



i,Vision

Two/One Way Vision-Touch Screen
DJ Control Panels

User Guide/Introduction

Second Life®

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i,Vision DJ Control Panels at a glance

Models

This guide describes for:

- i,Vision [001] horizontal black (two way)
- i,Vision [001] horizontal white (two way)
- i,Vision [001] horizontal black (one way)
- i,Vision [001] horizontal white (one way)
- i,Vision [001] vertical black (two way)
- i,Vision [001] vertical white (two way)
- i,Vision [001] vertical black (one way)
- i,Vision [001] vertical white (one way)

TAKE CONTROL.

New release "objective / i,Vision 001" series DJ Control Panels are 100 percent ORIGINAL mesh designed for maximum reality and the most natural appearance. You will look the best while spinning during your set. It includes more than 71 MIDI buttons, knobs and sliders to mix tracks and shows filters, loops and other sound effects. i,Vision DJ Control Panels are simulators constructed for professional DJs.

TAKE CONTROL



Overview

All model panels have same interface:

- 1 Deck A/B go to bar
- 2 Your name (changeable with your HUD driven)
- 3 Deck B waveform with progress indicator
- 4 Deck A waveform with progress indicator
- 5 BPM indicator
- 6 Song–Artist's name
- 7 Elapsed-Remain time (default 10 min.)
- 8 Knobs
- 9 Cue position
- 10 Track elapsed indicator
- 11 Track elapsed alternate indicator
- 12 Play/Pause/Cue indicator
- 13 Vu-meter
- 14 Beat Grid FX start-stop button
- 15 Sampler start button
- 16 Play/Pause-Stop/Cue button
- 17 Pitch buttons
- 18 Crossfader/Volume/Pitch sliders
- 19 Alternate Sampler buttons
- 20 Sampler Loop buttons
- 21 Sampler Volume sliders
- 22 Sampler Rec buttons



Features

- 100% ORIGINAL MESH content.
- Two/One-way vision versions.
- Transparent holographic touch screen control units (Play-Pause-Cue buttons /Knobs/Sliders/FX ect.)
- Login/Log Out system module (owner or/and DJs) with name on screen.
- Auto Log Out timer after 5 min.
- Force Login/Log Out with HUD driven.
- Copyable and transferable HUD driven.
- Authorisation from owner for the DJs who work with the console through the HUD.
- Hi-Res animated indicators.
- New and improved interface.
- Unlimited track selection from PL(PlayList) for Deck A, Deck B, Deck A-B and crate unlimited track/artist list.
- Deck A and Deck B counter-scale bar, track circle position indicator, waveforms and Vu-meter skilled for working both Deck A & Deck B separately and synchronized.
- Texture preloader system.
- Easy positioning with rezzers.
- Warnings related to the HUD and direct item will be seen on the local chat.
- Low lag system.
- DJ animated pose ball.

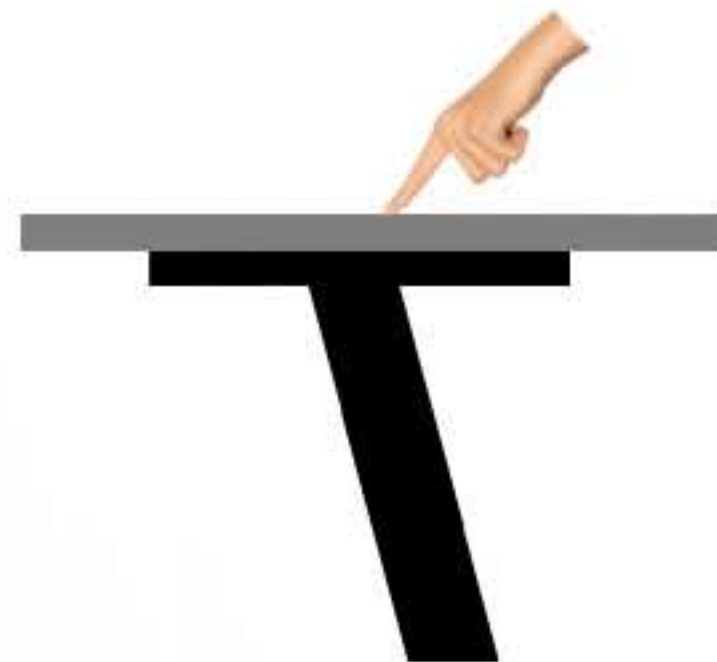


Touch Screen

With "i,Vision Panels", DJs now have sample decks, loop recorders and more amazing effects at their fingertips. "i,Vision panels" give the DJ all the functionality of a virtual DJ with a full multi-touch experience. DJs can begin playing on a touch screen interface immediately. With our holographic transparent touch surface, the DJ is now in total control.



Vertical model

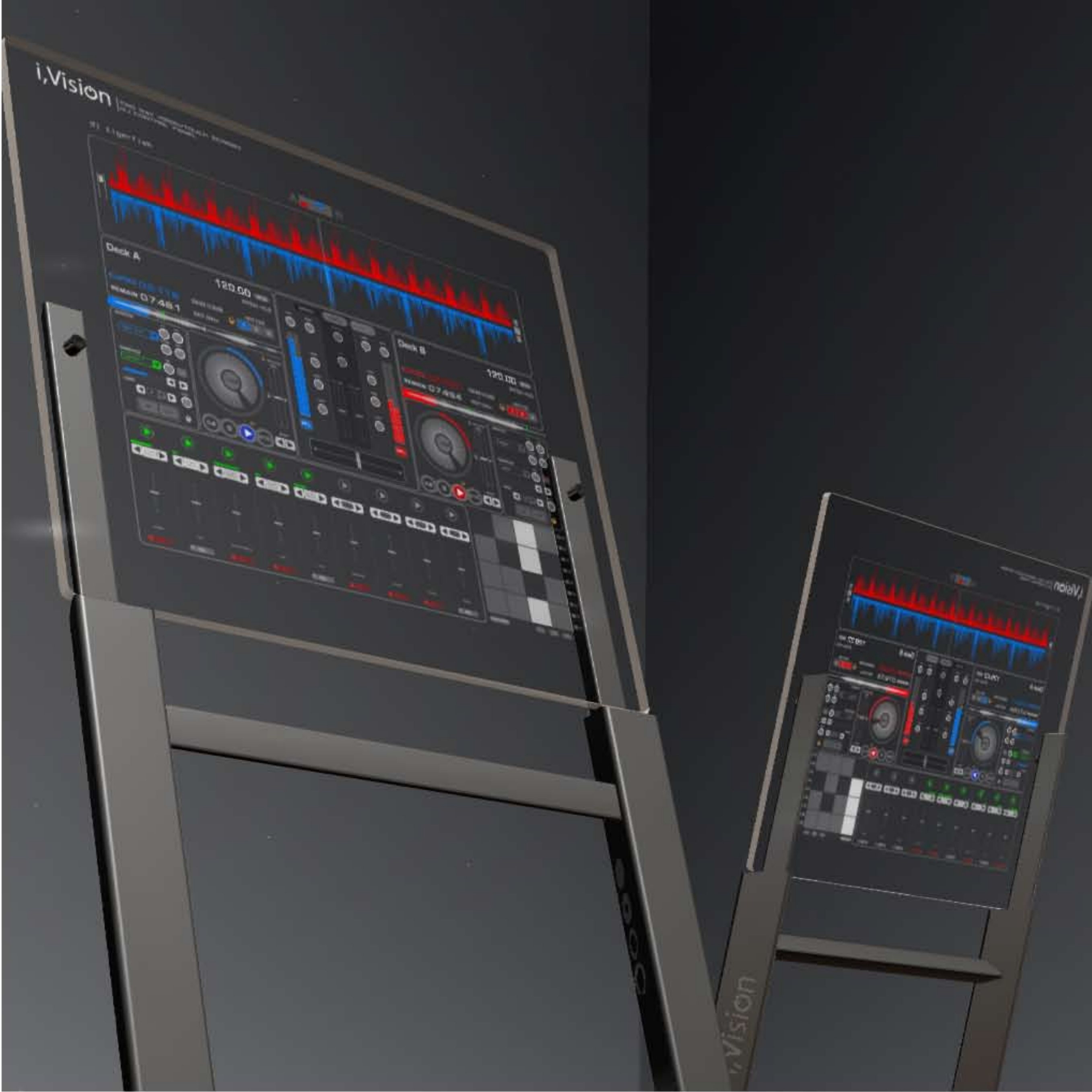
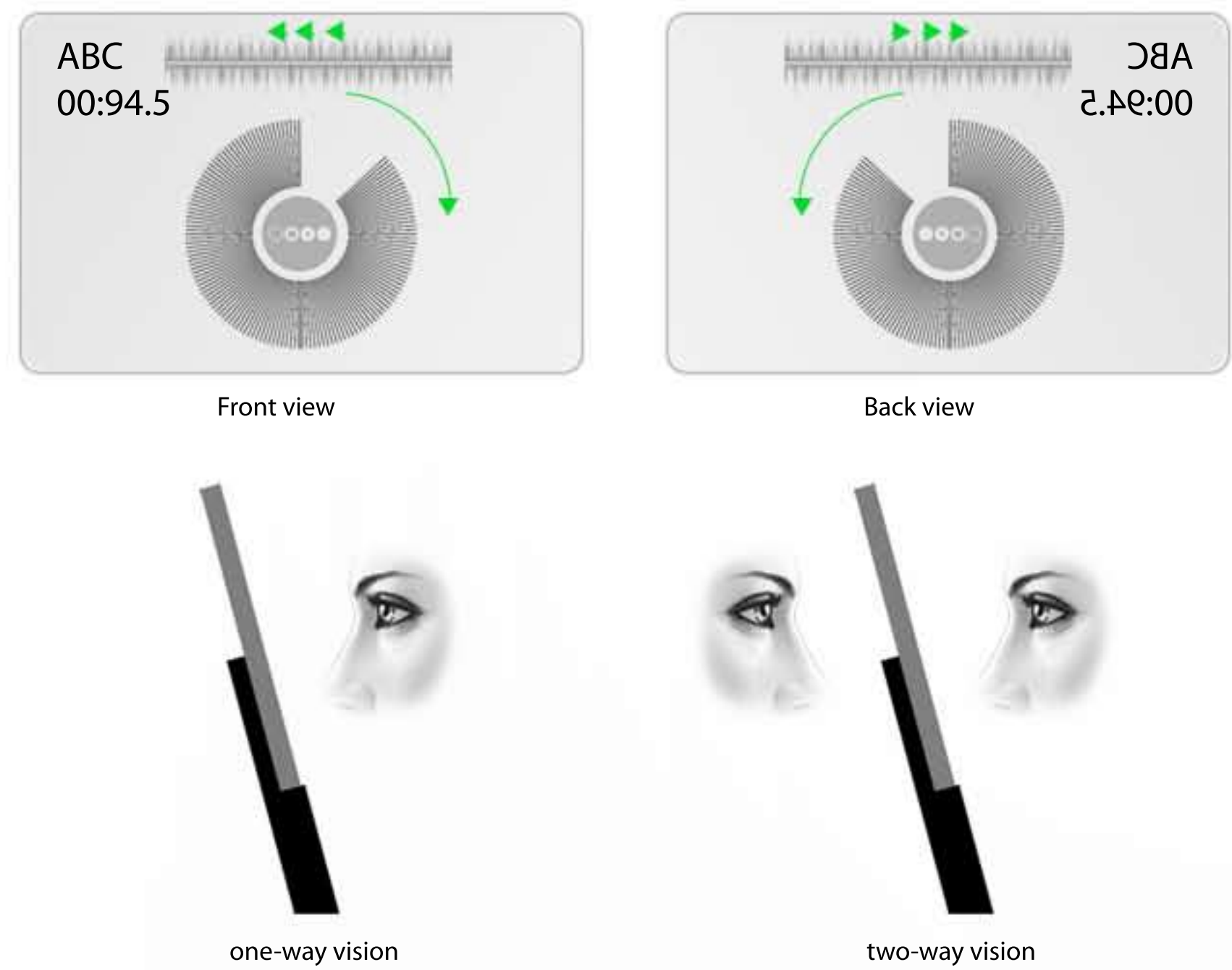


Horizontal model



Faces & Animations

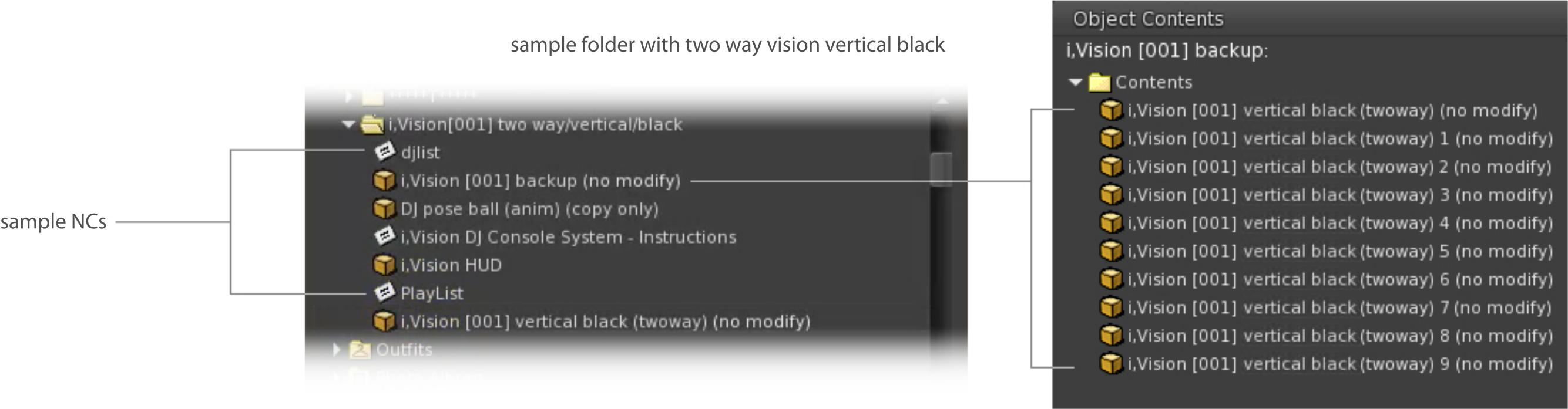
Two-way vision models has the feature of duplication in reverse just as it would be in real life. Numbers, animations or anything visible on the front part will be seen in reverse mode from the back view. This feature adds to the maximum realism for the "i,Vision" panel. One-way vision models has numbers, animations or anything can visible only on the front surface.



Basics

Product Content

- djlist: [how to use](#)
- i,Vision [001] backup
- DJ pose ball (anim)
- i,Vision DJ Console System - Instroductions
- i,Vision HUD: [how to use](#)
- PlayList: [how to create](#)



You may use 10 stored rezzers placed in "i,Vision [001] backup" item if you delete the rezz box after installing the DJ Console.

Inactive Buttons

The buttons that are placed in the yellow area have no function on the panel. Exclusive buttons/sliders have their own function.



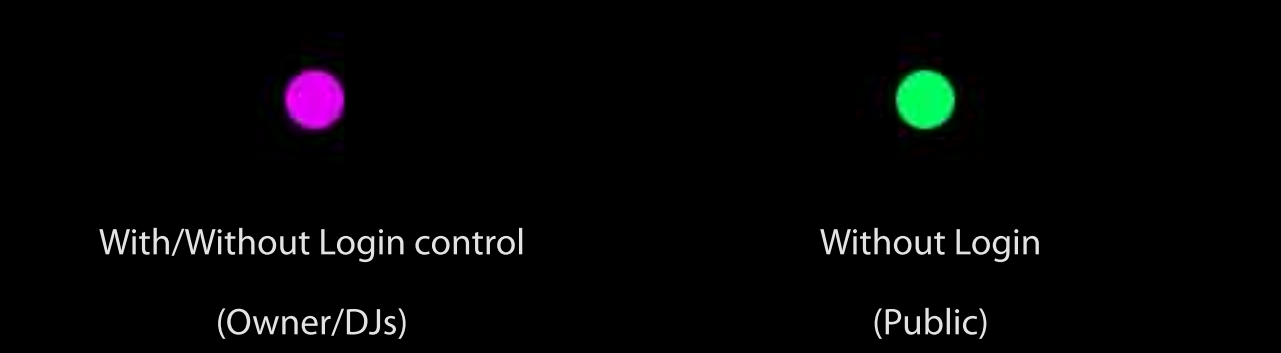
dj nickname

A  B



Permissions

When you log into DJ panel, you may run out of main control units (Artist-Song name/Beat Grid FX/Play/Pause-Stop/Cue) beside the public management. You may see on how to control partially in the next image.



Configuration

Login

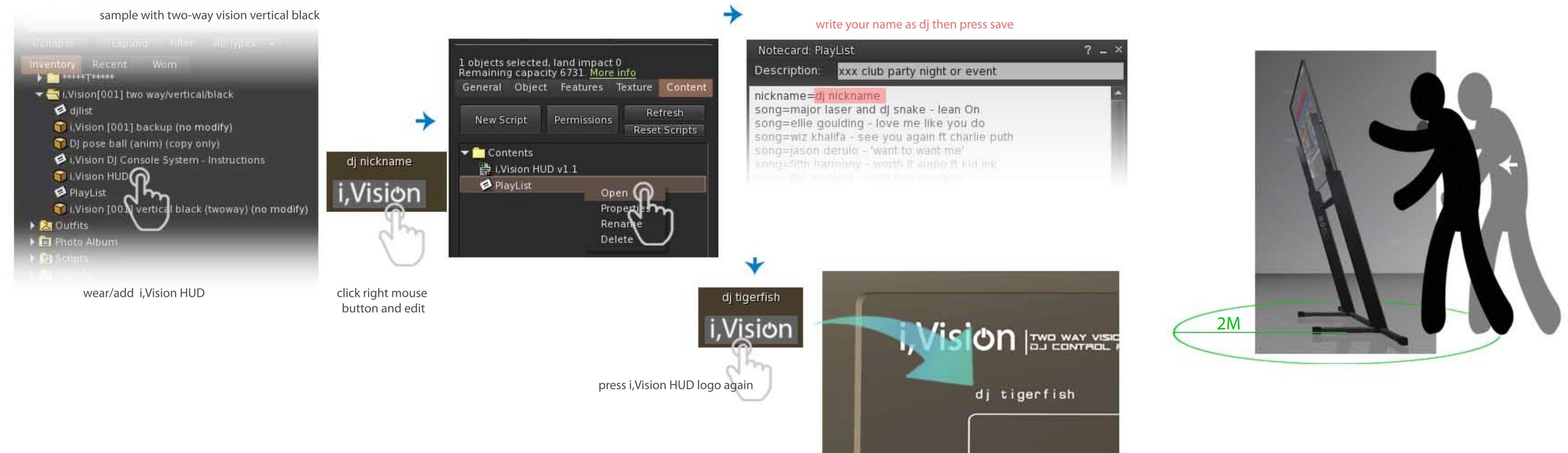


watch tutorial

Wear/Add your HUD; it will be seen as "dj nickname" for the first installation. You need to update the name panel by adding your name.

Right-click on the HUD for editing. You will see a "Playlist" notecard in the content tab. By editing the notecard you may change "nickname=dj nickname" and save. (The name should include max16 characters including letters a-z.) After that process, when you click on the HUD, the HUD will be activated for you through all the functions on it.

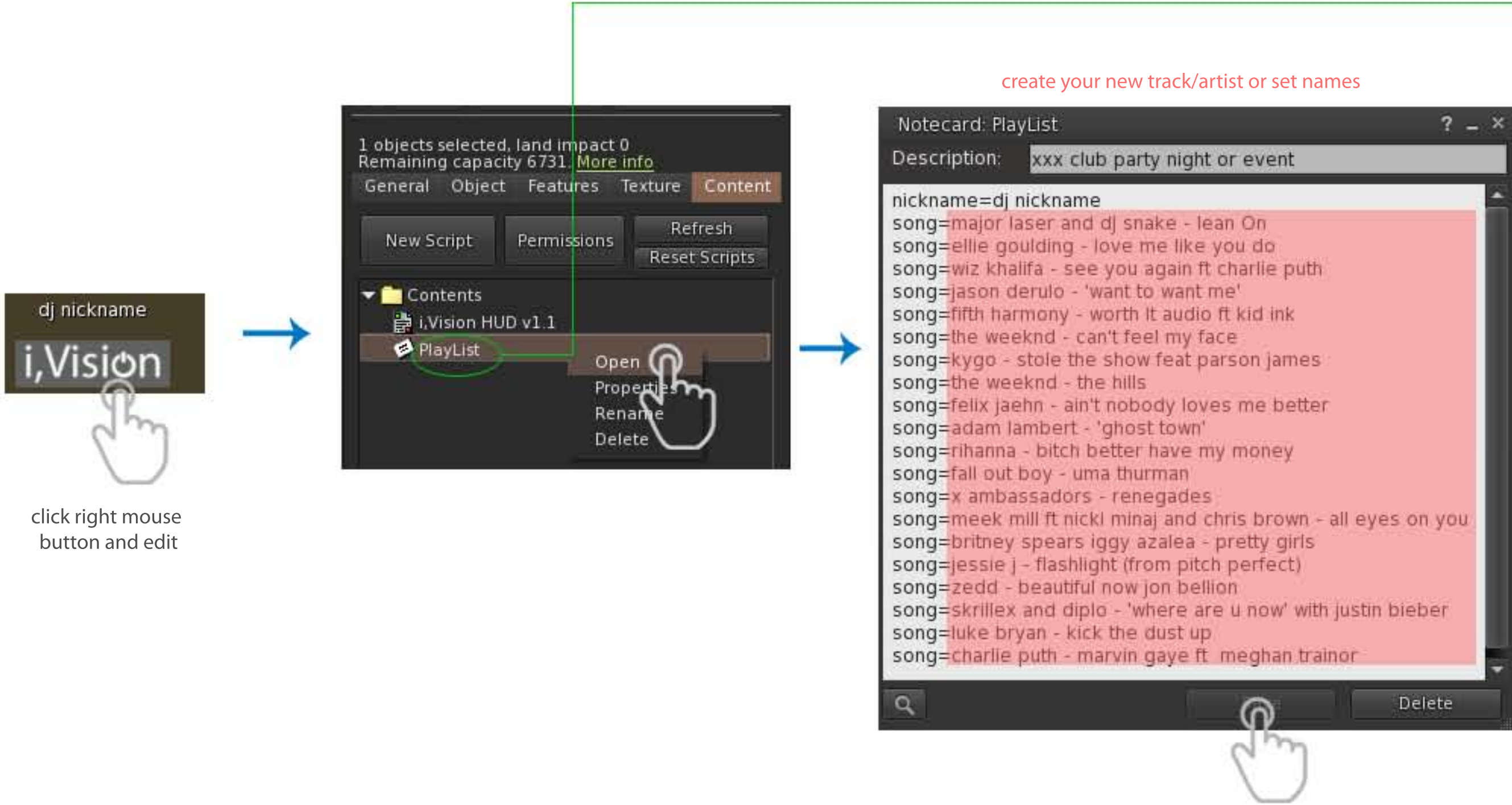
IMPORTANT: Your distance for logging on i,Vision DJ console needs to stay in a maximum range of 2 Meters. You will get a warning text if you are not in the proper range.



Creating the PlayList



You can create your own "PlayList" with your favourite track/artists by editing the HUD. You can modify and create your own by trying the sample one in the i,Vision folder or the one in the HUD. Just make sure you do not change the name of the folder "PlayList" to something else or the HUD will not be in direct connection with the list. You may add numerous songs to that list. The capital letters will automatically turn into lower case letters (e.g. A to a).



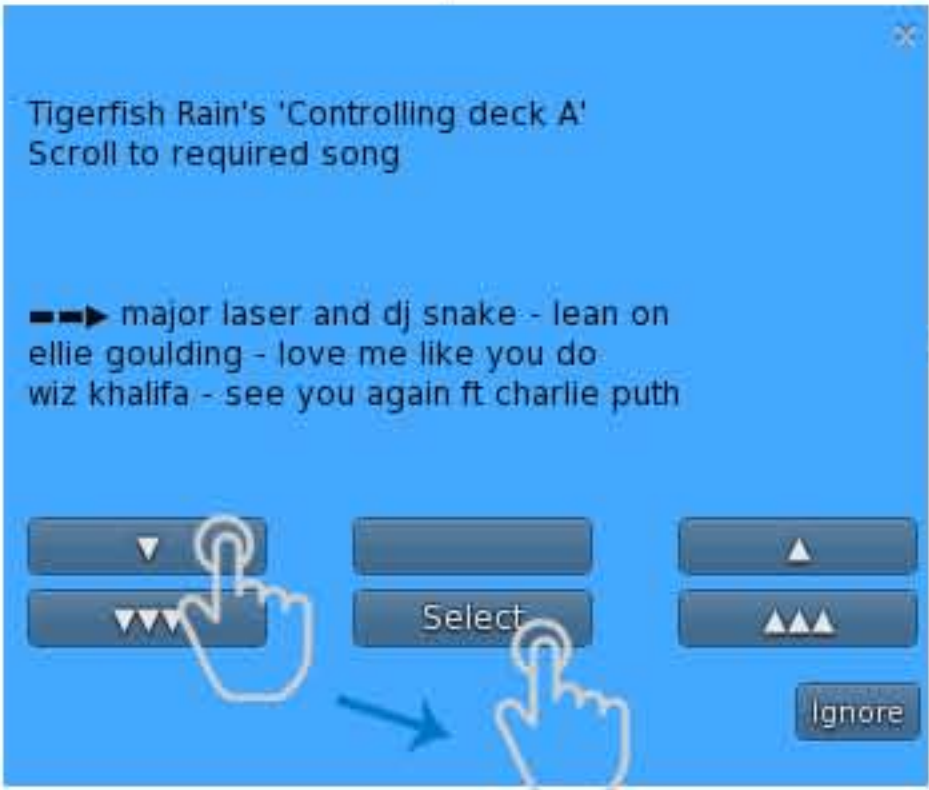
Selecting Tracks



By using the HUD, you may load the track names to Deck A / Deck B / Deck A+B from the "PlayList".



wear/add i,Vision HUD
and click on Logo



if track name longer than 16 character will scroll ◀◀◀



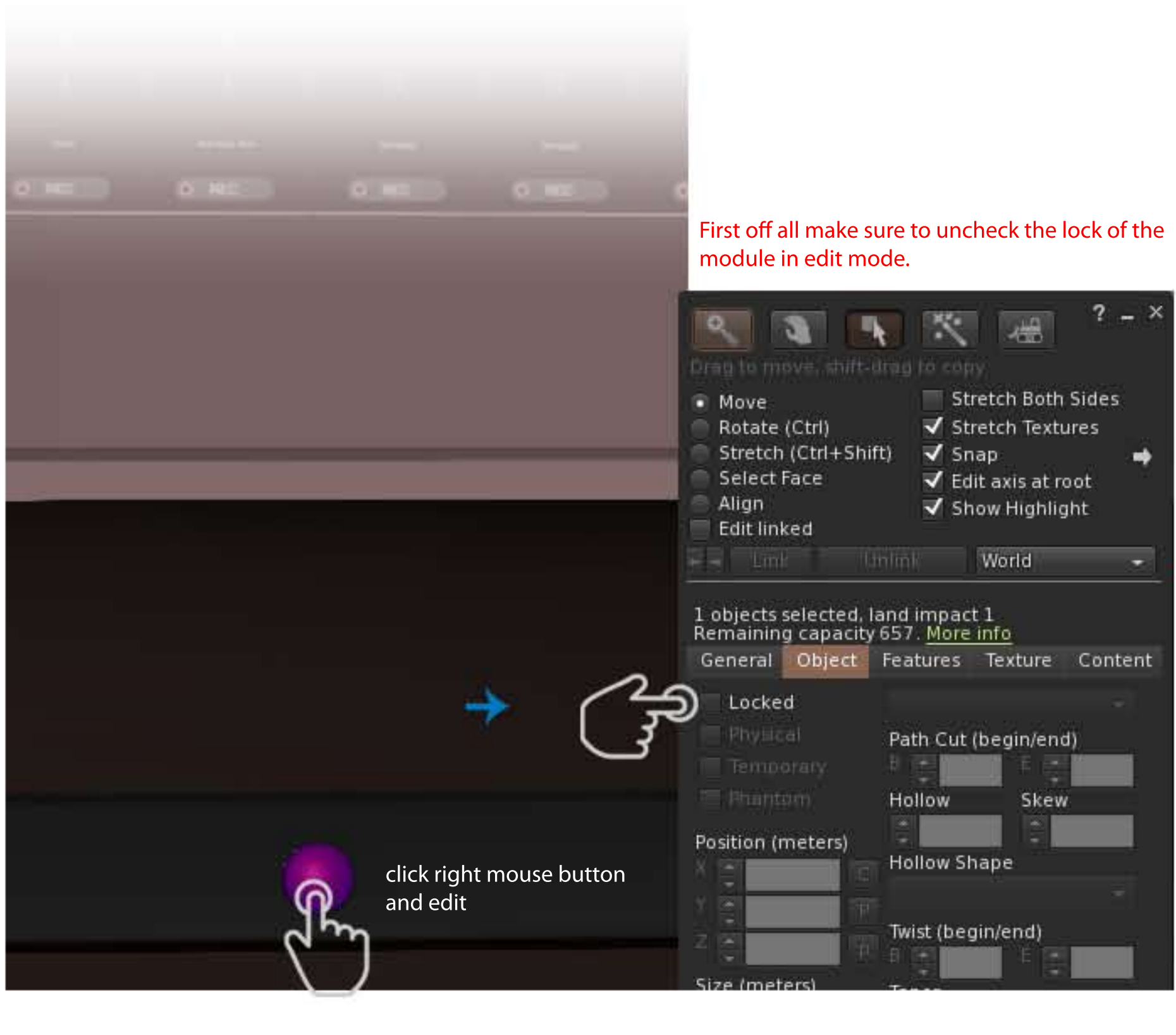
Use the ▼, ▼▼▼ / ▲, ▲▲▲ buttons to scroll the song list until the song you want has —▶ next to it, then click "Select"


Assigning DJs



The owner may authorise or disable authorisation of DJ's for logging onto the DJ panel by transferring the HUD. The middle tab that is placed in the middle of the panel which includes the purple object is the communication tab. You can modify this, and when you make your changes, make it invisible through the editing mode by reducing the alpha when you are done.

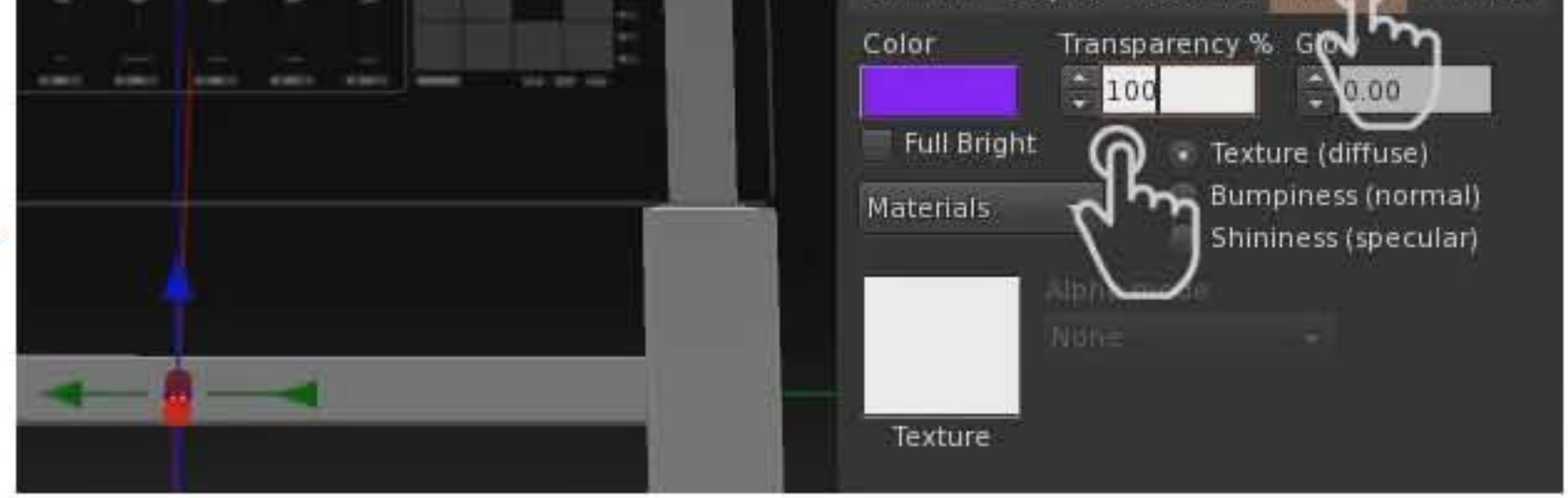
First off all make sure to uncheck the lock of the module in edit mode.



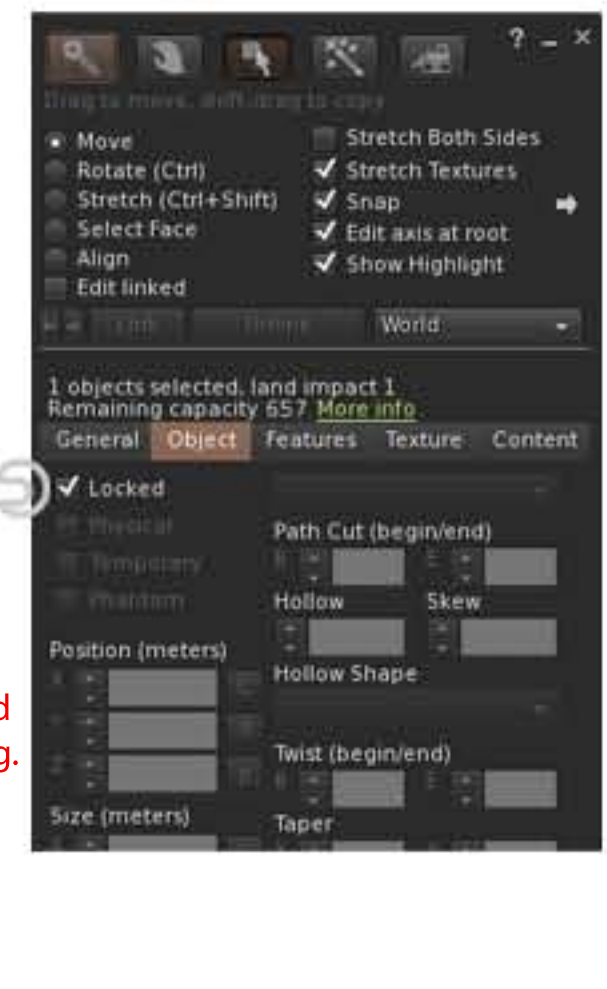


Notecard: djlist
Description: 2015-12-04 09:40:03 note card
Omei Qunhua
Frederick
Gastronome Resident
Tigerfish Rain

Add or delete legacy names of DJs who want to use console as see of below the figure and save.



If you wish you can hide the module with Transparency 100% value



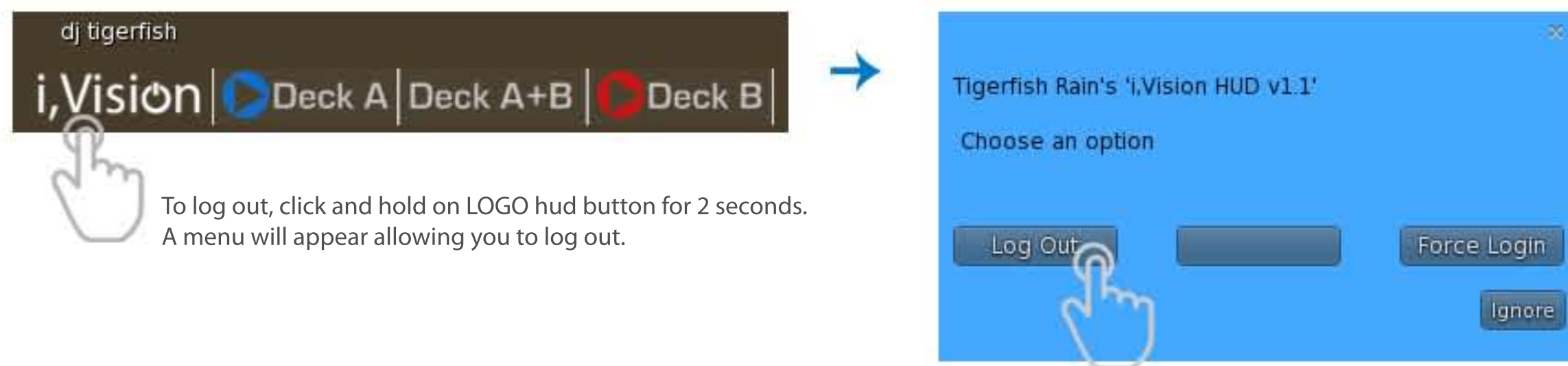
And do not forget to get the locker checked back when you are done with editing.

Log Out

Switching between DJ's by using the HUD is explained in the next image.

The current DJ may log out and let the next DJ take over.

If the DJ who has the HUD is still in the two meter range, they may use the "Force Login" option by itself to log into the DJ panel without waiting for the previous DJ's log out. This feature may help in case the current DJ's crash during the set.



Controls

Play/Pause-Stop/Cue

You may control Deck A and Deck B separately when you are logged into “i,Vision”. The system will switch from Play to pause- stop ve cue mode in the sequence each time you touch the panel on the image.

A

B

ELAPSED 00:00.0

REMAIN 09:59.9

CUE

||

SYNC

1 Play

2 Pause-Stop

3 Cue

In play mode, Counters, Barscale, Track locator circle, and Vu-meter run all synchronized.
Every 10 minutes, the track bar and circle automatically reset themselves and continue to run until manually stopped.
(It is not possible to change that 10 min track; the standard amount of time is valid for 10 min.)

ELAPSED 00:00.0

REMAIN 09:59.9

CUE

||

SYNC

ELAPSED 05:12.6

REMAIN 04:48.3

CUE

||

SYNC

ELAPSED 09:39.2

REMAIN 00:21.7

CUE

||

SYNC

Knobs

Except for the “Shift” knob, all other knobs act like the ‘Vol’ shown in the sample. It moves in a certain way when it is touched and in reverse on the second touch.

This motion will run until you pull your finger back.

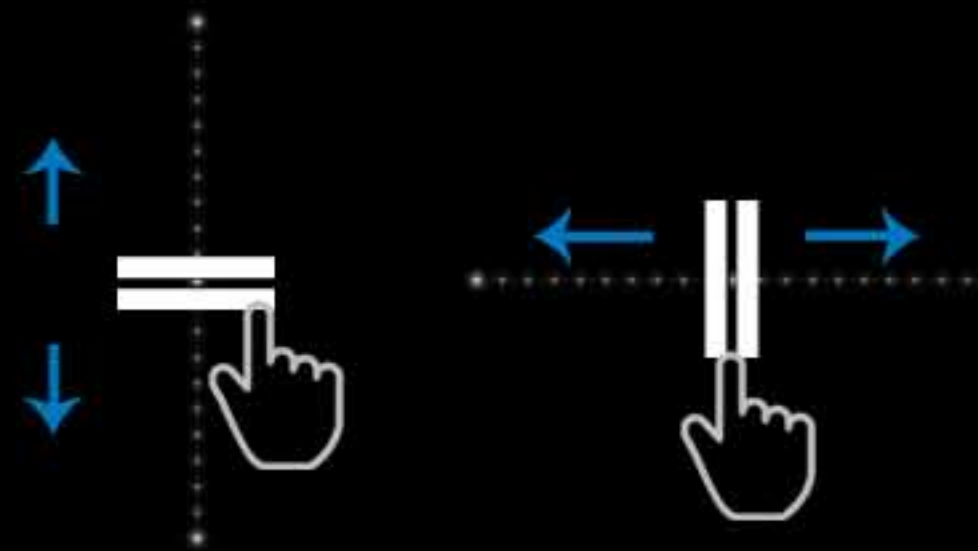


this feature enables all knobs without "shift" knobs.



Sliders & Cue positioner

You may control and move the sliders to the right/left or up and down easily as you wish.



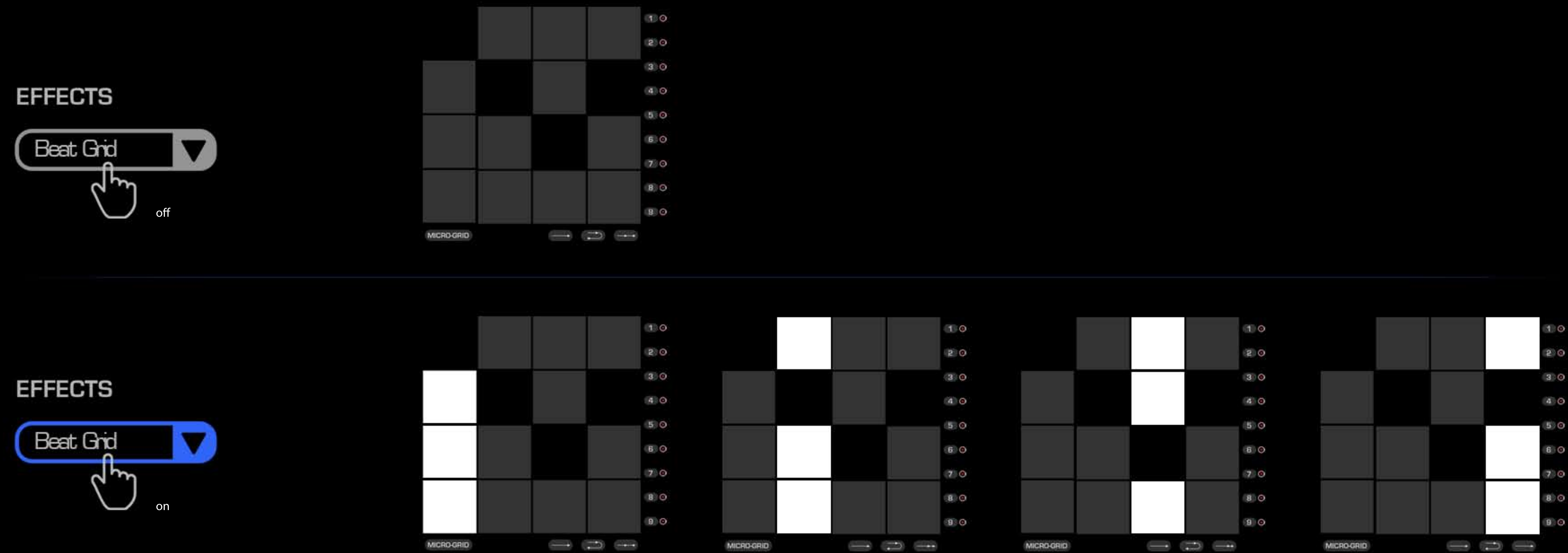
BPM values

The numbers will increase each time you touch the bar. You may visualise the BPM value of your set/song to the audience with this method. Max. BPM level is 399.99 For editing on these numbers you have to be in range of 5 meters from the console.

134.27 BPM

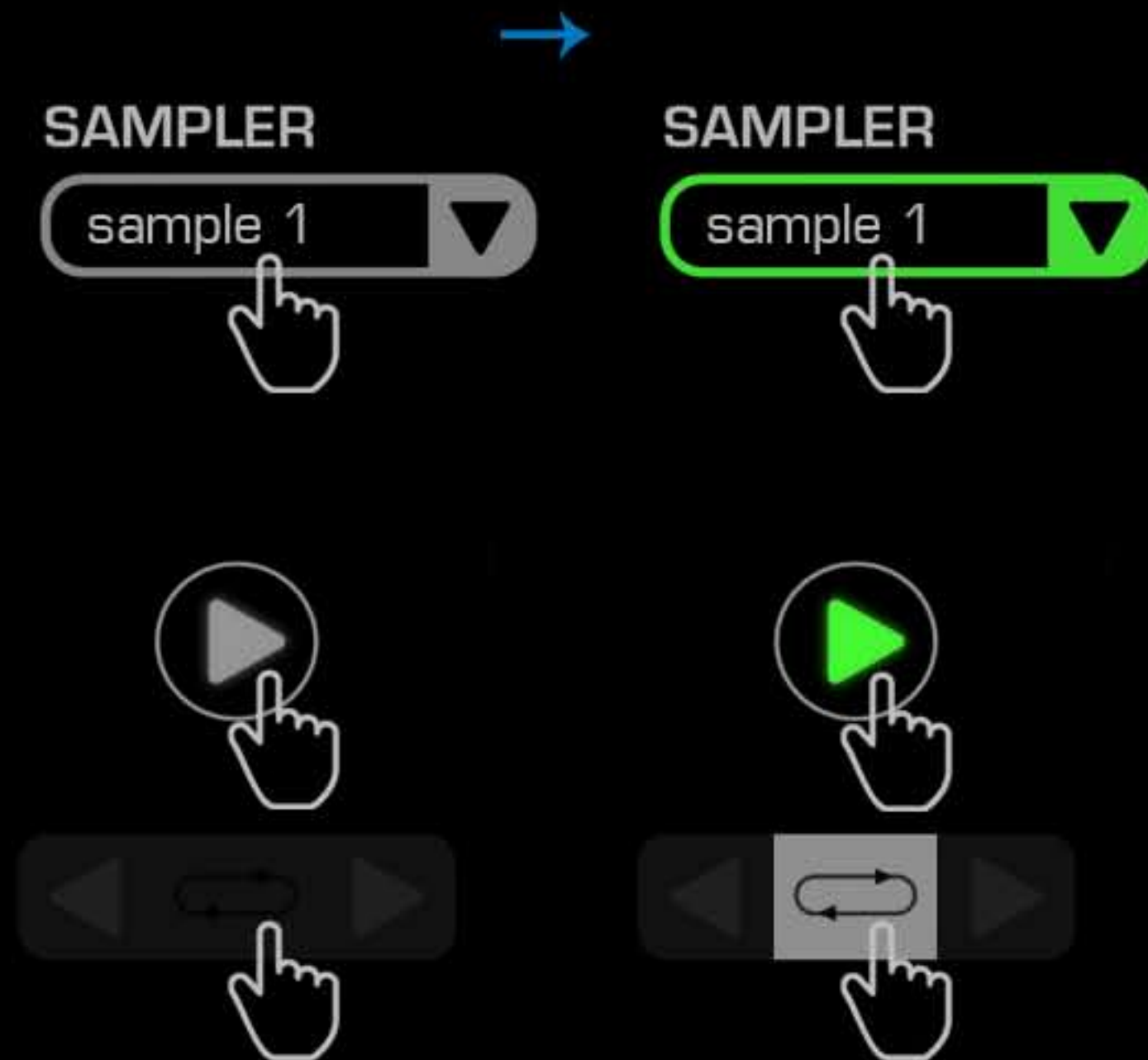
Beat Grid

You may activate/deactivate the Beat Grid effect with that button.



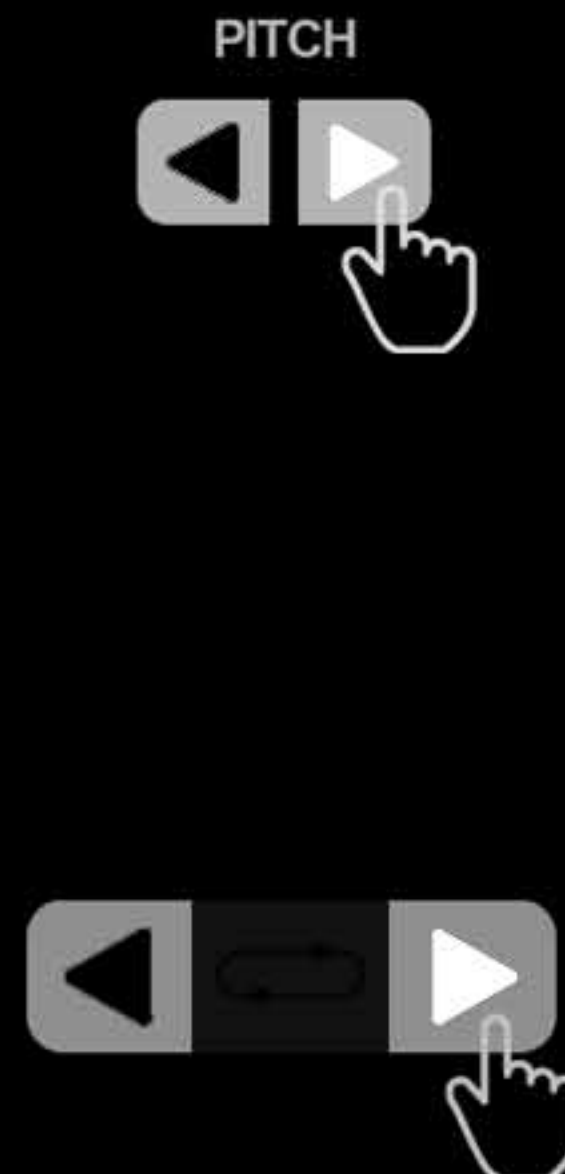
Samplers

You may activate the sample function by clicking on the tab in the image.



Pitch & Loop

The buttons are activated when they are pressed, as shown in the image. Automatically gets deactivated when they are not touched.



REC

You may leave the record buttons in open or closed mode by your preference.



Accessories

Power Gloves

Feel the ultimate control at the end of your fingers and enjoy having this unique creation with Power Gloves.

i,Vision
Glove



Headphones

Feel the Rhythm with the Beats

Wearable and foldable with the best quality
DJ headset will set the power for high quality during your performance.



watch introduction



HDP001 SERIES
STUDIO-WIRELESS DJ HEADPHONES



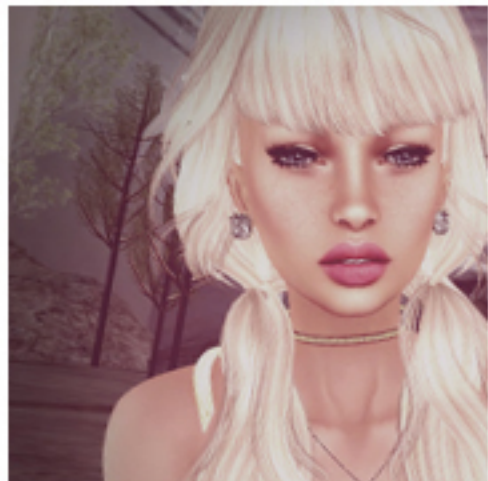
Support & Networks

Support

○●●● objective products and items are only used within Second Life®

If any question or problem contact with:

Jenna Vedrina
objective Director



or

Tigerfish Rain
objective Group Owner



Please use a notecard, don't use IM's, they would be "capped".

Networks

Join our in-world group “objective” for updated stuifs and new products. <http://world.secondlife.com/group/d527f9e0-2a13-ebf8-2dfa-9e5e39328d80>

Copy and paste the following link in local chat, then click it, Join the group.

secondlife:///app/group/d527f9e0-2a13-ebf8-2dfa-9e5e39328d80/about

