

S H  N O B I F A D E R
S H  N O B I D J Ver. 1.607

by NKSC Lab

USER GUIDE

English

Before use

Please be sure to read this user guide before using the products. It contains important information that you should understand before using the SHINOBI FADER *T*, SHINOBI FADER *M* and SHINOBI DJ app.

We do not recommend using a screen protector thicker than 0.2mm when using the SHINOBI FADER *T*. Using a protector thicker than 0.2mm may cause the fader to not respond properly. The response may also improve under the following conditions:

- Using the fader on a conductive surface, such as a metal table
- Using the fader while it is charging, such as portable power bank
- Reinstalling the SHINOBI FADER *T*

For instructions on calibrating the SHINOBI FADER, please refer to page 18, 19 of this guide or the user guide video:

User Guide - Calibration of SHINOBI FADER *T*

<https://youtu.be/x0krl4xcZ60>

User Guide - Calibration of SHINOBI FADER *M*

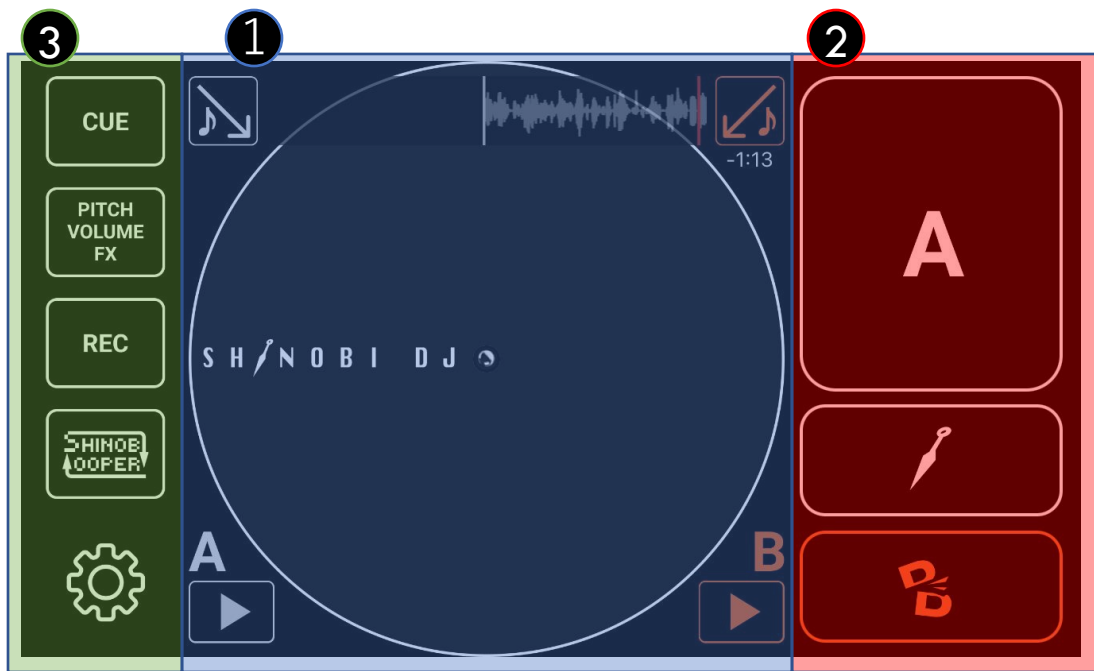
<https://youtu.be/vNX4HNE5Gjs>



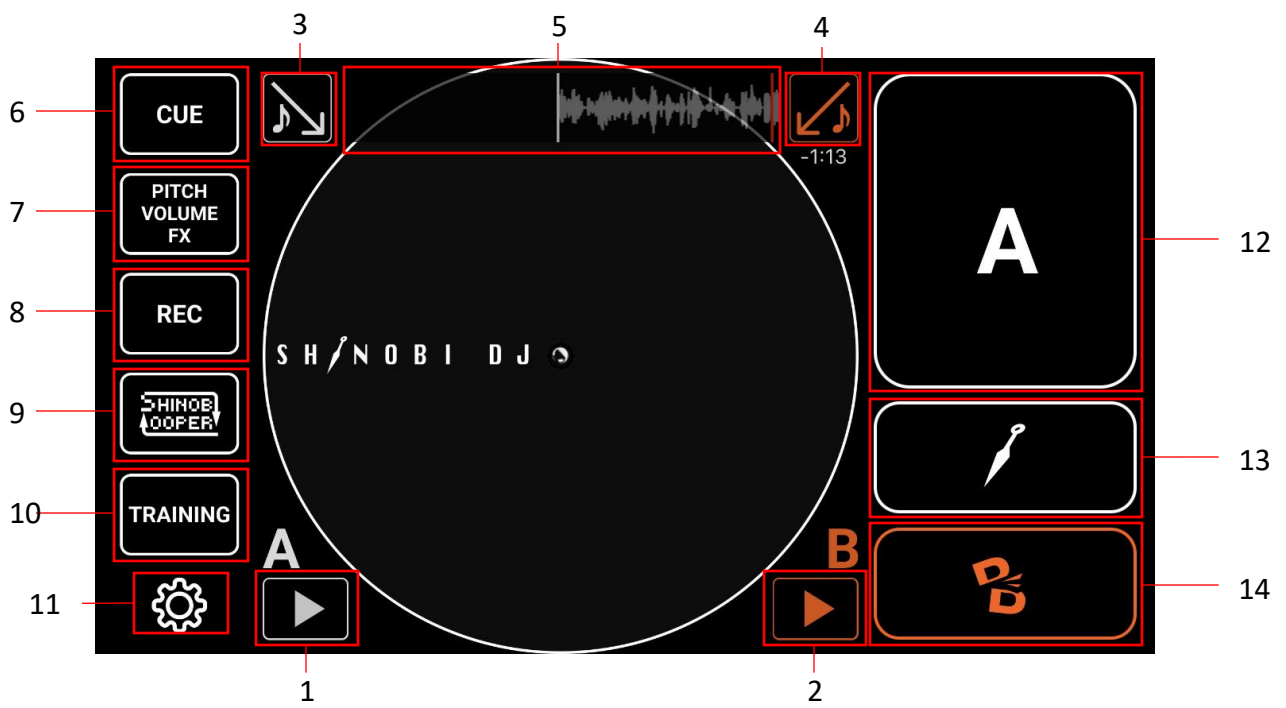
User Guide - Calibration of SHINOBI FADER *M*

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Understanding the display

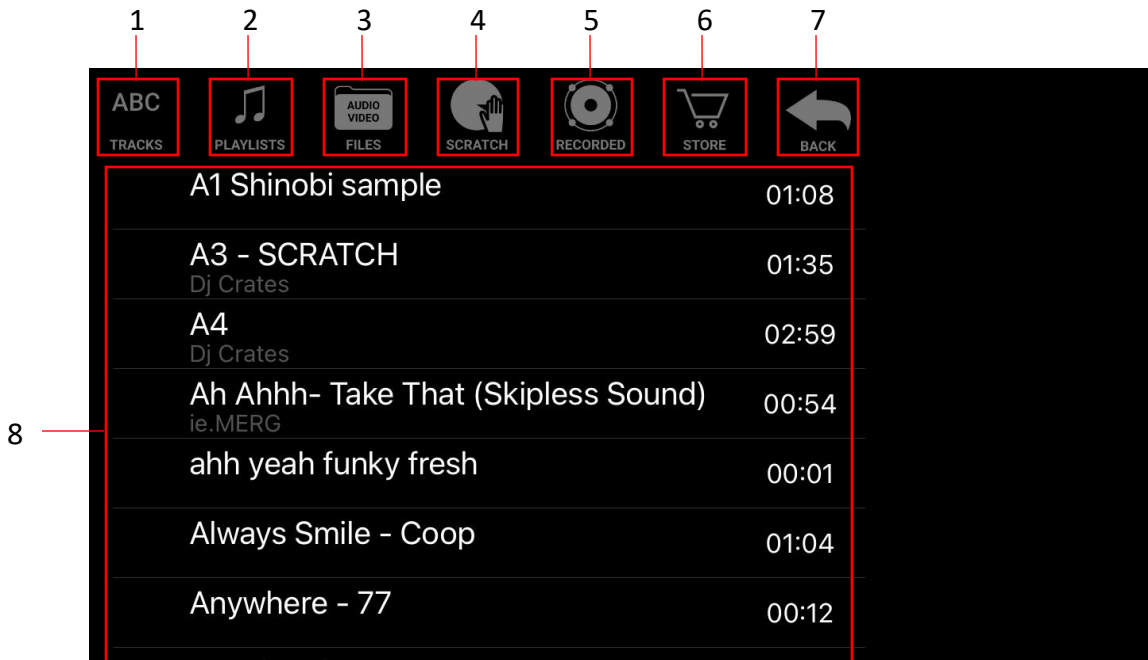


- ① **Platter Area:** This is the main area for playing, importing, and scratching tracks.
- ② **Fader Area:** This is the area for controlling audio output, where the SHINOBI FADER (sold separately) can be installed.
- ③ **Tab Area:** This is where you can access various settings such as CUE, FX, volume, and more.



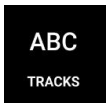
1. Plays/Pauses DECK A.
2. Plays/Pauses DECK B.
3. Opens the music library to load tracks onto DECK A.
4. Opens the music library to load tracks onto DECK B.
5. Displays the waveform of the track on DECK A.
6. Opens the CUE TAB.
7. Opens the PITCH/VOLUME/FX TAB.
8. Opens the RECORDING TAB.
9. Opens the SHINOBI LOOPER. (requires in-app purchase)
10. Opens the TRAINING TAB.
11. Opens the SETTINGS TAB.
12. Outputs the audio from DECK A. While holding [11], touching will output audio A, and releasing will mute audio A.
13. Mute the audio from DECK A.
14. Mute button for DECK B audio

Importing music



1. Displays the media library in alphabetical order.
2. Displays playlists.
3. Displays audio and video files (requires in-app purchase for videos)
4. Displays preset files and in-app purchased tracks.
5. Displays recorded audio from the recording mode.
6. Displays the store page.
7. Goes to the previous page or back to the main screen.
8. Displays the tracks or information selected in the header. Tapping the cell will load the track or access the information

II Importing from media library

1. Selecting  will display the tracks stored in the media library.
- Tapping a track will load it onto DECK A or DECK B.

II Importing from playlists

2. Selecting  will display the Music (iTunes) playlists.
- Tapping a playlist will display the tracks within that playlist.
 - Tapping a track will load it onto DECK A or DECK B.

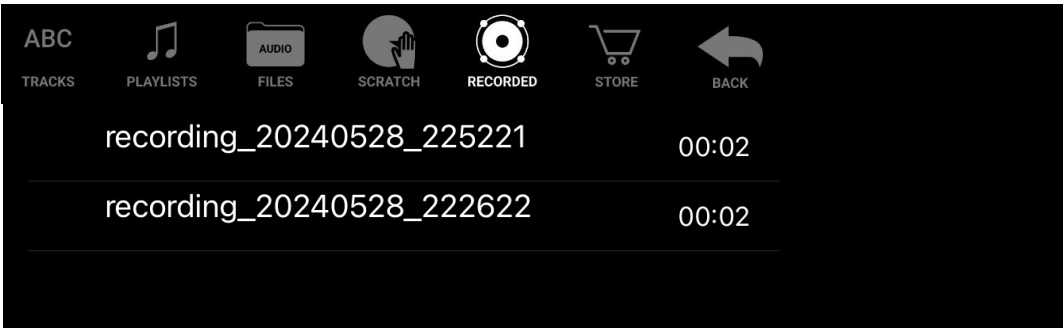
II Importing from SHINOBI DJ presets

3. Selecting  will display the preset files and in-app purchased tracks.
- Tapping a track will load it onto DECK A or DECK B.

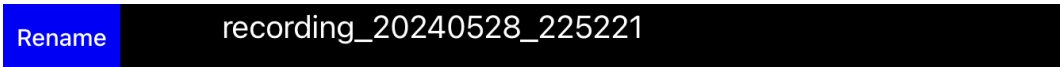
II Importing from FILES

2.  When selected, music files (and video files with in-app purchase) from Files will be displayed. Tapping a file will load the track into DECK A or DECK B.

II Importing from recorded audio (renaming and deleting recorded audio)



4. Selecting  will display the preset files and in-app purchased tracks.
- Tapping a track will load it onto DECK A or DECK B.

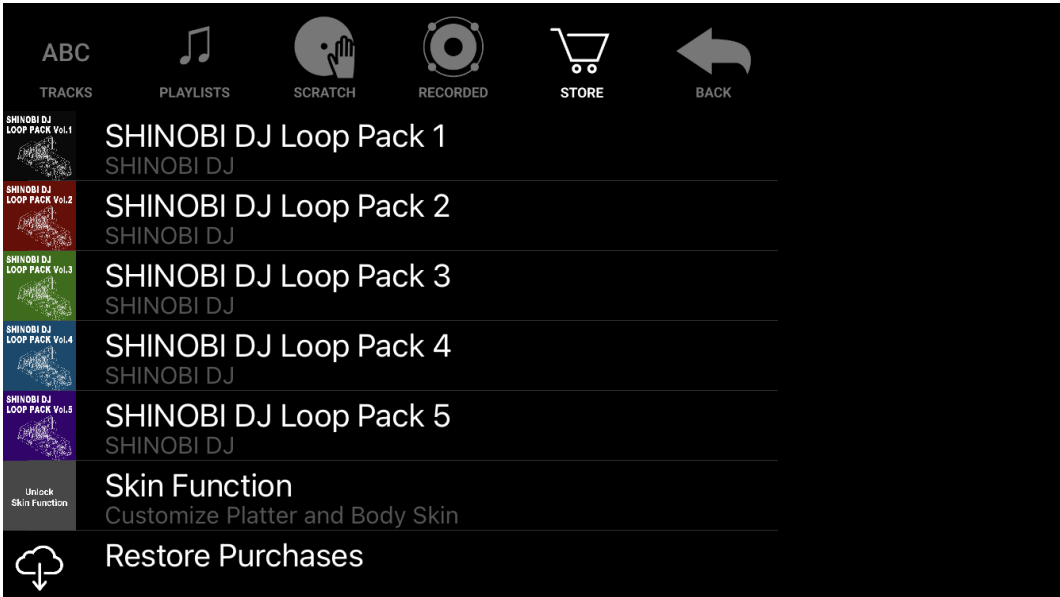


- Swiping a cell to the right allows you to rename the audio.



- Swiping a cell to the left allows you to delete the audio.

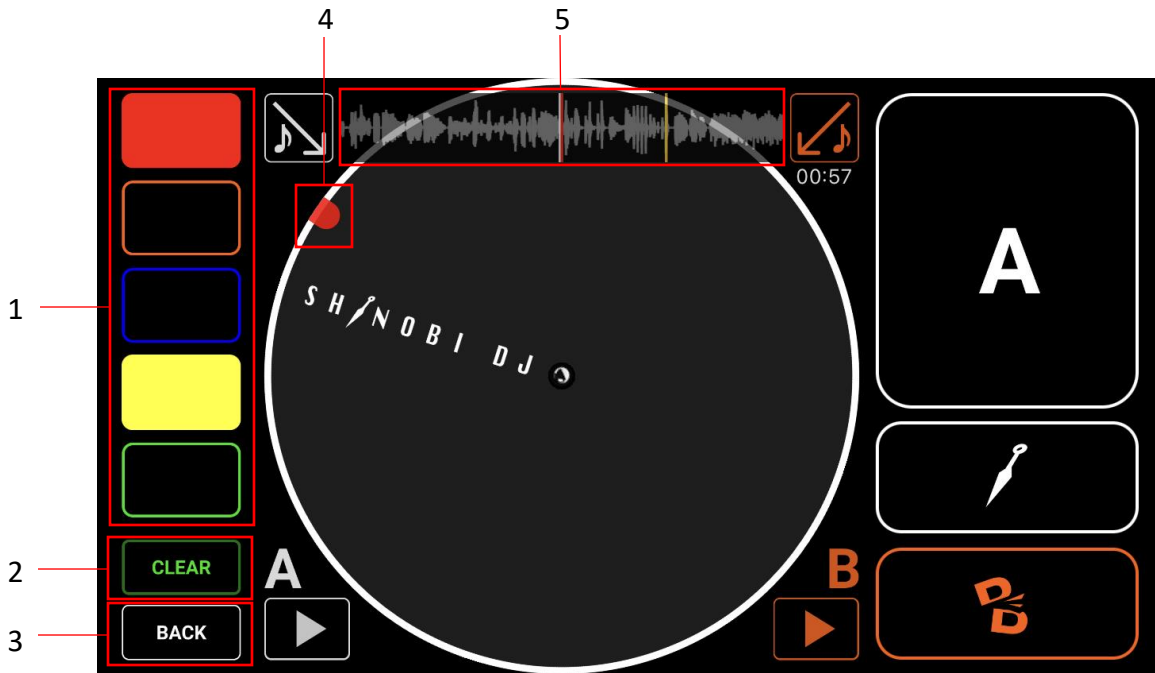
II Using the store



5. Selecting  will display the store items.

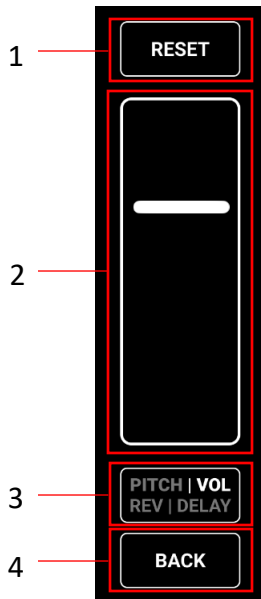
- Tapping an item will take you to the item details and the purchase process.
- The store allows you to purchase Loop Packs (beat packs) and the "Skin Function" to customize your skins.
- Tapping "Restore Purchases" will restore any previously purchased items.

Using HOT CUE



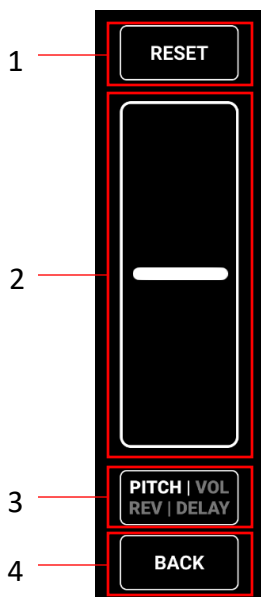
1. Set a HOT CUE at the playback position. Tapping the set HOT CUE button will instantly jump the playback position to the set location.
2. Turning on the CLEAR button **CLEAR** then pressing the CUE button will delete the HOT CUE.
3. Return to the MAIN TAB.
4. As the audio playback position approaches the already set HOT CUE, the CUE MAKER will be displayed on the platter.
5. The set HOT CUE will be displayed on the waveform.

II Adjusting volume

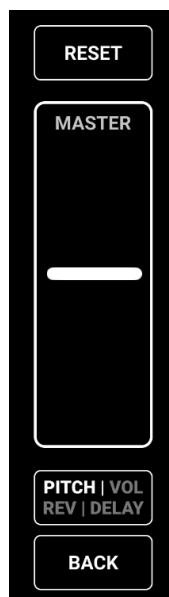


1. Reset the volume slider to the default value. Long-pressing will switch DECK A / B.
2. Adjust the volume by moving the slider up and down.
3. Enter the pitch adjustment mode.
4. Return to the MAIN TAB.

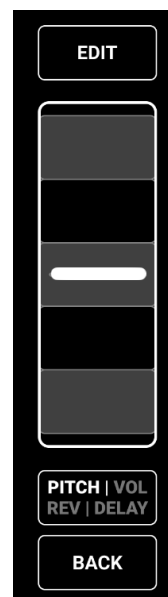
II Adjusting pitch



Default mode



Master Key Mode



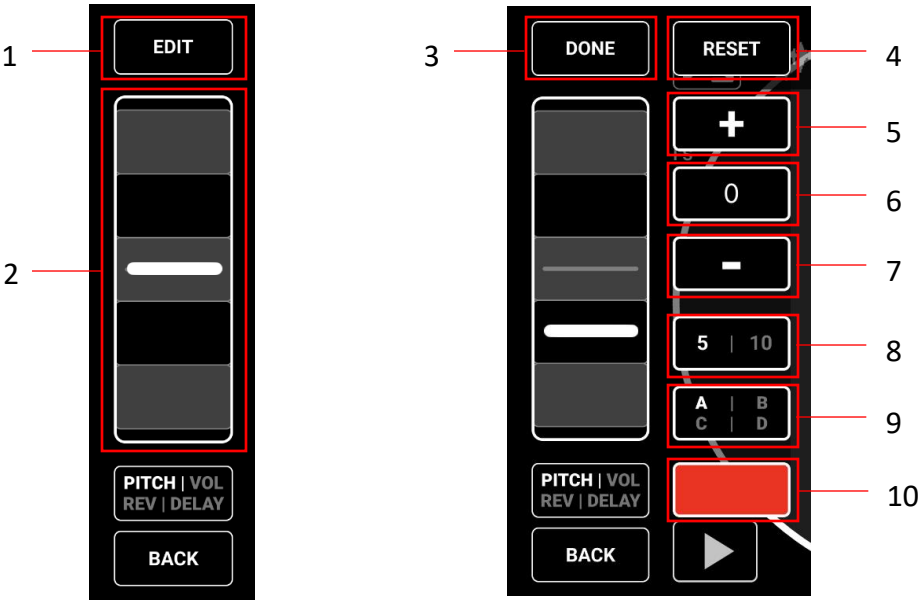
Pitch Synth Mode

1. Reset the pitch slider to the default value.
2. Long-pressing will switch between MASTER KEY MODE and PITCH SYNTH MODE.

MASTER KEY MODE: allows changing the speed while keeping the pitch.

PITCH SYNTH MODE: allows adjusting the pitch in 10 steps.
3. Adjust the pitch by moving the slider up and down.
4. Enter the reverb mode change mode.
5. Return to the MAIN TAB.

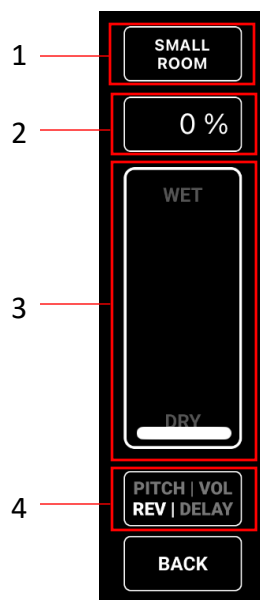
||PITCH SYNTH MODE



1. Open the EDIT MODE. Long-pressing will switch to the PITCH MODE.
2. Adjust the pitch in grid units by moving the slider up and down.

3. Exit the EDIT MODE.
4. Reset all pitch settings.
5. Raise the pitch of the grid with the slider by a half-step. The pitch change will be saved to the current slot.
6. The pitch of the grid with the slider is displayed.
7. Lower the pitch of the grid with the slider by a half-step.
8. Changing the number of grids to 5 or 10.
9. Changing the slot. You can save to 4 slots: A, B, C, and D.
10. Select the CUE button (to be triggered by the fader start function).

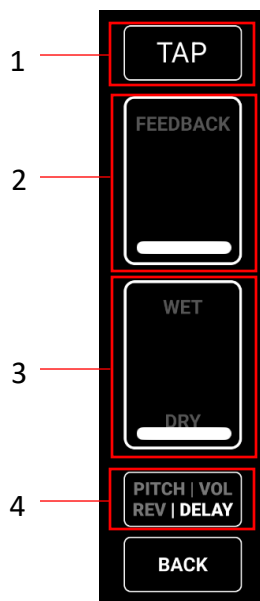
II Applying reverb



1. Set the reverb parameters. Tap to toggle between SMALL ROOM / MEDIUM ROOM / LARGE ROOM / MEDIUM HALL / LARGE HALL.

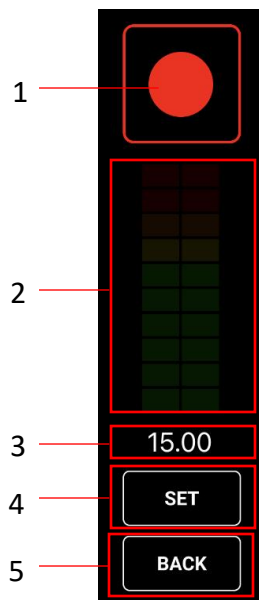
2. Displays the WET value of the reverb.
3. Adjust the slider to control the amount of reverb.
4. Transition to the delay mode.

II Applying delay



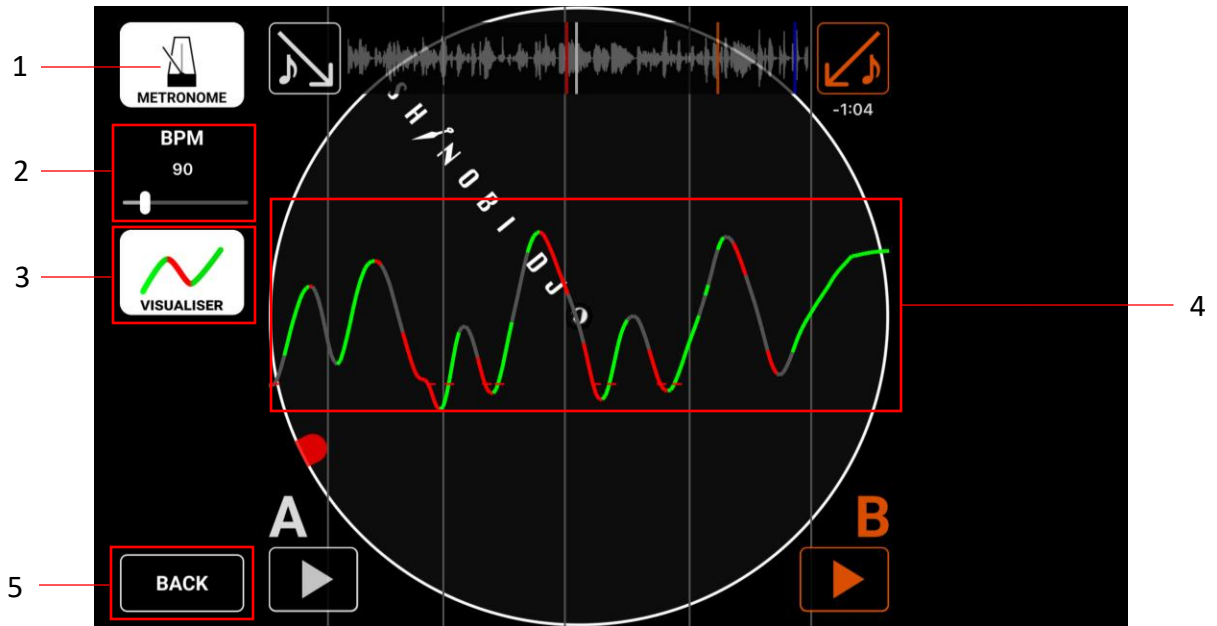
1. Tap to the beat to detect the BPM and apply it to the delay.
2. Adjust the feedback by operating the slider.
3. Adjust the DRY/WET of the delay by operating the slider.
4. Transition to the volume mode.

Using the recording function



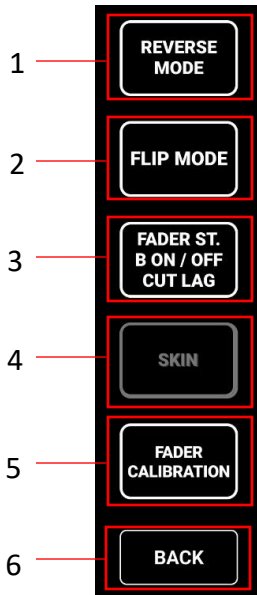
1. Start recording using the iPhone microphone. Tap the button again to stop recording, or it will automatically stop after 15 seconds.
2. Displays the input level during recording.
3. Timer for available recording time.
4. Flashes after recording stops. Tap to import the recorded audio to DECK A and save it to the "RECORDED" library (Reference).
5. Return to the MAIN TAB.

Using TRAINING MODE



1. Start/Stop the metronome.
2. Change the BPM of the metronome using the slider.
3. Activate the visualiser (only when SHINOBI FADER M is connected).
4. The chart is displayed in real-time according to the platter movement. It is shown in green for forward rotation, red for reverse rotation, and gray when the sound is off. Furthermore, when each CUE mark is read, a line matching the color of the CUE mark is displayed.
5. Return to the MAIN TAB.

Settings



1. Turning on REVERSE MODE will invert the fader output. (Hamster mode)
2. The UI can be flipped for users who operate the fader with their left hand using FLIP MODE.



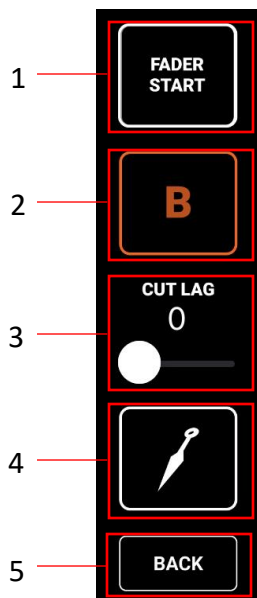
FLIP MODE ON

3. Transition to other settings (reference).

Transition to the SKIN TAB (reference).

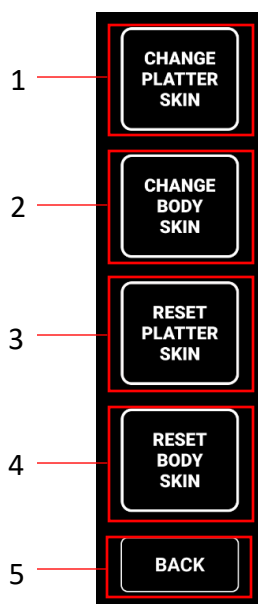
5. Calibrate the SHINOBI FADER (sold separately) (reference).
6. Return to the MAIN TAB.

II Other settings



1. When the fader start is ON and a HOT CUE (red) is set, operating the pitch slider while using the fader to output the DECK A audio will jump the playback position to the HOT CUE (red) position.
2. The DECK B audio can no longer be muted.
3. To adjust the cut lag, slide right to increase the cut lag (only applicable to SHINOBI FADER M)
4. The fader area will transition to transformer mode.

II Customizing skins (requires in-app purchase)



1. Select an image from the media library to change the platter skin.
2. Select an image from the media library to change the turntable body skin.
3. Reset the platter skin to default.
4. Reset the turntable body skin to default.
5. Return to the SETTINGS TAB.

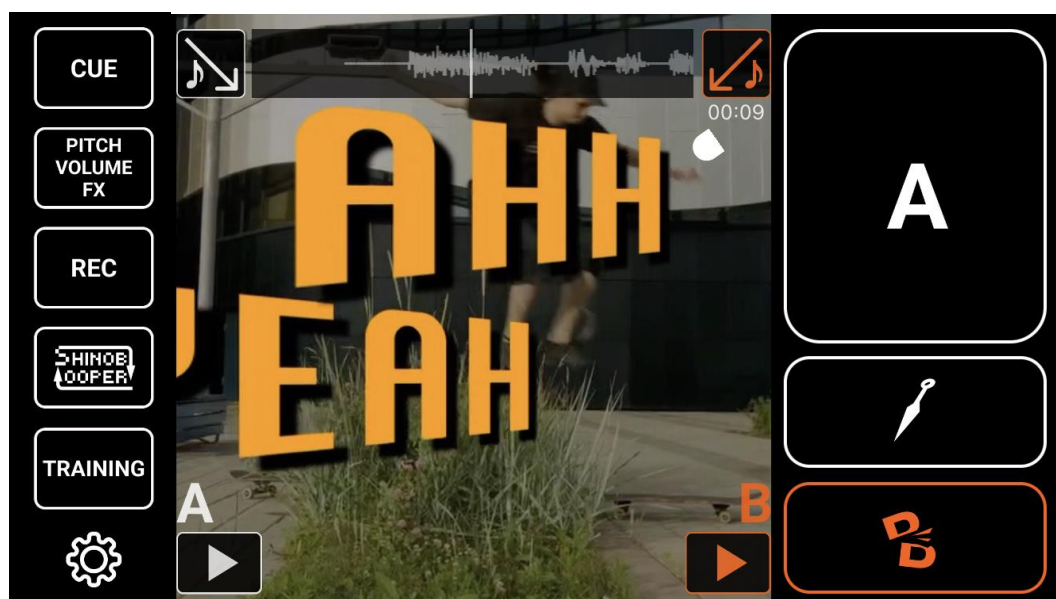


Example of skin customisation

II Importing video files (requires in-app purchase)



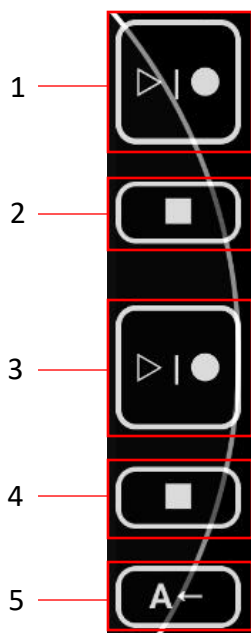
1. When the Skin & Scratch Video Function is unlocked, the FILES icon will change as shown above, and video files can be loaded.
2. The maximum supported video length is 45 seconds. If a longer video is loaded, only the audio will be imported.
3. Loaded video files can be scratched just like audio files.



Supported video file formats: mp4, mov, m4v

Recommended video size: 10MB to 20MB

II SHINOBI LOOPER (requires in-app purchase)



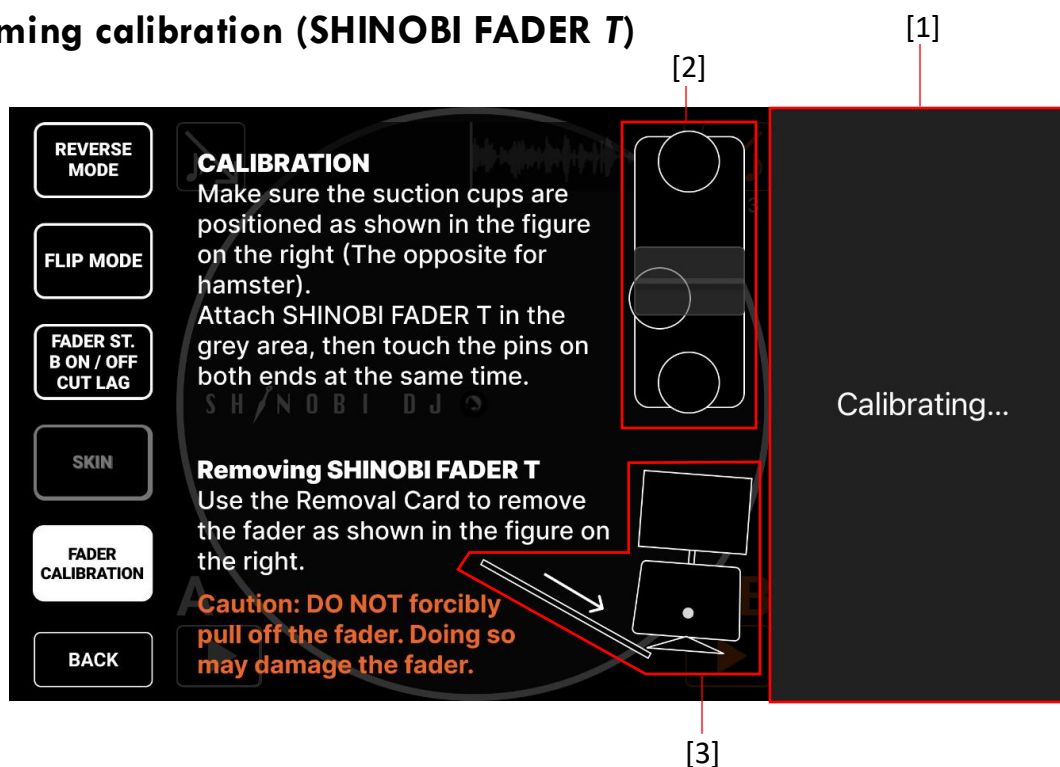
1. **LOOPER1 Record/Play Button:** This button controls recording, overdubbing (starting/stopping), and playback for LOOPER1. If LOOPER2 is currently playing back while LOOPER1 has no recorded content, LOOPER1 will automatically start recording at the end of LOOPER2's current loop playback and stop recording automatically at the end of the loop.

2. **LOOPER1 Stop Button:** Stops the playback of LOOPER1. Press and hold to clear (delete) the audio in LOOPER1.

3. **LOOPER2 Record/Play Button:** This button controls recording, overdubbing (starting/stopping), and playback for LOOPER2. If LOOPER1 is currently playing back while LOOPER2 has no recorded content, LOOPER2 will automatically start recording at the end of LOOPER1's current loop playback and stop recording automatically at the end of the loop.
4. **LOOPER2 Stop Button:** Stops the playback of LOOPER2. Press and hold to clear (delete) the audio in LOOPER2.
5. **Audio Export Button:** If there is audio in LOOPER1, LOOPER2, or both, they will be mixed automatically. The mixed audio can be exported to deck A when the button is pressed. After exporting, you can long press the button to reload the latest audio that was previously loaded in DECK A .

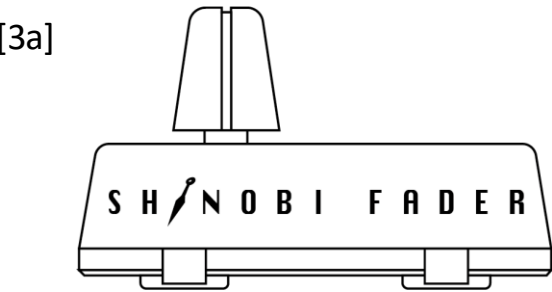
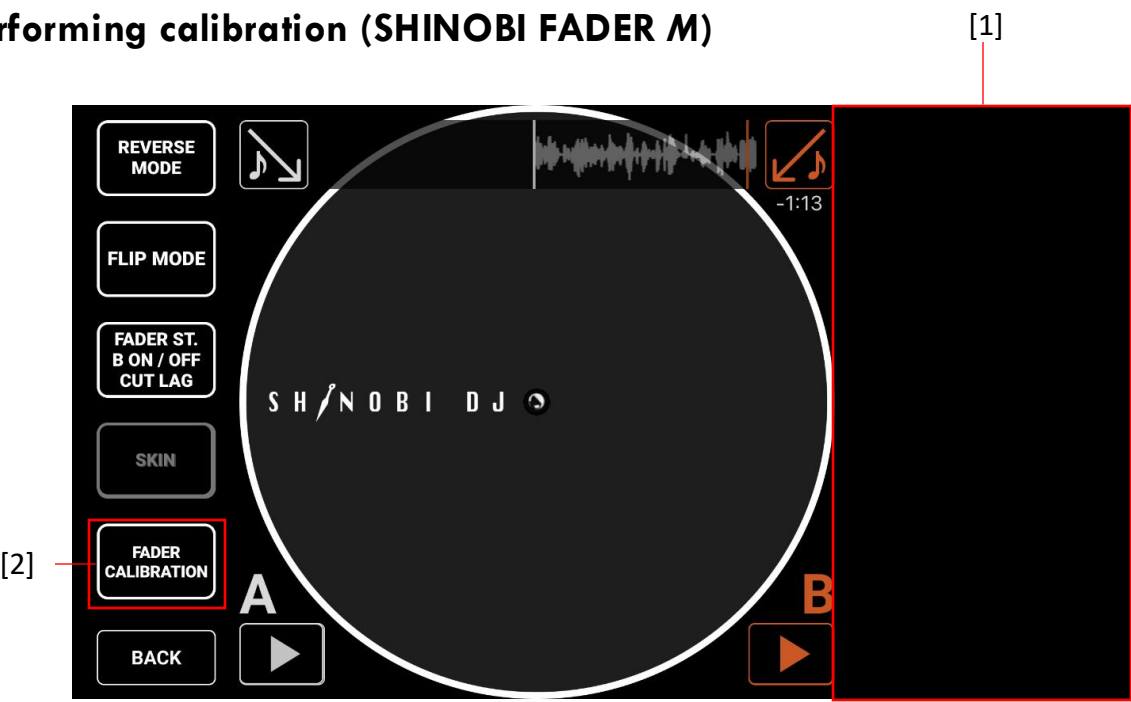
Maximum recording time per LOOPER: 30 seconds

II Performing calibration (SHINOBI FADER T)

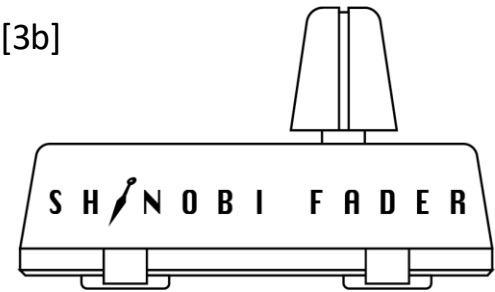


1. Place the SHINOBI FADER in the fader area [1] in the direction of [2]. Hamster users should install it in the opposite direction. The angle can be freely set within the fader area.
 2. After installation, simultaneously touch the pins at both ends of the fader. In some cases, calibration may not respond. If so, touch both pins again after a short interval. If the calibration is successful, it will return to the original screen. When you start operating the SHINOBI FADER, the dynamic digital SHINOBI FADER image will be displayed within the area.
 3. When reinstalling the SHINOBI FADER, you can start playing immediately by installing it to match the digital SHINOBI FADER image's angle without having to recalibrate.
 4. When removing the SHINOBI FADER, use the Removal Card provided and gently remove it by inserting the card under the [3] fader.
- **Caution: Do not forcibly pull off the fader, as this may damage the fader**

II Performing calibration (SHINOBI FADER M)



Front view
When calibrating DECK A



Front view
When calibrating DECK B

1. Connect the SHINOBI FADER M and your iPhone / iPad with the USB cable. When the connection is completed, the UI will be cleared in the fader area [1].
 2. Calibration is performed by placing the knob at the left end of the fader for deck A as shown in [3a], then tap the FADER CALIBRATION button [2]. The fader area will give a flash when calibration is completed. Vice versa for deck B by placing the knob at the right end [3b].
 3. When removing the SHINOBI FADER M, use the Removal Card provided and gently remove it by inserting the card under the fader.
- **Caution: Do not forcibly pull off the fader, as this may damage the fader**