

Numark

PARTY MIX

User Guide

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User Guide (English)

Introduction

Box Contents

Party Mix

USB-C Cable

Software Download Card

Smartphone/Tablet Stand

1/8" to Stereo RCA adapter

Quickstart Guide

Safety & Warranty Manual

Support

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

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

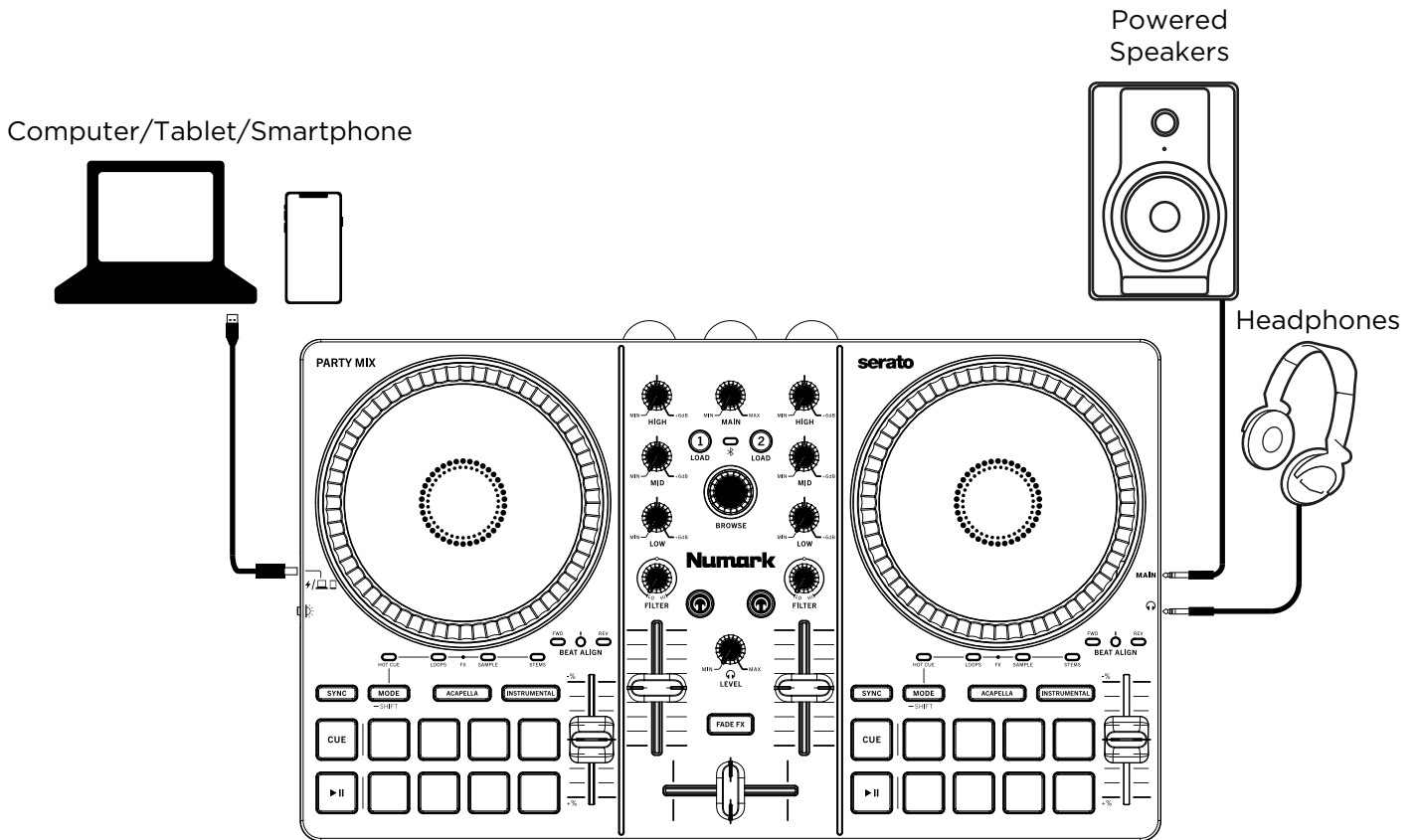
Setup

Connecting Party Mix using USB-C:

1. Use the included USB-C cable to connect Party Mix to an available USB port on your computer, or directly to your smartphone or tablet.

Note: For improved battery life on mobile devices, use wireless charging if available for your device, or connect to a powered USB hub that can provide both power to Party Mix and connection with your device.

2. Connect output devices (headphones, optional powered speakers, etc.) to Party Mix.
3. Open the software and start DJ'ing!

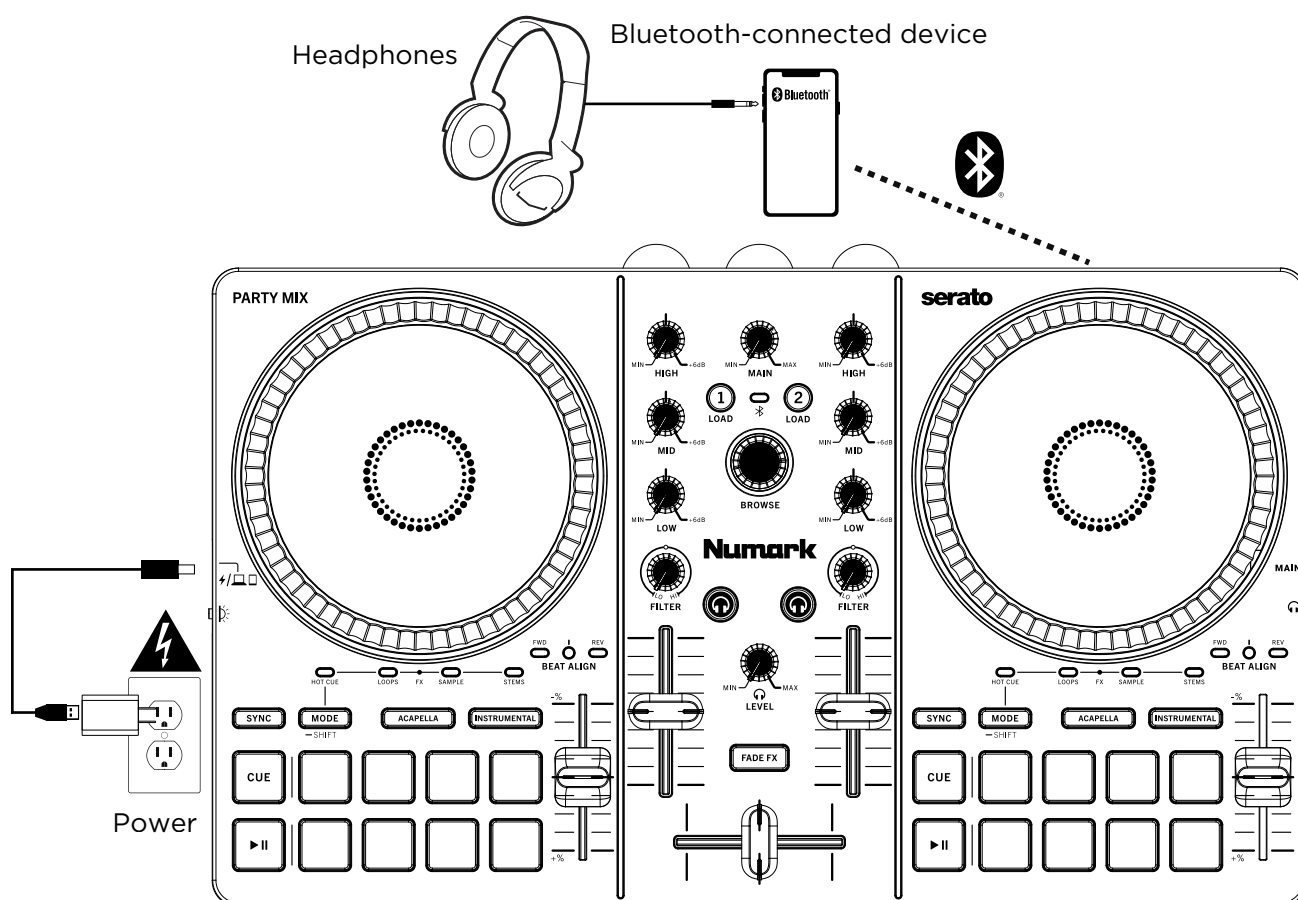


Wirelessly Connecting Party Mix with Bluetooth MIDI:

1. Enable Bluetooth® on an Android or iOS mobile device.
2. Connect the included USB cable to a power adapter or USB power bank (sold separately) and the Party Mix.

Note: Power adapters must have a minimum 5V, 500mA power rating to use Bluetooth with Party Mix.

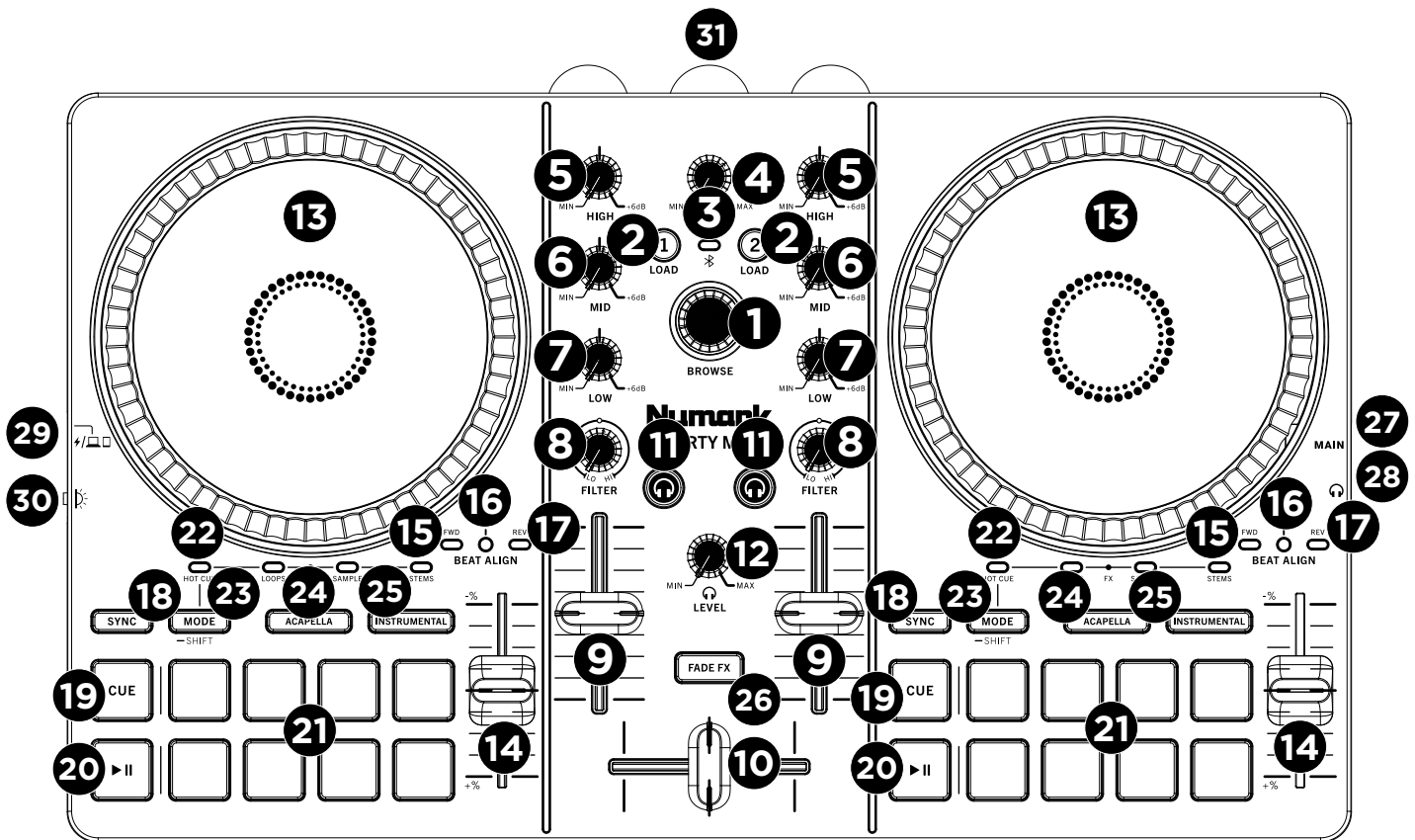
3. When Party Mix has powered on, it will enter Bluetooth MIDI pairing mode. The Bluetooth LED on Party Mix will flash to indicate it is ready to pair.
4. Open your DJ app on your smartphone or tablet, go to **Settings > MIDI Devices > Bluetooth MIDI Devices** and select **Numark Party Mix**. Once connected, the Bluetooth LED will remain lit and you can start DJ'ing!
5. While Bluetooth control is active, Party Mix's audio outputs will be disabled. Connect any speakers or headphones to your smartphone or tablet.



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

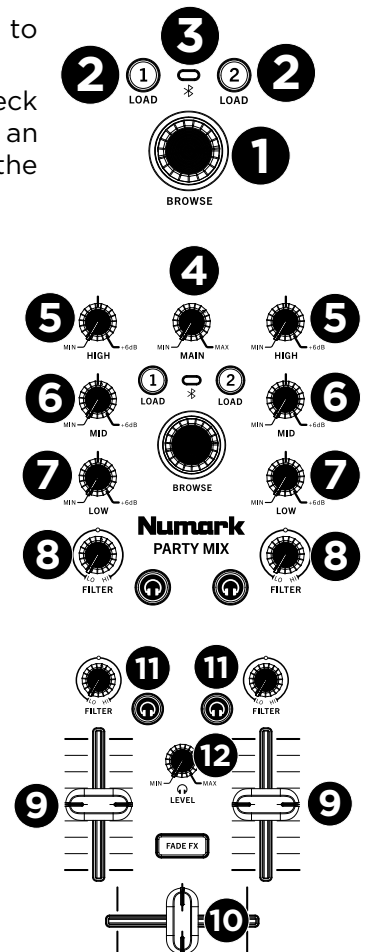
Features

Click on a numbered control below to jump to that section.



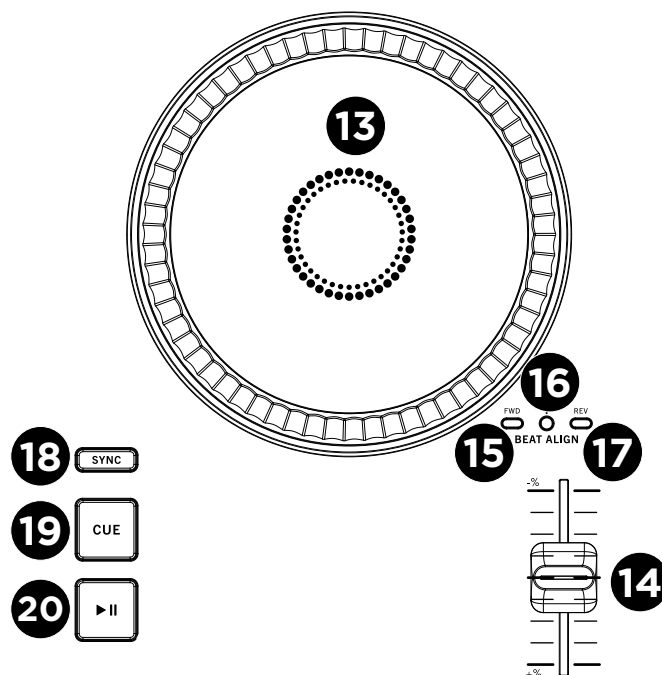
Mixer

1. **Browse Knob:** Rotate this knob to cycle through crates and tracks. Press it to move forward in the software panels.
2. **Load:** Press one of these buttons while a track is selected to assign it to Deck 1 or 2, respectively, in the software. Press these buttons twice to perform an "instant double", automatically loading the selected track on one deck to the opposite deck.
3. **Bluetooth Indicator:** This LED indicates Bluetooth pairing and connected status. The unit is always in pairing mode when not connected via USB and not already connected to a Bluetooth device.
 - **Flashing LED** = Bluetooth not connected, pairing.
 - **Full brightness** = Bluetooth connected.
4. **Main Gain:** Adjusts the overall volume in the software.
5. **High EQ:** Controls the treble frequencies for the individual channels.
6. **Mid EQ:** Controls the midrange frequencies for the individual channels.
7. **Low EQ:** Controls the bass frequencies for the individual channels.
8. **Filter:** Adjusts the amount of the filter effect. Turning the knob left and right will produce a low-pass filter and high-pass filter, respectively.
9. **Channel Volume Fader:** Adjusts the volume of the individual channels in the software.
10. **Crossfader:** Controls the blend between the two decks.
11. **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. Press one PFL button at a time to cue that channel alone and deactivate PFL monitoring for the other channels.
12. **Cue Level:** Adjusts the volume for headphone cueing in the software.



Deck

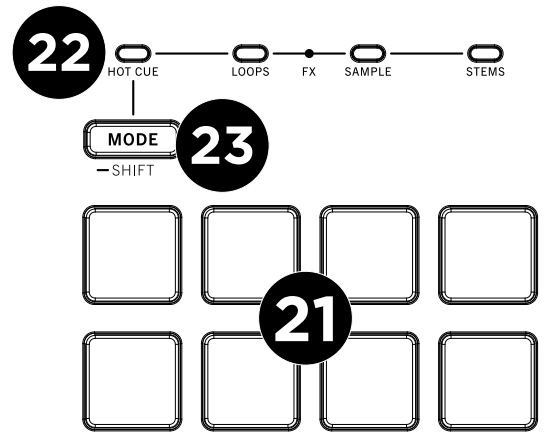
13. **Platter/Jog Wheel:** This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. To bend the pitch of the track, grab the non-touch-sensitive outer wheel.
14. **Pitch Fader:** This controls the speed of the music. Moving towards the “+” will speed the music up, while moving towards the “-” will slow it down.
15. **Beat Align Forward Indicator:** This LED indicates that the wheel needs to be nudged forward to align with the beat grid of the adjacent deck.
- **Off** = Beat grid center or reverse is active.
 - **Full brightness** = Beat grid forward is active.
16. **Beat Align Center Indicator:** This LED indicates that the beat grid of both decks is aligned.
- **Off** = Beat grid forward or reverse is active.
 - **Full brightness** = Beat grid center is active.
17. **Beat Align Reverse Indicator:** This LED indicates that the wheel needs to be pulled backward (reverse) to align with the beat grid of the adjacent deck.
- **Off** = Beat grid center or forward is active.
 - **Full brightness** = Beat grid reverse is active.
18. **Sync:** Press this button to automatically match the corresponding Deck’s tempo with the opposite Deck’s tempo and phase.
19. **Cue:** When the Deck is paused, 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, press the **Cue** button to return the track to this Temporary Cue Point. If a Temporary Cue Point was not set, then it will return to the beginning of the track.
- Press and hold **MODE/SHIFT** and press this button to return the current track to its beginning.
- If the play head is at the start of the track, press and hold **MODE/SHIFT** and press this button to load the previous track in the current list.
20. **Play/Pause:** Starts and suspends playback.



Pad Controls

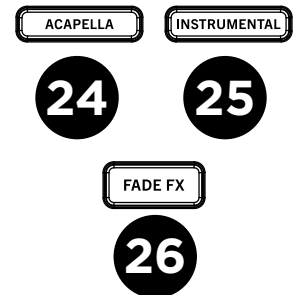
21. **Performance Pads:** These pads can be used to trigger Hot Cues, Loops, Samples, Stems, and to apply effects. To change the function of the pads, press the **Mode** button.
22. **Pad Mode Indicator:** These LEDs indicate the current setting of the **Performance Pads**.
23. **Mode/Shift:** Press this button to change the current function of the **Performance Pads**. Hold this button and press a pad to perform its SHIFT function.
 - **Hot Cue:** Each pad assigns at Hot Cue Point, or returns the track to that Hot Cue Point. When a pad is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track.
Press and hold **MODE/SHIFT** and press a pad to delete the hot cue.
 - **Loops:** Each pad triggers and auto-loop of a different length.
 - **Effects:** Each pad triggers a software effect for the current deck.
 - **Samples:** Each pad triggers a sample in your DJ software.
 - **Stems:** Each pad triggers a stem.

Press and hold this button to access SHIFT functions.



FX

24. **Acapella:** Press this button to activate an instant acapella from the loaded track.
25. **Instrumental:** Press this button to activate an instant instrumental from the loaded track.
26. **Fade FX:** Press this button to activate the Fade FX feature in your DJ software. When Fade FX is active, moving the crossfader away from the current deck will apply the available Fade FX.



Right Side Panel

27. **Main Output:** Use the included 1/8" to RCA adapter for RCA cables to connect this output to speakers or an amplifier system.
28. **Headphone Output:** Connect headphones to this 1/8" (3.5 mm) jack for monitoring the signal. The headphone volume is controlled using the **Cue Gain** knob.

MAIN

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Left Side Panel

29. **USB-C Port:** This USB connection sends and receives audio and control information from a connected computer, tablet, or smartphone.
30. **Party Ball Mode:** Press this button to cycle between the different lighting modes for the **Party Balls**.
- Color-controlled
- Note:** In this mode, you can select from three lighting control patterns in your DJ software.
- Beat-controlled
 - Fixed-timing random
 - All on
 - Off

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Rear Panel

31. **Party Balls:** When activated, these lights will illuminate according to the current **Party Ball Mode** setting.

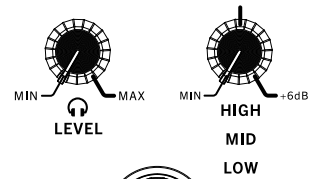
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Operation

Beat-Matching

1. Turn the **Level** and **EQ** knobs to the 12 o'clock position.



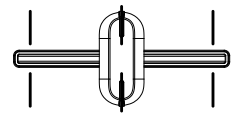
2. Turn the **Browse** knob to scroll through your music library.



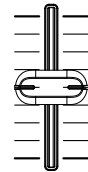
3. Load tracks with similar BPM to Decks 1 and 2 by pressing the **Load 1** and **Load 2** buttons.



4. Move the **Crossfader** on Party Mix all the way to the left to send the audio from Deck 1 to the main outputs.



5. Raise both **Channel Volume** faders to the top position.



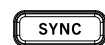
6. Play the track that is loaded on Deck 1.



7. Press the **PFL/Cue** (headphones) button on Deck 2.



8. 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.

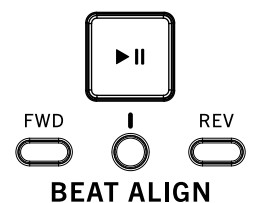


9. While the track is playing, press the **Cue** button to return to the beginning of the track.

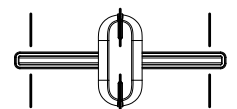


10. Play the track that is loaded on Deck 2.

Note: If manually beat matching, move the wheel forward or backward to align the downbeats of the track with the current track. The Beat Align Center Indicator will illuminate when the beat grid of both decks is aligned.



11. Move the **Crossfader** toward the right to crossfade from Deck 1 to Deck 2.



Appendix (English)

Technical Specifications

Outputs	1 1/8" (3.5 mm) TRS Main Output 1 1/8" (3.5 mm) TRS Headphone Output
Power	via power adapter or USB bus powered
Dimensions (width x depth x height)	13.34" x 8.08" x 1.84" 339 x 205 x 47 mm
Weight	2.43 lbs. 1.1 kg

Specifications are subject to change without notice.

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