, 100% and you can select them pressing the button PITCH RANGE (21).

21. VINYL MODE

Pressing this button the Vinyl LED will light and this will indicate us we are in Vinyl mode (SCRATCH). The software SCREEN also illuminate VINYL icon.



To exit Vinyl mode and access to CD mode, we must press the button again. We will see that on the player the Led Software CDJ is enabled and CD mode is active in the software.

22. PITCH MODE

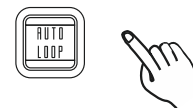
With this button we select the type of mode we want to pitch. We can choose between HYBRID, SPEED and TEMPO. On the software Screen will reflect the way we are.

23. PITCH RANGE

The available pitch range is 4%, 6%, 8%, 16%, 32%, 100%. As you press this button, the pitch range will change from low to high.

24. AUTO LOOP

Pressing this button will activate the Auto Loop. The LED on the player KURO & K2 will light.



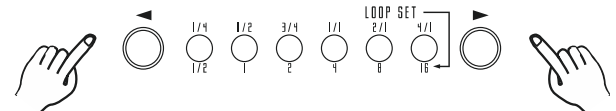
Once selected AUTOLOOP function, we can manipulate the length of the Loop with the AUTO LOOP LENGTH (24), explained further on.

25. SHIFT

This button is what we call a "wildcard". It allows us to select second functions on the player. All functions that depend on this button (SHIFT) are explained in their respective points.

26. AUTO LOOP LENGTH

This button determines the length of Automatic Loop. We can determine the length of the Loop by pressing the buttons ◀ ▶ KURO /K2 loop green leds will light. When you select the AUTO LOOP button (22) the loop length determined will be formed. Also you can modify the loop length in AUTO LOOP mode. KURO /K2 loop red leds will light.



27. EFECTOS

You can select and activate ECHO, FLANGER and FILTER pressing the corresponding button.

Hold buttons X or Y and move the Jog Wheel to change parameters AMOUNT and DEPTH.

Hold FILTER and move the Jog Wheel to apply the filter effect.



HOLD button activates or deactivates the effect.

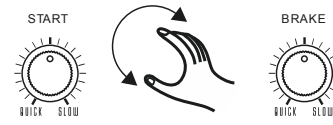
Shift= you can select any of the available effects.



Note: If you are in Vinyl mode (19) you have to touch the rubber part. If you are in Cdj mode you can change the parameter touching anywhere on the Jog wheel.

28. START & BRAKE

Start/Brake time settings of each player



With this function you can emulate the vinyl feeling when you Start and Pause your player.



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