

Numark

MIXSTREAM

Quickstart Guide

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Quickstart Guide (English)

Introduction

Thank you for purchasing the Mixstream. At Numark, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be. We're honored and excited to play a part in your musical & creative DJ journey!

Box Contents

Mixstream

Power Supply

USB Cable

Engine DJ Software Download Card

Display Cleaning Cloth

Quickstart Guide

Safety & Warranty Manual

Important: Visit numark.com and find the webpage for **Mixstream** to download the complete *User Guide*.

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.

Product Registration

Your product may include exclusive software and/or promotions which can only be accessed by registering your new product on the Numark website.

To check eligibility and access the available content, please register your product by following the instructions below.

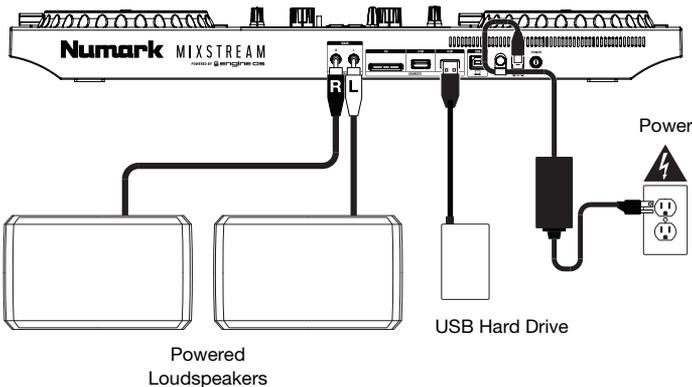
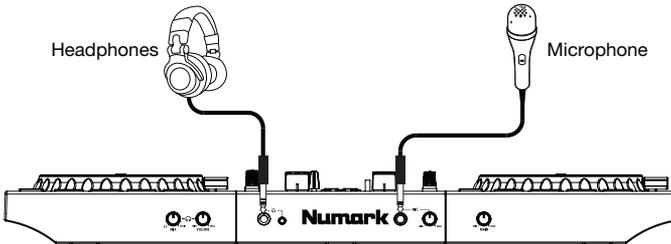
1. Visit numark.com.
2. Click "My Account" to access your existing account or to create a new account.
3. Once signed in, click "Register A Product".
4. Complete the form and click "Submit Registration".
5. Upon successful registration, any applicable software downloads, exclusive content, and promotional offers will be shown in your account.

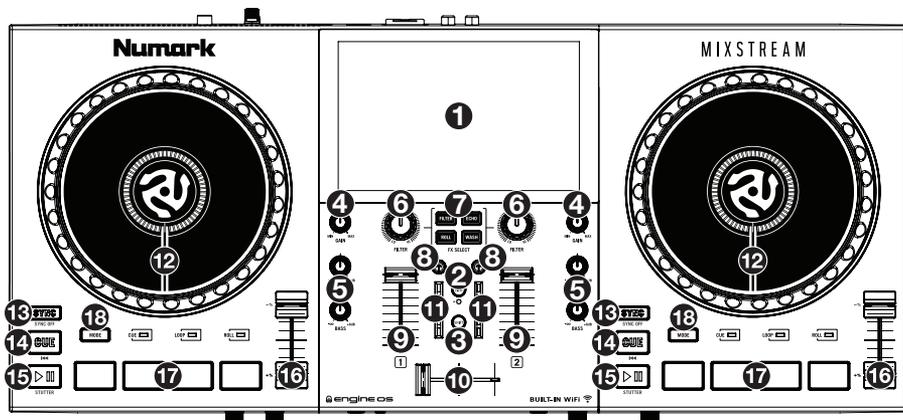
Setup

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

Important: Occasionally, we may update Mixstream’s firmware to add exciting new features and improvements. Visit numark.com to check for available firmware updates, especially after you update your software (firmware updates may address new software features).

1. Visit numark.com and log into your account. (Create an account if this is your first Numark product.)
2. In your account, download and install the latest firmware version of Engine Prime. Double-click the .exe (Windows) or .dmg (macOS) installer file you downloaded, and then follow the on-screen instructions to install Engine Prime.
3. Transfer your music to a media device to be used with Mixstream.
4. Connect input sources **such as a microphone** to Mixstream.
5. Connect output devices (headphones, loudspeakers, etc.) to Mixstream.
6. Plug all devices into power sources, and turn on devices in proper order:
 - When starting a session, turn on (1) input sources, (2) Mixstream, (3) output devices.
 - When ending a session, turn off (1) output devices, (2) Mixstream, (3) input sources.
7. **To use Engine OS (standalone playback):** Insert a USB flash drive or SD card (with an Engine-configured music library) to Mixstream’s **USB port** or **SD Card Slot**.





1. **Touchscreen:** This full-color, multi-touch display shows information relevant to Mixstream's current operation. Touch the touchscreen (and use the hardware controls) to control the Mixstream interface.
2. **View / Utility:** Press this button to cycle between the Library and Performance views.
Hold **Shift** and press the **View** button to show the Utility/Preferences menu. See the *User Guide* for more information.
3. **Shift:** Press and hold this button to access secondary functions of other controls.
4. **Channel Gain:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
5. **Channel EQ:** Turn these knobs to boost or cut the high and low frequencies for the channel.
6. **Filter:** Turn this knob to apply a filter **or** FX to the channel.
7. **FX Select:** Press these buttons to enable or disable the selected effect:
 - **Filter:** This effect applies a filter to the channel. Starting from the center (12:00) position, turn the **Filter knob** counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter.
 - **Echo:** This effect is a brief echo. Starting from the center position, turn a **Filter knob** counter-clockwise to decrease the length of the delay and increase the feedback, or turn it clockwise to increase the length of the delay as well as the feedback. The echo will be off in the center position.
 - **Roll:** This effect applies a filter roll to the channel. Starting from the center position, turn the **Filter knob** counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter. In addition, it will apply a Loop Roll to the filter and will decrease in length as the knob moves further away from the center position.
 - **Wash:** This creates a transition effect. Turn a **Filter knob** to its most counter-clockwise (minimum) position to apply a 1-beat echo that will also mute the channel's normal audio signal, or turn it to its most clockwise (maximum) position to apply a 1/2-beat echo.
8. **Headphone Preview:** Press this button to preview the channel in the headphones. Use the **Headphone Mix** knob to adjust the mix between the channel's pre-fader signal and the headphones' cue channel.
9. **Channel Fader:** Use this fader to adjust the channel's volume level.
10. **Crossfader:** Use the crossfader to mix between Deck 1 and Deck 2.

11. **Main Level Meters:** These LEDs display the audio signal level of the main mix (sent out of the **Main Outputs**).
12. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved.
13. **Sync / Sync Off:** Press this button to activate sync.
 Press and hold **Shift** and press this button to deactivate Sync. You can also set Sync to deactivate without using Shift by changing the **Sync Button Action** setting in the User Preferences menu.
14. **Cue / Previous:** 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.)
 If the Deck is paused, you can press and hold the **Cue Button** to play the track from the Temporary Cue Point. Releasing the **Cue Button** will return the track to the Temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the **Cue Button**, then press and hold the **Play Button**, and then release both buttons.
 Press and hold **Shift** and then press this button to return to the beginning of the track.
15. **Play/Pause / Stutter:** This button pauses or resumes playback.
 Press and hold **Shift** and then press this button to “stutter-play” the track from the initial cue point.
16. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track.
 Press and hold **Shift** and then press one of the **Pitch Bend** buttons to adjust the total range.
17. **Performance Pads:** These pads have different functions on each deck depending on the current pad mode.
18. **Pad Mode:** Press this button to cycle between the pad modes: Cue Mode, Loop Mode, and Roll Mode:
 - **Cue:** Press a pad at the desired location to assign a hot cue point. Press the pad again to jump to the assigned point. Press and hold **Shift** and press the pad again to delete a hot cue point.
 - **Loop:** Press a pad to activate a loop. Press the pad again to deactivate a loop. Press and hold **Shift** and press pads 1 and 2 to halve or double the length of the loop, respectively. Press and hold **Shift** and press pads 3 and 4 to move the loop area left or right, respectively.
 - **Roll:** Press a pad and hold each pad to trigger a “loop roll” of a certain length while the track’s timeline continues (the lower half of the waveform in the display will continue moving forward). When you release the pad, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

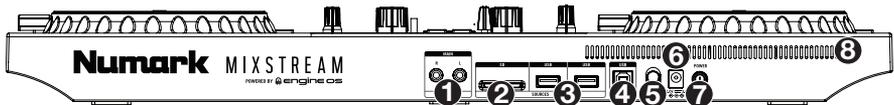
See the full *User Guide* for more information.

Front Panel



1. **Headphone Mix:** Turn this knob to adjust the blend of the pre-fader and master channels together in the headphones.
2. **Headphone Volume:** Adjusts the volume for headphone cueing.
3. **Headphones (1/4", 1/8") (6.35 mm, 3.5 mm):** Connect your 1/4" or 1/8" (6.35 mm or 3.5 mm) headphones to this output for cueing and mix monitoring. **Use the Headphone Volume knob to control the volume.**
4. **Mic Input (1/4" / 6.35 mm):** Use a standard 1/4" (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input.
5. **Mic Level:** Turn this knob to adjust the volume level of the microphone input. You can adjust the microphone attenuation and routing in the Utility menu.
6. **Main Level:** Turn this knob to adjust the volume level of the **Main Outputs**.

Rear Panel



1. **Main Outputs (RCA, unbalanced):** Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Main** knob on the **front** panel to control the volume level.
2. **SD Card Slot:** Insert a standard SD card to this slot. You can use the touchscreen to select and load tracks from your SD card.
3. **USB-A Ports:** Connect a standard USB drives to these USB ports. When you select a USB drive as a source, you can use the touchscreen to select and load tracks from your USB drive. You can also connect a keyboard to these ports to easily search through your library.

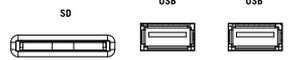
Note: Although Mixstream can play tracks that have not been analyzed yet, pre-analyzing them allows its features to work most effectively. We recommend using the Engine Prime software to configure your music library on your SD card or USB flash drive before connecting to Mixstream. See the full *User Guide* for more information.
4. **PC USB-B Port:** Use a standard USB cable (included) to connect this USB port to an available USB port on your computer.
5. **Power Adapter Restraint:** Secure the power adapter cable to this restraint to prevent it from accidentally unplugging.
6. **Power Input:** Use the included power adapter to power the unit.
7. **Power Button:** Press this button to power Mixstream on. Power on Mixstream only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers.

To power off Mixstream, press this button and follow the prompts on the touchscreen. Power off your amplifiers and loudspeakers **before** powering off Mixstream.
8. **Vent:** Make sure this vent is unobstructed while using Mixstream.

Mix and Beat-Match Using Sync

Below is an example of how to **load and mix tracks** using the Sync function on Mixstream:

1. Insert a USB drive or SD card with tracks into the respective port on the rear panel. You can also start with the demo tracks preloaded on Mixstream.



2. Start with the **Level** and **EQ** knobs on Mixstream at the 12 o'clock position. You can adjust these after the tracks are loaded.



3. Power on Mixstream and use the **touchscreen** to select and load the Engine profile from your USB drive or SD card.

4. Use the **Library** view to browse the contents of your device. In Library View, you can:
 - Swipe a list up or down** to browse through it (e.g., your list of crates, your list of playlists, or your list of tracks).

Tap and drag the scroll bar to quickly browse through tracks.

Tap an icon or item in a list to select it (e.g., the icons for Crates, Playlists, Prepare List, Files, or Search on the left side of the Library).

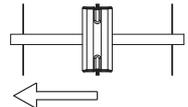
Tap and hold your finger on a track to show its information window. Tap the information window to close it.

Tap the track art to preview the track. Tap again to stop the preview. While previewing, tap along the track entry to scan through the track.

Tap the Search field and use the keyboard that appears in the display to search through your tracks by keyword.

5. Load tracks with similar BPM onto Decks 1 and 2 by swiping to the right along the track entry and then selecting Deck 1 or 2.

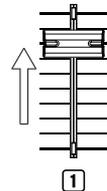
6. Move the **crossfader** on Mixstream all the way to the left to send the audio from Deck 1 to the main outputs and speakers.



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



8. Raise the **Channel Fader** for Deck 1 so your audience can hear the track.



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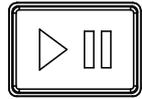
9. Now that you have one track playing, you can preview the next track and get ready to mix it. First, press the **Sync** button on Deck 1 to make it the primary BPM source.



10. Press the **Headphone Preview** button on Deck 2.



11. Play the track that is loaded on Deck 2 so you can preview it in your headphones.



12. Adjust the **Headphone Volume** knob to turn up the volume in your headphones, and adjust the **Headphone Mix** knob so you can hear both tracks playing.



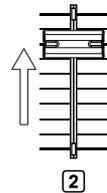
13. Press **Sync** on Deck 2 to match its BPM with Deck 1.



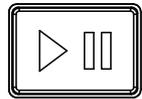
14. While the track is playing, press the **Cue** button to return to the beginning of the track.



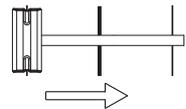
15. Bring up the **Channel Fader** for Deck 2 so your audience will be able to hear the track.



16. When you are ready to mix into the new track, play the track that is loaded on Deck 2.



17. Move the **crossfader** on Mixstream toward the right to crossfade from Deck 1 to Deck 2.



You can now repeat this process to keep mixing new tracks like a pro!

Appendix (English)

Technical Specifications

Frequency Response	20 Hz – 20 kHz +/- 1 dB	
Dynamic Range	> 109 dB (A-weighted)	
Signal-to-Noise Ratio	> 92 dB (A-weighted)	
Headroom	Aux	> 15 dB
	Mic	> 20 dB
	Outputs	> 15 dB
Channel Separation	< -88 dB (1 kHz, unity)	
T.H.D.	Aux	< 0.01% (1 kHz, unity)
	Microphone	< 0.02% (1 kHz, unity)
Analog Input	Aux	+15 dBV (maximum) 0 dB (unity)
	Microphone	-40 dBu (unity) -54 dBu (minimum)
Analog Output	Master, Balanced	+18 dBu (maximum) +4 dBu (unity)
	Master, Unbalanced	+15 dBu (maximum) 0 dBu (unity)
	Booth	+18 dBu (maximum) +4 dBu (unity)
	Headphone Output	< 40 mW
Connections	Audio Outputs	1 RCA output pair (main left/right, unbalanced) 1 1/4" (6.35 mm) stereo output (headphones) 1 1/8" (3.5 mm) stereo output (headphones)
	Audio Inputs	1 1/4" (6.35 mm) microphone input
	Other	2 USB port (for USB drives) 1 USB port (to computer) 1 SD card slot 1 power adapter input

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Power	Connection: DC, Center Positive Voltage: 12.0 V 3.0 A
Dimensions (width x depth x height)	16.2" x 10.8" x 2.1" 411 x 274 x 53 mm
Weight	8.11 lbs. / 3.68 kg

Specifications are subject to change without notice.

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