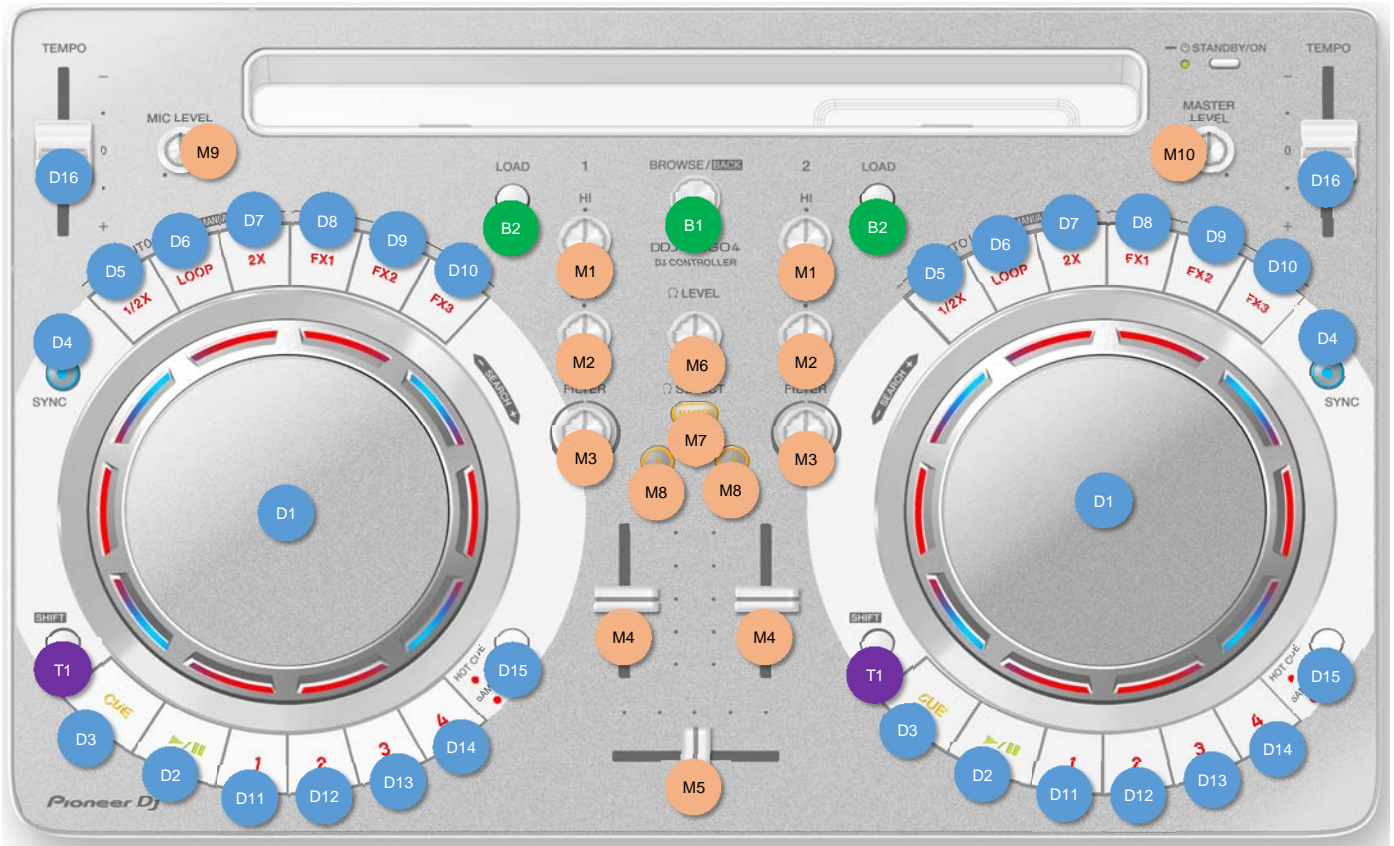


# DJ CONTROLLER

# DDJ-WeGO4

## Hardware Diagram for djay 2 for iPad



Group	No.	Name	Action	Function	+SHIFT
BROWSE	B1	BROWSE	rotate	Move the cursor vertically within the music library. Open the music library.	Select an item from among the music library. Open the music library.
			press	Move the cursor to the next layer of the music library. Load the selected track into the respective deck. Open the music library.	Move the cursor to the previous layer of the music library. *1 Close the music library.
			long press	Close the music library.	-
	B2-L	LOAD	press	Load the selected track into deck 1.	-
	B2-R	LOAD	press	Load the selected track into deck 2.	-
MIXER	M1	HI	rotate	Adjust the high range of the respective channel.	
	M2	LOW	rotate	Adjust the low range of the respective channel.	
	M3	FILTER	rotate	Apply the filter effect for 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.	Play a track in the reverse direction. *2
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.	Turn the Key Lock function on/off.
D5	LOOP HALF	During normal playback	press	Set the width of loop playback interval to 1/2 times.	
		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.	Set a loop in point, set a loop out point, and start loop playback.
		During loop playback	press	Turn loop playback off.	
D7	LOOP DOUBLE	During normal playback	press	Set the width of loop playback interval to 2 times.	
		During loop playback	press	Set the width of loop playback interval to 2 times.	
D8	FX 1		press	Turn the FX slot 1 on.	*3 Select effect type of the FX slot 1.
D9	FX 2		press	Turn the FX slot 2 on.	*3 Select effect type of the FX slot 2.
D10	FX 3		press	Turn the FX slot 3 on.	*3 Select effect type of the FX slot 3.
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 after moving the play position to the beginning of the sampler slot 1.	*4 Stop playback of the sampler slot 1. *4
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 after moving the play position to the beginning of the sampler slot 2.	*4 Stop playback of the sampler slot 2. *4
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 after moving the play position to the beginning of the sampler slot 3.	*4 Stop playback of the sampler slot 3. *4
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 after moving the play position to the beginning of the sampler slot 4.	*4 Stop playback of the sampler slot 4. *4
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 Destination deck of where loads a track depends on the crossfader position.

When the crossfader position is on deck 2 side, the track is loaded to deck 1.

When the crossfader position is on deck 1 side, the track is loaded to deck 2.

\*2 The track is played in the reverse direction while the button is pressed, and resumes normal playback when you release your finger from the button.

Even during playback in the reverse direction, normal playback continues in the background. When you release your finger from the button, playback resumes from the point reached in the background.

\*3 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.

\*4 The following sampler slots can be operated by DDJ-WeGO4.

