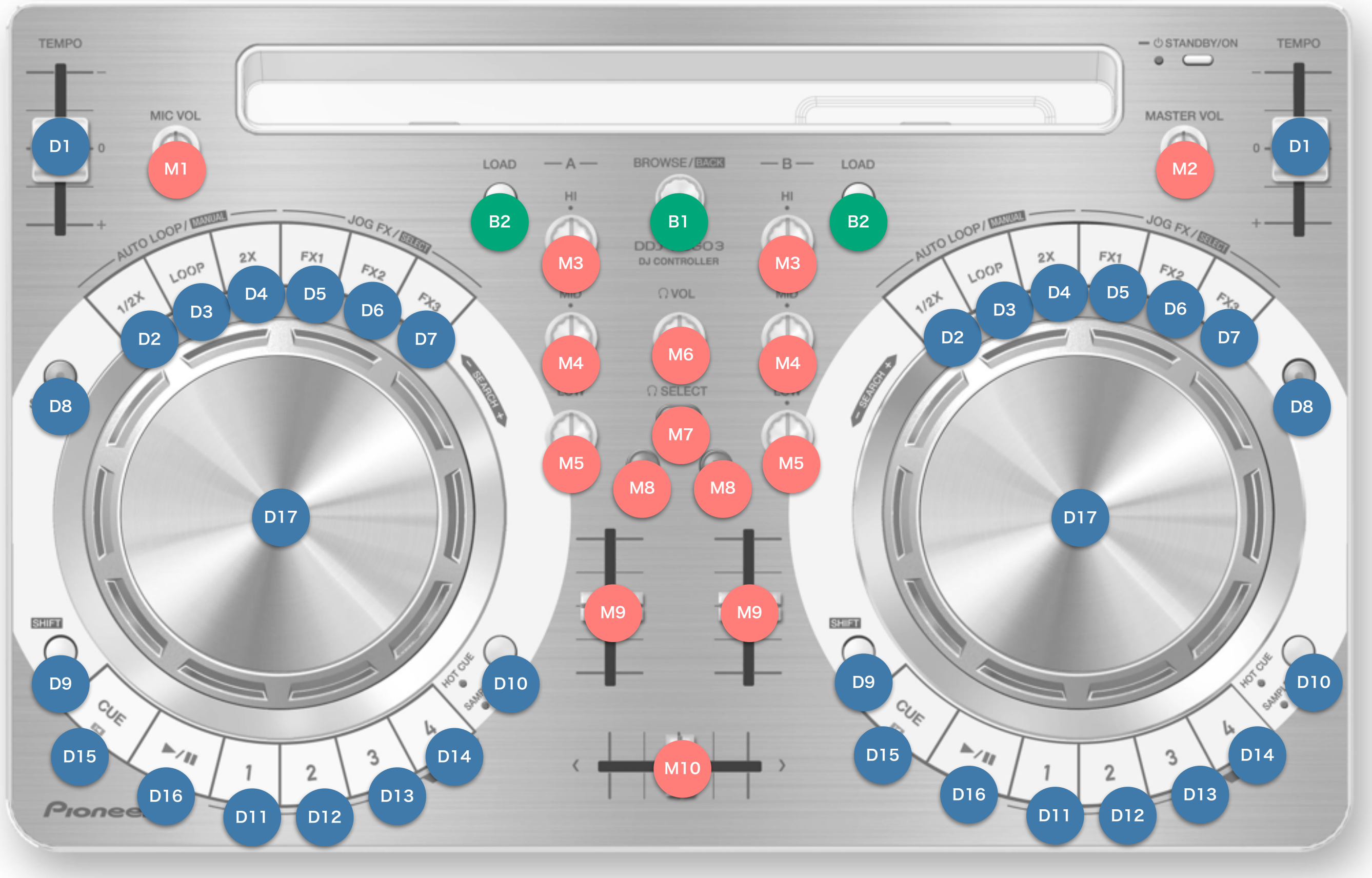


DJ CONTROLLER DDJ-WeGO3

Hardware Diagram for Serato DJ Intro



GROUP	NAME		FUNCTION	SHIFT
	No			
BROWSE				
B1	BROWSE	Turn	Library Scroll	-
		Press	Move to the next layer	Move to the previous layer
B2	LOAD		Load	-
DECK				
D1	TEMPO		Tempo Control	
D2	LOOP HALF	Loop off	Loop Half	Manual Loop In
		Loop on	Loop Half	Loop In Adjust
D3	AUTO LOOP	Loop off	Auto Loop On	Reloop *2
		Loop on	Loop Off	Loop Off
D4	LOOP DOUBLE	Loop off	Loop Double	Manual Loop Out
		Loop on	Loop Double	Loop Out Adjust
D5	FX1		Effect1 On/Off	Effect1 Select
D6	FX2		Effect2 On/Off	Effect2 Select
D7	FX3		Effect3 On/Off	Effect3 Select
D8	SYNC		Sync On	Sync Off
D9	SHIFT		Shift	-
D10	HOT CUE / SAMPLER MODE		Performance button HOT CUE/SAMPLER mode change	
D15	CUE	Play		Jump to the beginning of the track
		Pause on the beginning of the track	Cue / Cue play / Back Cue	Previous Track
D16	PLAY / PAUSE		Play/Pause	Stutter
D17	JOG(platter)	normal play	scratch	search
		FX ON	Fx Parameter Adjust	Beats Multiplier Adjust
	JOG(RIM)	normal play	Pitch bend	
M3	EQ	HI	EQ (High)	
		MID	EQ (Mid)	
M4		LOW	EQ (Low)	
M6	HEADPHONES VOL		Monitor Volume Adjust	
M7	HEADPHONES SELECT	MASTER	Headphone Monitor On/Off	-
M8		DECK	Headphone Monitor On/Off	Tempo Range Change
M9	CH FADER		Channel Fader	
M10	CR FADER		Cross Fader	

GROUP	NAME		FUNCTION	SHIFT
	No			
[HOT CUE] PERFORMANCE BUTTONS				
D11	PERFORMANCE1		Hot cue1 set/play	Delete Hot cue1
D12	PERFORMANCE2		Hot cue2 set/play	Delete Hot cue2
D13	PERFORMANCE3		Hot cue3 set/play	Delete Hot cue3
D14	PERFORMANCE4		Hot cue4 set/play	Delete Hot cue4
[SAMPLER] PERFORMANCE BUTTONS				
D11	PERFORMANCE1		Sampler Slot1 Play	Sampler Slot1 Stop
D12	PERFORMANCE2		Sampler Slot2 Play	Sampler Slot2 Stop
D13	PERFORMANCE3		Sampler Slot3 Play	Sampler Slot3 Stop
D14	PERFORMANCE4		Sampler Slot4 Play	Sampler Slot4 Stop

[Note] The controls which are not listed in the [Hardware Diagram] should be controlled from the Serato GUI.

[*1] This knob and its GUI counterpart on SeratoDJ Intro are not synced each other.

[*2] Reloop can be activated when inactive loop is set.