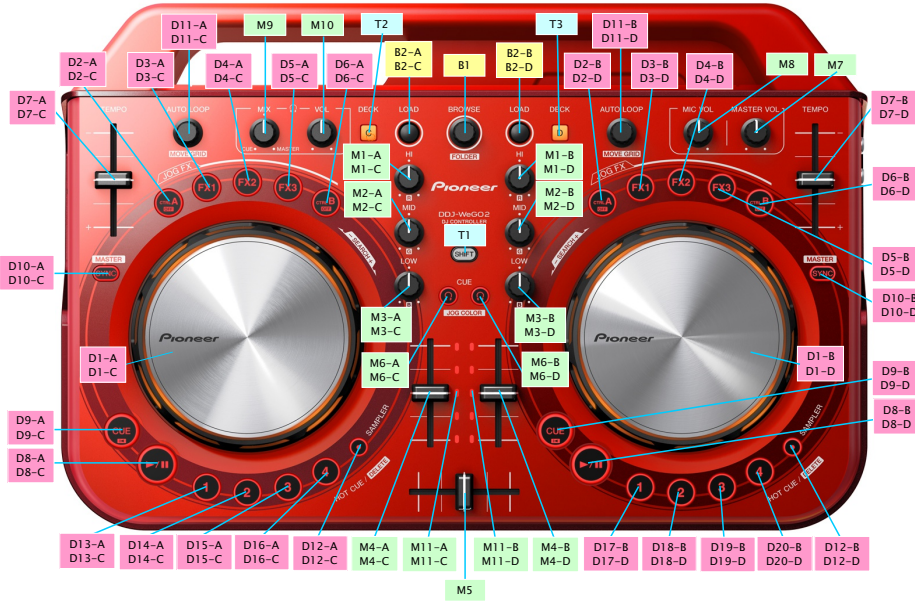


DDJ-WeGO2

Hardware Diagram for Virtual DJ



Group	No.	Name	Operation	Function	(+SHIFT)		
Browse	B1	BROWSE	Turn	Move a cursor within the track list	Move a cursor across folders		
	B2	LOAD	Press	Open/close a folder	Open/close a folder		
Mixer	M1	HI	Turn	EQ (High)	Adjust luminance of red LED on 4 sides of the JOG		
	M2	MID	Turn	EQ (Mid)	Adjust luminance of green LED on 4 sides of the JOG		
	M3	LOW	Turn	EQ (Low)	Adjust luminance of blue LED on 4 sides of the JOG		
	M4	CH FADER	Move the slider	Channel Fader	-		
	M5	CROSS FADER	Move the slider	Crossfader	-		
	M6	CUE	Press	Headphone Monitor ON/OFF	Change colors of LED on 4 sides of the JOG		
	M7	MASTER VOL	Turn	Adjust the sound level output from MASTER	*1 Adjust the sound level output from MASTER *1		
	M8	MIC VOL	Turn	Adjust the audio level input to MIC	*1, *2 Adjust the audio level input to MIC *1, *2		
	M9	MIX	Turn	HEADPHONES MIX	HEADPHONES MIX		
	M10	HEADPHONES VOL	Turn	Adjust the audio level output from PHONES	*1 Adjust the audio level output from PHONES *1		
	M11	CH INPUT LEVEL METER	-	Channel Input Level Indicator	-		
Deck	D1	JOG	JOG Platter	-	Turn	Scratch	Search
		Outer rim	JOG Platter	-	Turn	Pitch bend	-
		Outer rim	CTRL A	Turn	Turn	Key control	*3 -
		Outer rim	FX1	Turn	Adjust FX1 Parameter1	*3 Adjust FX1 Parameter2	*4
		Outer rim	FX2	Turn	Adjust FX2 Parameter1	*3 Adjust FX2 Parameter2	*4
		Outer rim	FX3	Turn	Adjust FX3 Parameter1	*3 Adjust FX3 Parameter2	*4
		Outer rim	CTRL B	Turn	Adjust High-pass /Low-pass filter	*3 -	
		Outer rim	CTRL B	Turn	Adjust High-pass /Low-pass filter	*3 -	
	D2	CTRL A	Press	Enable/Disable JOGFX CTRL A Mode	All JOGFX Mode is off	-	
	D3	FX1	Press	Enable/Disable JOGFX FX1 Mode	Select Effect1	-	
	D4	FX2	Press	Enable/Disable JOGFX FX2 Mode	Select Effect2	-	
	D5	FX3	Press	Enable/Disable JOGFX FX3 Mode	Select Effect3	-	
	D6	CTRL B	Press	Enable/Disable JOGFX CTRL B Mode	All JOGFX Mode is off	-	
	D7	TEMPO	Move the slider	TEMPO control	-	-	
	D8	PLAY/PAUSE	Press	PLAY/PAUSE	-	-	
	D9	CUE	Press	Set CUE point/ CUE Sampler/Back CUE	Jump to the beginning of the track	-	
	D10	SYNC	Press	Sync with the tempo of Master deck	Select Master deck	-	
	D11	AUTO LOOP	Turn	Change the Loop length	Adjust Beatgrid	*5	
			Press	Autoloop ON/OFF	(During PLAY) Set Loop In point (After setting Loop In point) Set Loop Out point (After setting Loop Out point) Loop off	*6	
	D12	SAMPLER	Press	Sampler Mode ON/OFF	Sampler Mode ON/OFF	-	
D13	HOT CUE 1	SAMPLER Mode	Press	Set/Play Hot Cue point 1	Cancel Hot Cue point 1		
D14	HOT CUE 2	SAMPLER Mode	Press	Set/Play Hot Cue point 2	Cancel Hot Cue point 2		
D15	HOT CUE 3	SAMPLER Mode	Press	Set/Play Hot Cue point 3	Cancel Hot Cue point 3		
D16	HOT CUE 4	SAMPLER Mode	Press	Set/Play Hot Cue point 4	Cancel Hot Cue point 4		
D17	HOT CUE 1	SAMPLER Mode	Press	Set/Play Hot Cue point 1	Cancel Hot Cue point 1		
D18	HOT CUE 2	SAMPLER Mode	Press	Set/Play Hot Cue point 2	Cancel Hot Cue point 2		
D19	HOT CUE 3	SAMPLER Mode	Press	Set/Play Hot Cue point 3	Cancel Hot Cue point 3		
D20	HOT CUE 4	SAMPLER Mode	Press	Set/Play Hot Cue point 4	Cancel Hot Cue point 4		
Others	T1	SHIFT	Press	-	-		
	T2	DECK C	Press	Switch Deck A and Deck C	-		
	T3	DECK D	Press	Switch Deck C and Deck D	-		

*1. This knob and its GUI counterpart on Virtual DJ are not synced each other.

*2. Audio input to MIC cannot be assigned to decks on Virtual DJ.

*3. When multiple JOG FX mode is on, all the parameters of active key control and filter, and all the parameter1 of active effects will be adjusted simultaneously.

If you want to adjust an individual parameter of key control, effect or filter, turn the JOG dial's top while pressing an active button where you want to adjust the parameter among CTRL A, FX 1, FX 2, FX 3 or CTRL B.

*4. When multiple effects are on, all the parameter2 of active effects are also adjusted simultaneously.

*5. Only available when using Virtual DJ Pro Full.

*6. When pressing this knob with the Shift button, a manual loop with up to 4-second-loop-length can be set.

After cancelling a loop, if this knob is pressed within 4 seconds after the cancelled loop's loop-in point,

a new loop is set with a loop-out point set at the position where the knob is pressed.

