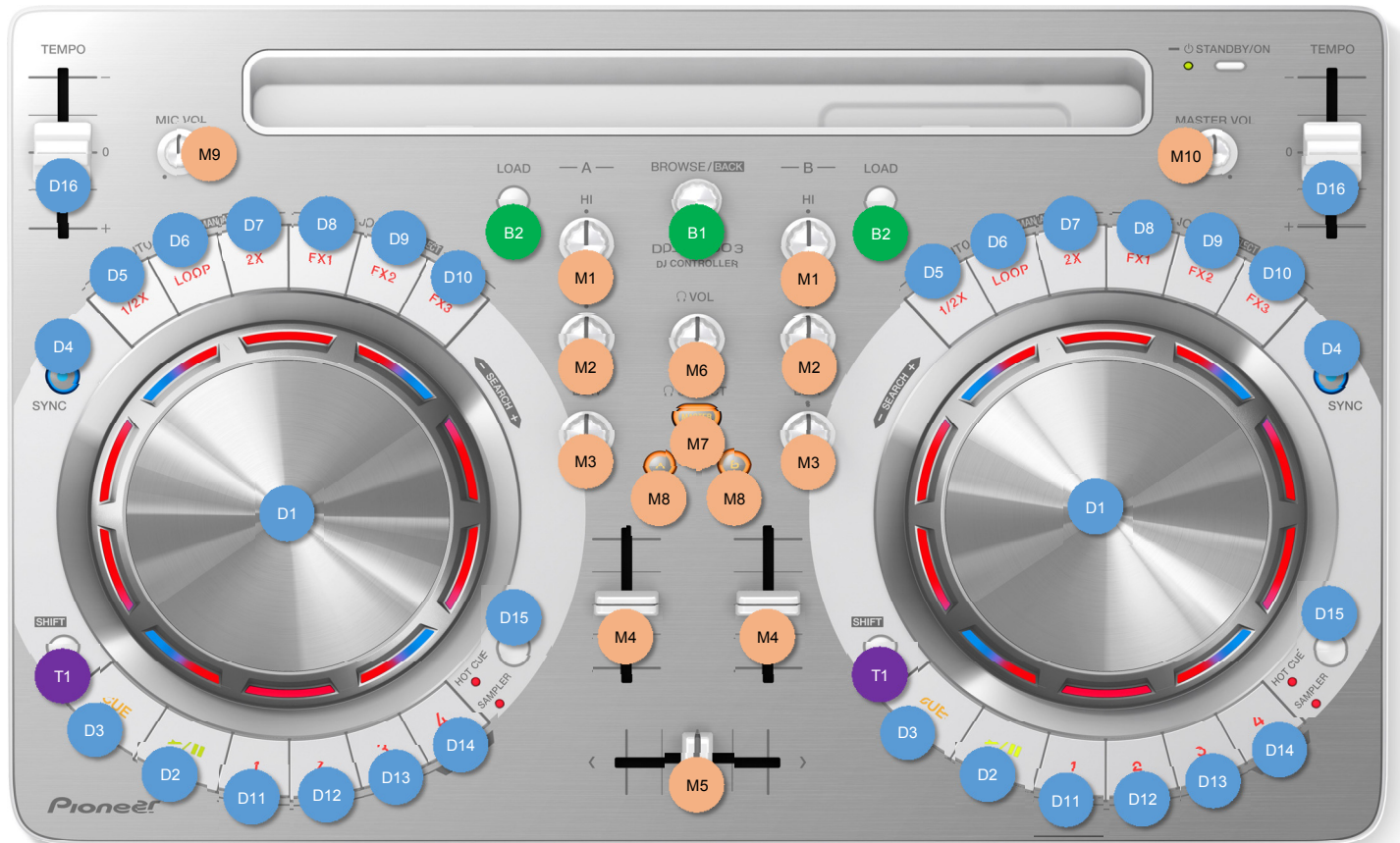


DDJ-WeGO3

Hardware Diagram for WeDJ for Android



| Group | No. | Name | Action | Function | +SHIFT |
|---------------|------|------------------|--------|---|---|
| BROWSE | | | | | |
| BROWSE | B1 | BROWSE | rotate | Move the cursor vertically. Switch to the browser screen. | *1 - |
| | | | press | Move the cursor to the next layer of the browser screen. Switch to the browser screen. | *3 Move the cursor to the previous layer of the browser screen. *4 |
| | B2-L | LOAD | press | Load the selected track into deck 1. | - |
| | B2-R | LOAD | press | Load the selected track into deck 2. | *2 Switch to the top screen. *4 |
| MIXER | | | | | |
| MIXER | M1 | HI | rotate | Adjust the high range of the respective channel. | |
| | M2 | MID | rotate | Adjust the middle range of the respective channel. | |
| | M3 | LOW | rotate | Adjust the low range of the respective channel. | |
| | M4 | CH Fader | slide | Adjust the level of audio signals output in each channel. | |
| | M5 | Crossfader | slide | Switch the sound of the channels assigned to the left and right sides of the crossfader. | |
| | M6 | HEADPHONES LEVEL | rotate | Adjust the level of audio output from the [PHONES] terminals. | |
| | M7 | MASTER HP CUE | press | Turn master sound monitor on/off. | |
| | M8 | CH HP CUE | press | Turn channel sound monitor on/off. | |
| | M9 | MIC LEVEL | rotate | Adjust the level of audio input to the [MIC] terminal. | |
| | M10 | MASTER LEVEL | rotate | Adjust the level of the audio output from the [MASTER] terminal. | |

| DECK | | | | | |
|-------|---------------------|------------------------|--------|--|--|
| D1 | JOG | Platter | rotate | Perform scratching operation. | Skip the playback position. |
| | | Rim | rotate | Increase or decrease the track playing speed temporarily. | |
| D2 | PLAY/PAUSE | | press | Play or pause a track. | |
| D3 | CUE | | press | Set the cue point. Or move to a cue point. | Move the playing position to the beginning of the track. |
| D4 | SYNC | | press | Synchronize with the tempos and beat grids of the opposite deck. | - |
| D5 | LOOP HALF | During normal playback | press | Set the width of loop playback interval to 1/2 times. | Set a loop in point. |
| | | During loop playback | press | Set the width of loop playback interval to 1/2 times. | - |
| D6 | LOOP | During normal playback | press | Turn auto beat loop on. | Resume the loop playback that was set last time. |
| | | During loop playback | press | Turn loop playback off. | Cancel loop playback. |
| D7 | LOOP DOUBLE | During normal playback | press | Set the width of loop playback interval to 2 times. | Set a loop out point and start loop playback. |
| | | During loop playback | press | Set the width of loop playback interval to 2 times. | - |
| D8 | FX 1 | | press | Turn the effect slot 1 of Pad FX on. | *5 Turn the effect slot 4 of Pad FX on. *5 |
| D9 | FX 2 | | press | Turn the effect slot 2 of Pad FX on. | *5 Turn the effect slot 5 of Pad FX on. *5 |
| D10 | FX 3 | | press | Turn the effect slot 3 of Pad FX on. | *5 Turn the effect slot 6 of Pad FX on. *6 |
| D11 | HOT CUE 1 SAMPLER 1 | In HOT CUE mode | press | Set the hot cue point 1. | Delete the hot cue point 1. |
| | | In SAMPLER mode | | Play the sampler slot 1. | *7 Play the sampler slot 5. *8 |
| D12 | HOT CUE 2 SAMPLER 2 | In HOT CUE mode | press | Set the hot cue point 2. | Delete the hot cue point 2. |
| | | In SAMPLER mode | | Play the sampler slot 2. | *7 Play the sampler slot 6. *8 |
| D13 | HOT CUE 3 SAMPLER 3 | In HOT CUE mode | press | Set the hot cue point 3. | Delete the hot cue point 3. |
| | | In SAMPLER mode | | Play the sampler slot 3. | *7 Play the sampler slot 7. *8 |
| D14 | HOT CUE 4 SAMPLER 4 | In HOT CUE mode | press | Set the hot cue point 4. | Delete the hot cue point 4. |
| | | In SAMPLER mode | | Play the sampler slot 4. | *7 Play the sampler slot 8. *8 |
| D15 | HOT CUE/SAMPLER | | press | Switch the mode to hot cue mode or sampler mode. | - |
| D16 | TEMPO | | slide | Adjust the track playing speed. | - |
| Other | | | | | |
| T1 | SHIFT | | press | A different function is called out when another button is pressed while pressing the [SHIFT] button. | - |

*1 The cursor focus moves within the layer when the browser screen is displayed.

*2 Active screen switches to the browser screen when the top screen is displayed.

*3 The cursor focus moves to the next layer when the browser screen is displayed.

*4 If the layer of the cursor focus is same as [Tag List], [Tracks], [Playlists], [Artist], [Album], [Recordings], and [Histories], active screen switches to the top screen. In other cases, the cursor focus moves to the previous layer.

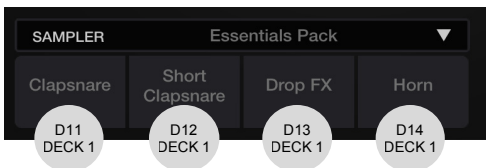
*5 The effect assigned to the button is activated while the button is pressed. Once you release your finger from the button, the effect is turned off.

*6 The release FX is assigned on the slot 6. While you press and hold the button, the release FX continues until time passes number of beats setting.

Once you release your finger from the button, rekordbox resumes normal playback.

*7 If the essentials pack is selected as the sampler sound source, relation between the FX buttons and the sampler slots is as follows.

The following figure shows default settings. You can change the sampler sound source for each slots.



*8 If the essentials pack is selected as the sampler sound source, relation between the FX buttons and the sampler slots is as follows.

The following figure shows default settings. You can change the sampler sound source for each slots.

