

## DJ-WeGO2

## Hardware Diagram for TRAKTOR PRO 2 ver. 2.6.5



Group		Name			Operation	Deck A. B (Track Deck)		Deck C. D (Remix Deck)	
No.					1	Function	(+SHIFT)	Function	(+SHIFT)
Browse									
	R1	BROWSE			Turn	Move a cursor within the track list	Move cursor within the browser tree	Move a cursor within the track list	Move cursor within the browser tree
			Press			Zoom in/out the Browse screen	Open/Close a folder	Zoom in/out the Browse screen	Open/Close a folder
	R2	LOAD				Load a track	-	Load a Remix Set	- Open/ close a rolder
Mixer	DZ	LOAD	LOAD FIESS			LOAD A HACK	F	LOAG A REIIIX SEC	
Mixer	100	LII Tura			T	EQ (High)	Adjust luminance of red LED on 4 sides of the JOG	EQ (High)	Adjust luminance of red LED on 4 sides of the JOG
	MI	HI Turn				EQ (righ)	Adjust luminance of fred LED on 4 sides of the JOG  Adjust luminance of green LED on 4 sides of the IOG	EQ (High)	Adjust luminance of fred LED on 4 sides of the JOG  Adjust luminance of green LED on 4 sides of the IOG
	M2	MID Turn							
	M3	LOW Turn CH ADDER Move the slider CROSS FADER Move the slider CROSS FADER MAYER VOL. Turn MC VOL. Turn HEADPRONES VOL. Turn HEADPRONES VOL. Turn HEADPRONES VOL. Turn Turn Turn Turn Turn Turn Turn Turn				EQ (Low)	Adjust luminance of blue LED on 4 sides of the JOG	EQ (Low)	Adjust luminance of blue LED on 4 sides of the JOG
	M4					Channel Fader	-	Channel Fader	-
	M5					Crossfader	-	Crossfader	-
	M6					Headphone Monitor ON/OFF	Change colors of LED on 4 sides of the JOG	Headphone Monitor ON/OFF	Change colors of LED on 4 sides of the JOG
	M7					Adjust the sound level output from MASTER		1 Adjust the sound level output from MASTER	°1 Adjust the sound level output from MASTER
	M8				Turn				, °2 Adjust the audio level input to MIC °1, °
	M9				Turn	HEADPHONES MIX	HEADPHONES MIX	HEADPHONES MIX	HEADPHONES MIX
	M10				Turn	Adjust the audio level output from PHONES	*1 Adjust the audio level output from PHONES *	1 Adjust the audio level output from PHONES	*1 Adjust the audio level output from PHONES
	M1.1				-	Channel Input Level Indicator	-	Channel Input Level Indicator	_
Deck									
Deck	D1	JOG JOG FX OFF							
		, ,	IOG Platter	-	Turn	Scratch	Search	Scratch	-
		<b>1</b>	Outer rim - OG FX ON / Group Mode		Turn	Pitch Bend		Pitch Bend	<b>⊣</b>
		inc.			1 - servi	processors	-1	i near series	1
		DOC I			1	Adjust DRY/WET	43	Advan PRVINCT	43
		<b>1</b>	JOG Platter	CTRL A	Turn	Adjust DRY/WEI	-3-	Adjust DRY/WET	*3 -
			Outer rim						
			JOG Platter	FX 1	Turn	Adjust Effect1 parameter	*3 -	Adjust Effect1 parameter	*3 -
			Outer rim		4 * *	- I		l	
			JOG Platter	FX 2	Turn	Adjust Effect2 parameter	*3 -	Adjust Effect2 parameter	*3 -
			Outer rim		Turn				
			JOG Platter	FX 3	Turn	Adjust Effect3 parameter	*3 -	Adjust Effect3 parameter	*3 -
			Outer rim		Turri				
			JOG Platter	CTRL B	Turn	Adjust High-pass/Low-pass Filter	*3 -	Adjust High-pass/Low-pass Filter	*3 -
1			Outer rim		Turn			.,	
		IOC	X ON / Single N	lode		· · · · · · · · · · · · · · · · · · ·	•		·
		pas.	JOG Platter	CTRL A		Adjust DRY/WET	*3 -	Adjust DRY/WET	*3 _
			Outer rim	Turn	Adjust Ditt / NET	1	Adjust Ditt/WET	3	
			JOG Platter			Adjust parameter1	63	Adjust parameter1	+3 _
			Outer rim JOG Platter FX 2 Outer rim	Turn	Aujust parameter i	1	Aujust parameter i		
				1	Adjust parameter2	+3_	Adjust parameter2	+3	
				Turn	Aujust parameterz	1	Adjust parameter2	3	
			IOG Platter	FX 3	+	Adjust parameter3	43	Adjust parameter3	42
			Outer rim	FX 3	Turn	Adjust parameters	-3-	Adjust parameters	-3 -
						and the same of th		and the same of th	
			JOG Platter	CTRL B	Turn	Adjust High-pass/Low-pass Filter	"5 -	Adjust High-pass/Low-pass Filter	"5 -
	D2 to D5			_	Enable/Disable adjust DRY/WET	Disable all the IOG FX mode	Enable/Disable adjust DRY/WET	Disable all the IOG FX mode	
	D2 to D5	FX 1 FX 2 FX 3			Press				
						Enable/Disable Effect1	°4 Select Effect1	Enable/Disable Effect1	°4 Select Effect1
					1	Enable/Disable Effect2	°4 Select Effect2	Enable/Disable Effect2	°4 Select Effect2
					Press	Enable/Disable Effect3	°4 Select Effect3	Enable/Disable Effect3	°4 Select Effect3
	D2 to D5					Enable/Disable Effect	°4 Select Effect/Disable all the JOG FX mode	Enable/Disable Effect	°4 Select Effect/Disable all the JOG FX mode
						Enable/Disable adjust parameter1		5 Enable/Disable adjust parameter1	Reset all the parameter (RST button ON)
						Enable/Disable adjust parameter2	Effect button1 On/Off *	5 Enable/Disable adjust parameter2	Effect button1 On/Off
		FX 3			1	Enable/Disable adjust parameter3		5 Enable/Disable adjust parameter3	Effect button2 On/Off
	D6 CTRL B				Press	Enable / Disable EUTER	Disable all the IOG FX mode	Enable/Disable FILTER	Disable all the IOG FX mode
	D7 TEMPO				Move the slider	TEMPO control	-	Tempo control	-
	D8 PLAY/PAUSE Press					PLAY/PAUSE	-	PLAY/PAUSE from the beginning of tracks of all slots	-
					Press	Set CUE point / CUE Sampler / Back CUE	lump to the beginning of the track	Trigger playback of all slots	_
	DIO SYNC Press					Sync with the tempo of Master Deck	Select Master deck	Sync with the tempo of Master Deck	Select Master deck
	D11	AUTO LOOP Turn Press				Change the Loop length	Adjust Beatgrid	Change the Loop length	prince meanCl UCLK
	011					Autoloop ON/OFF	(During Play) Set a Loop Point	Autoloop ON/OFF	*6 (During Play) Set a Loop Point
					riess	Autoloop ON/OFF	(After a Loop Point is set) Set a Loop Out Point	Autoloop ON/OFF	(After a Loop Point is set) Set a Loop Out Point
	_						(After a Loop Point is set) Set a Loop Out Point (After a Loop Out Point is set) Loop Off		(After a Loop Point is set) Set a Loop Out Point (After a Loop Out Point is set) Loop Off
						Sampler Mode ON/OFF		L	
							Sampler Mode ON/OFF	Sampler Mode ON/OFF	Sampler Mode ON/OFF
	D12	SAMPLER			Press				
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4	Cancel Hot Cue Point1 to 4	Trigger playback Sample Slot1 to 4	Switch Play mode of Sample Slot1 to 4
	D12 D13 to D16	HOT CUE 1 to -			Press	Set / Play Hot Cue Point1 to 4 le slot 1 to 4			
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 le mpty Sample a track on the Track Deck	Load a track from the track list	empty Sample a track on the Track Deck	Load a track from the track list
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning	Load a track from the track list Delete	empty Sample a track on the Track Deck Loaded Play a track from the beginning	Load a track from the track list Delete
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop	empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning	Load a track from the track list Delete	empty Sample a track on the Track Deck Loaded Play a track from the beginning	Load a track from the track list Delete
	D13	HOT CUE 1 to -			Press	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop	empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop
	D13	HOT CUE 1 to SAMPLER 1 to (SAMPLER Mod			Press Samp	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop	empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop
	D13	HOT CUE 1 to SAMPLER 1 to SAMPLER Mod			Press Samp	Set/Flav Hot Cue Point 10 4 e soft 1 to 4 e soft 1 to 4   Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop Playing(Looped) Mute/Unmute	Load a track from the track list Delete Stop	empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop Playing(Looped) Mute/Unmute	Load a track from the track list Delete Stop
Others	D13	HOT CUE 1 to SAMPLER 1 to (SAMPLER Mod			Press Samp	Set/Play Hot Cue Point1 to 4 le slot 1 to 4 empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop	empty Sample a track on the Track Deck Loaded Play a track from the beginning Playing(One-shot) Stop	Load a track from the track list Delete Stop

- Then, after turning on the power of DDI-WsCO, reboot TRAKTOR PRO 2 and check all the settings of (9). Audio-related settings).

  11. This is nob and its CUI counterpart on TRAKTOR PRO 2 are not proced each other.

  Double-click (MMN LEVEL) and [FrathPROPONS VOLLING] to the CUI of Trator to set to 0.68.

  22. Audio input to IMC cannot be assigned to decks on TRAKTOR PRO 2.

  23. When multiple [DC X mode is on, all the parameters of the active effects, DRY/WET and filters will be adjusted.

  When you want to adjust the parameter of a specific effect, DRY/WET or a specific filter, while holding an active button you want to adjust among CTRLA, FX 1, FX 2, FX 3 or CTRL B touch the top of the jop and trate it be jop latter.

  43. When CTRLA is on in Single Mode or either one of FX1, FX2, FX3 is on in Croup Mode, Traktor's Effect insert button is enabled in the following combinations.

  Deck 5: Effect Insert 2

  Deck 5: Effect Insert 3

  Deck 5: Effect Insert 3

  Deck 5: Effect Insert 3

  Deck 5: Effect Insert 4

  55. The RST button and the Effect buttons on Traktor which are controllable in Single mode by DDI-WeCO2 are as follows:



This function is enabled only when pressing the [SAMPLER1~4] button for the playback, but it is disabled when pressing the Play/Pause button

Note relating to the use of JOG FX
When you use the FX on Remix Deck, turn on FX in Slot Parameters for each Samle Slot.