FEATURES

VESTAX
VCI-380

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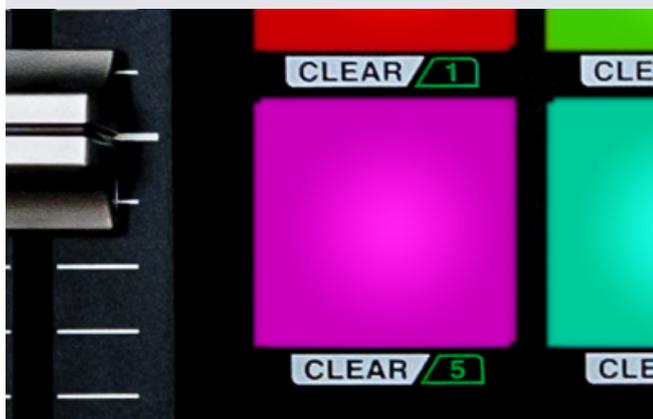
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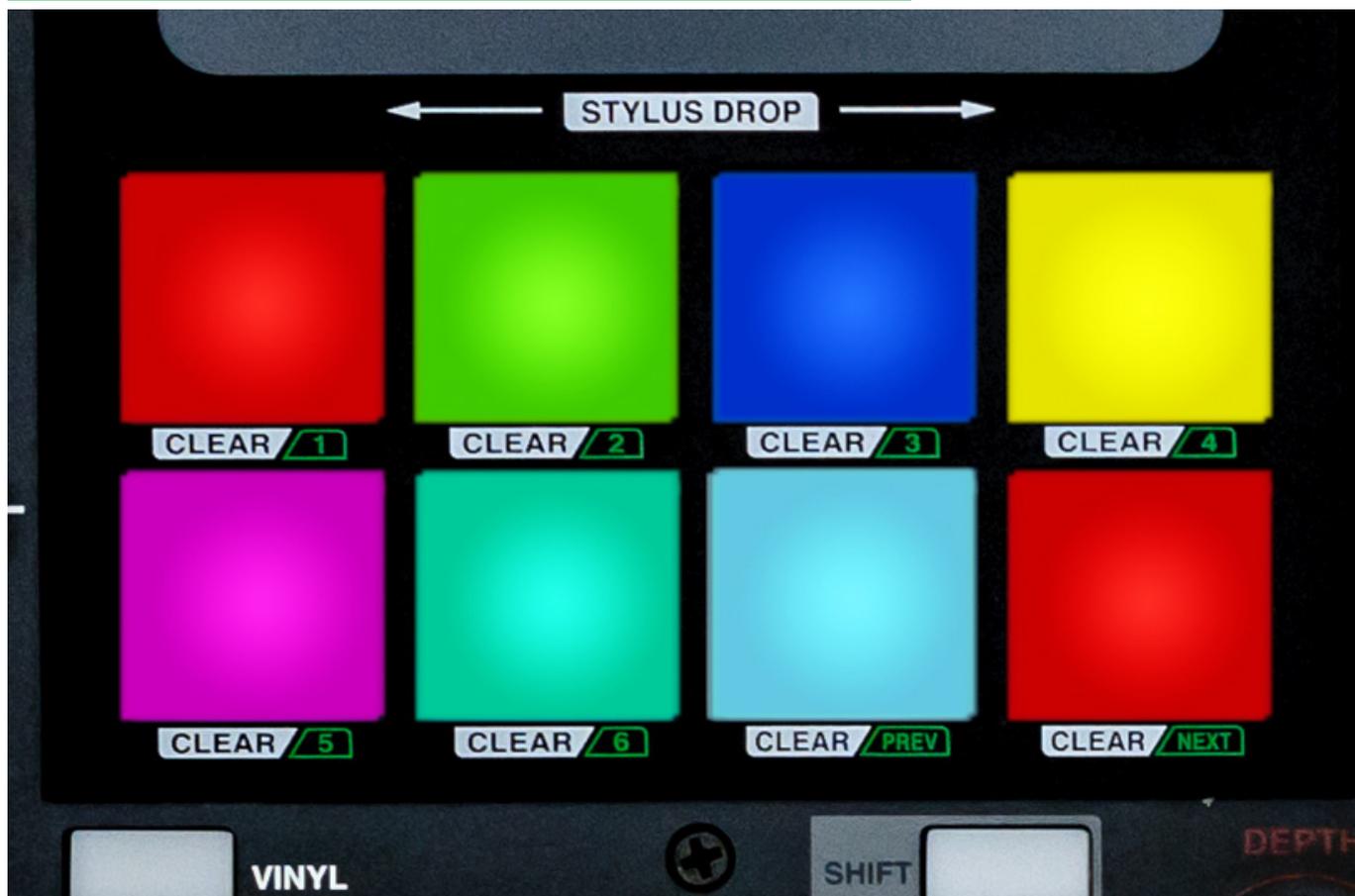
Performance Pad Modes

Hot Cues

To use Hot Cues, press the HOT CUE button in the performance pad area. The VCI-380 can set and recall 8 cue points per track.

NOTE Your cue points are saved to the file and recalled the next time it is loaded. They are not lost if the file is moved or renamed.

Add/Delete Cue Point

To create a Cue Point, turn the JOG WHEEL to the point in the track that you want, and press one of the Performance Pads for the deck. The button will light up yellow to show that there is a Cue Point set.

To delete a Cue Point hold SHIFT and press the CUE button for the Cue Point you want to delete.

Trigger Cue Point

Once a Cue Point is set, you can jump to it at any time by pressing the relevant Performance Pad on your controller. If playback is paused, triggering a Cue Point will play from that point for as long as the Performance Pad is held down, and will return to the Cue Point and pause when the button is released.

TIP If you press the PLAY/PAUSE button whilst you are holding down a Performance Pad, playback will continue when you let both buttons go. This allows you to cue a track in from pause mode and then continue playback once you know the mix is right.
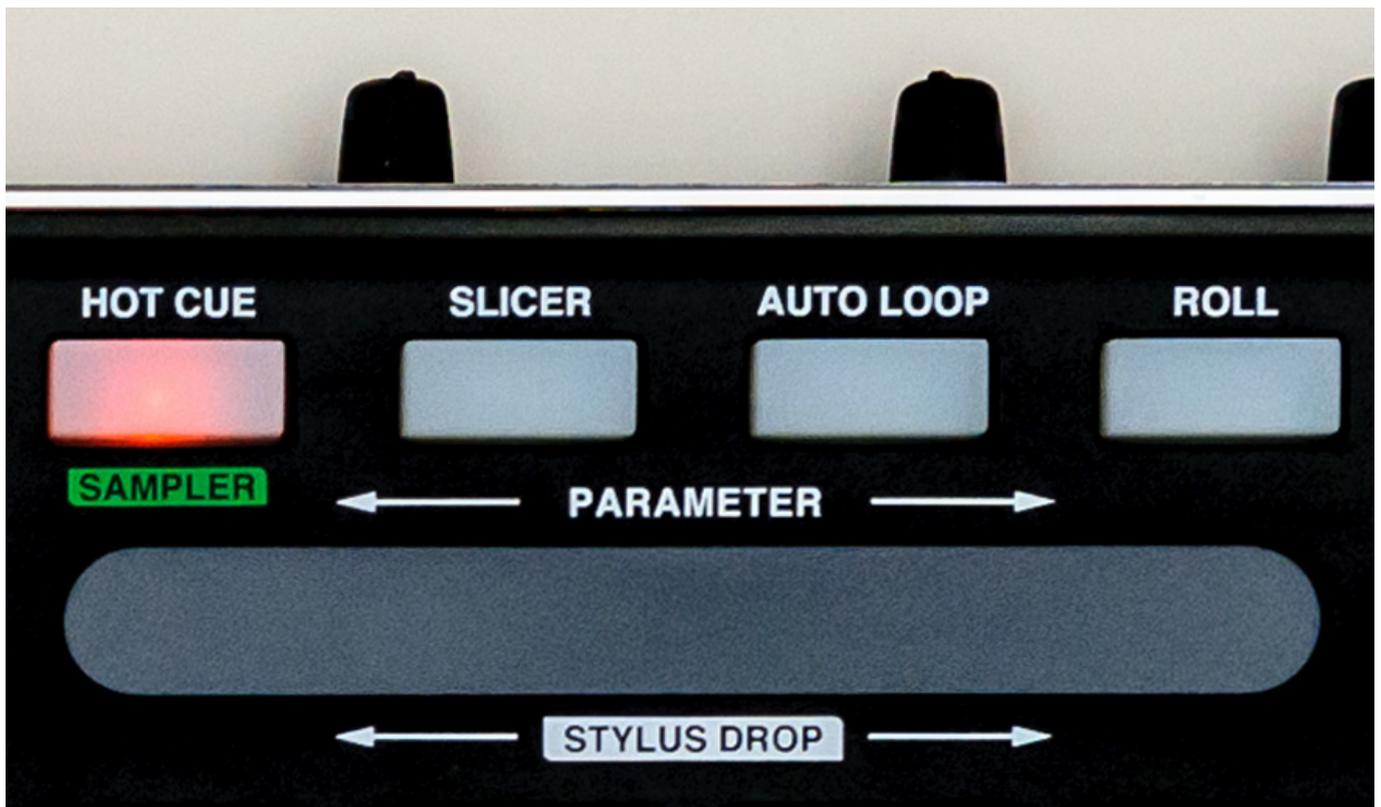
Slicer

Slicer Mode 1:

To use Slicer, press the SLICER button in the performance pad area. One press selects Slicer Mode 1. When selected, playback continues, but the timeline is divided into 8 equal length slices aligned to the Beat Grid. You will note that the Performance Pads illuminate red. As the slicer steps through the 8 beats, the currently playing slice's pad will illuminate white as it follows the sequence.

If you press and hold any of the Performance Pads, the playback will loop around the slice corresponding to the selected pad for as long as the pad is held; meanwhile, the playhead position will loop round the current eight-slice block.

When the Performance Pad is released, playback immediately resumes from the current playhead position, and the Beat Grid ensures that the track's beat is maintained. On the waveform display the "real" playhead position is indicated by a thin green vertical line. This is where playback will resume when a Performance Pad is released.

Slicer Mode 2:

Pressing the SLICER button a second time enters Slicer Mode 2, which is indicated by the performance pads illuminating green. Slicer Mode 2 immediately creates an eight-slice loop. When a Performance Pad is pressed and held, the corresponding slice is looped alone, as in Slicer Mode 1, and when the pad is released, playback reverts to the loop of the current eight slices. This mode can be exited by pressing SLICER again to revert to Slicer Mode 1.

Because Slicer Mode 2 sets an eight-slice loop, the waveform display does not advance in "jumps" as it does in Slicer Mode 1. The currently-active slice is highlighted in white.

Setting Slicer Domain and Quantization

Slicer Mode always creates a block of eight slices. By default, the Domain value is 8, where 1 slice = 1 beat. It is possible to modify the Domain value by sliding your finger along the TOUCH STRIP.

The slice length is relative to the domain size, e.g.:
If Domain is set to 8, each of the eight slices will be 1 beat in length.
If Domain is set to 4, each of the eight slices will be 1⁄2 a beat in length.
A further parameter relevant to the Slicer Modes is Quantization. Quantization is the rate at which each slice is played back if you hold it down. The default quantization value is 1 beat. To change the quantization value, hold SHIFT and slide along the TOUCH STRIP. If for example, you set the Quantization to 1⁄2, only the first half of the slice will be played but at the double the rate, and so on with lower Quantization values.

In addition, the Quantization value also determines when a slice can be triggered; with a value of 1, triggering can only occur on the beat; with a value of 1⁄2, triggering can occur on half-beats as well.

Auto Loop

To use Auto Loops, press the AUTO LOOP button. This assigns the Performance Pads as loop triggers for loops of eight different lengths, whose values may be between 1/32 beat and 32 beats. The pads dimly glow green and illuminate when active. The loop lengths are automatically mapped to the pads based on the Beat Grid for the track, with the shortest loop on Pad 1 and the longest on Pad 8.

The range of eight loop lengths used is definable. The TOUCH STRIP is used to select the Auto Loop range. The loop durations set will always be a "consecutive" set of eight, but the set may be selected from a total of 16 durations, from 32 beats to 1/32 beat, by swiping along the TOUCH STRIP.

For example, if the range set is 1/16 to 8 beats, pressing Performance Pad 5 immediately defines a segment of 1 beat's duration, starting from the location at which the pad is pressed, which is then looped repeatedly. The pad illuminates to indicate an active loop. The pads have a 'toggle' function; that is, the loop is cancelled by a second press, when playback resumes from the end of the current looping segment.

A green block overlays the main waveform display to indicate the looped segment. You can also define an Auto Loop when the track is paused.

Saved Loop Mode

Pressing the AUTO LOOP button a second time enters Saved Loop Mode. The Performance Pads are now redefined as SAVE buttons for eight slots (or memory locations) within the track's ID3 tag.

How to save a loop:

1 Set a loop you like in the normal Auto Loop Mode.

2 Now enter Saved Loop Mode by pressing the AUTO LOOP button a second time.

3 Press one of the Performance Pads to save the active Auto Loop to this loop slot.

4 When saved, the corresponding pad illuminates, indicating that the slot is now taken.

The first time you enter Saved Loop Mode, all the Performance Pads will be unlit. Pressing AUTO LOOP again reverts to normal Auto Loop mode, and the Performance Pads will again control loop duration. On re-entering Saved Loop Mode subsequently, you will notice that pads corresponding to saved loops are now lit dim yellow.

When in Saved Loop Mode, you can jump to the start of any loop by triggering the associated pad.

You may save any active Auto Loop with the track, and it will automatically be reassigned to the same Performance Pad when the track is reloaded.

To delete a saved loop, hold down SHIFT while pressing the pad corresponding to the slot to be cleared.

The TOUCH STRIP may be used to select the Auto Loop range. The loop durations set will always be a "consecutive" set of eight, but the set may be selected from a total of 16 durations, from 32 beats to 1/32 beat, by swiping along the TOUCH STRIP. The Auto Loop Range is indicated in the Virtual Deck area of the screen.

Loop Roll

Loop Roll performs a standard Auto Loop, but the Performance Pad action is momentary. When the pad is released, the playhead is returned to the position it would have had if it had not entered the loop. The range of values available for Loop Roll are 1/32 beat to 32 beats. Use short loop lengths to create "stutter" type effects.

As with Auto Loop Mode, the TOUCH STRIP is used to select the range of loop durations assigned to the Pads.

Sampler Mode

You can trigger samples in the SP-6 by entering Sampler Mode. You can activate this by pressing the SHIFT and HOT CUE buttons.

Performance Pads 1 through 6 trigger the corresponding sample slot in ITCH. These will illuminate light blue when a sample is loaded, and dark purple when playing.

Pads 7 and 8 toggle left and right scrolling though the sample banks, allowing you to switch between banks A, B, C, and D. These pads are always illuminated light purple.

VCI-380 Effects

The VCI-380 features four effects processors in total - each deck features one Channel FX unit, and one Pad FX unit.

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Channel FX

To select an effect, hold SHIFT and turn the FX SELECT knob.

The channel effects have their wet/dry amount adjusted by the DEPTH knob . As the DEPTH knob is turned clockwise, the sound of the track will become increasingly altered (or "wet") by the FX processing.

The DEPTH control actually varies a specific parameter for each of the available effects, but you can generally just think of DEPTH as adjusting "amount".

In addition to the DEPTH control, each channel effect has an additional parameter. To use this, turn the BEATS/P2 knob.

Pad FX

The Performance Pads on the VCI-380 are velocity sensitive and have what is known as "after-touch". This means that they can do more than just trigger a Sample or a Cue Point; holding them down and varying the pressure essentially turns them into a knob or fader.

There are two Pad FX banks, one for each channel. Pad FX behave much like a regular FX bank, however the depth is controlled by after-touch, i.e. the pressure and length in which you hold the pad, rather than by a knob.

Using the Pad FX

To turn on Pad FX, press the PAD FX knob to the side of the performance pads. This makes the corresponding Pad FX active and ready to use.

To select an effect, press SHIFT and turn the PAD FX knob.

To adjust the depth, press and hold a pad. The harder you push it in, the greater the depth.

To adjust the second parameter for the effect, turn the PAD FX knob.

Pad FX are generally designed to be used along side a performance mode; i.e. using a Delay effect when triggering a Cue Point, using a Crusher effect when using the Slicer, or applying a High Pass Filter while performing a Loop Roll. If you only want to adjust the Pad FX depth, and not the associated performance mode, then hold SHIFT while pressing the Pads.

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