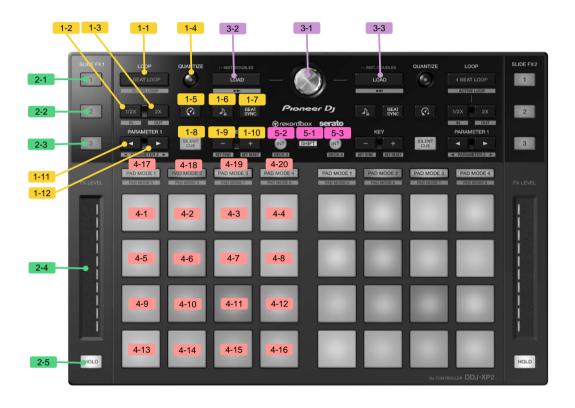


## **DDJ-XP2**

## **Hardware Diagram for Serato DJ Pro**



Group		Name		Operation	Function	+SHIFT			
	No.								
1,DECK		*All the fun	ctions assigned on the rig	ht deck are the same as those on the left deck shown below.					
	1-1	4 BEAT LO	OP	press	Turn on 4-beat Auto Beat Loop / Cancel loop playback	Switch active/inactive status of the loop. (Loop Active)			
	1-2	1/2X		press	Halve loop playback length	Set Loop In point			
	1-3	2X		press	Double loop playback length	Start loop playback after setting Loop Out point			
	1-4 QUANTIZE 1-5 (*) (CENSOR) 1-6		press Turn on/off the Quantize function -		-				
			press	Play backward while the button is pressed *1	-				
			press Turn on/off the Key Lock function -		-				
	1-7	1-7 BEAT SYNC		press Turn on the Sync function Turn		Turn off the Sync function			
	1-8	SILENT CL	IE	press	Turn on/off the Silent Cue function *2	-			
	1-9	KEY -		press	Lower the key of the playing track by semitone *3	Turn on/off the Key Sync function			
	1-10	KEY +		press	Raise the key of the playing track by semitone *3	Reset the key back to the original key (Key Reset)			
	1-11	PARAMET ER ⊲	Hot Cue and Sampler mode	press	Flip Record (*Available only when Serato Flip is activated)	Flip Loop (*Available only when Serato Flip is activated)			
		ER <	mode		("Available only when Serato Filp is activated)	("Available only when Serato Filp is activated)			
			Auto Loop mode		Halve Loop Size	Loop Shift (REV)			
			Slicer and Sampler mode		Decrease Quantize Size	Decrease Domain Size			
			Saved Loop and Manual Loop mode		'Halve Loop Size	Loop Shift (REV)			
			Pitch Play mode *3		Key Range Down	Key Shift Down			
			Roll mode		Halve Loop Size	Loop Shift (REV)			
			Slicer Loop and Sampler mode		Decrease Quantize Size	Decrease Domain Size			
			Transport and Beatgrid Edit mode		Set Beat Marker				
			User mode		(User mappable)	(User mappable)			
		1	1	1	1	I .			

	1-12	PARAMET ER ▷	Hot Cue and Sampler mode	press	Flip Start (*Available only when Serato Flip is activated)	Flip On/Off (*Available only when Serato Flip is activated)		
		LN V	Auto Loop mode	4	Double Loop Size	Loop Shift (FWD)		
	Slicer and San		Auto Loop mode		Doddie Loop dize	COOP OF MIT (1 WD)		
			Slicer and Sampler	1	Increase Quantize Size	Increase Domain Size		
		l	mode					
		ļ	Saved Loop and Manual Loop mode		Double Loop Size	Loop Shift (FWD)		
	Pitch Play mode '3  Roll mode  Silicer Loop and Sampler mode  Transport and Beatgrid Edit mode				Key Range Up	Key Shift Up		
				Incy nainge op	ney oran op			
			1	Double Loop Size	Loop Shift (FWD)			
				Increase Quantize Size	Increase Domain Size			
			<b> </b>	Clear Beat Marker				
			Edit mode		S.S. SALIMATON	-		
		l	User mode	1	(User mappable)	(User mappable)		
		Sooi mode						
2.EFFECT	0.4	- · · · ·		I	Facility (South EV and made to the Milliontee	Ordered the Associated Street		
	2-1	2		press	Enable/disable FX assigned to the [1] button Enable/disable FX assigned to the [2] button	Select the type of FX assigned to the [1] button  Select the type of FX assigned to the [2] button		
	2-3	3		press	Enable/disable FX assigned to the [2] button	Select the type of FX assigned to the [2] button		
	2-4	TOUCH ST	RIP	touch	Turn on enabled FX			
		ļ		ļ	Change level/depth depending on the position			
		l		release slide	Turn off enabled FX Change level/depth depending on the position			
	2-5	HOLD		press	Change level/depth depending on the position  Turn on/off HOLD function of SLIDE FX *4			
3.BROWSE								
	3-1	Rotary selec	otor	rotate	Move cursor upward/downward	Move cursor upward/downward fast		
	2.2	1045	Deals 4	press	Toggles focus between Library and Crate list	- Design to the body design to t		
	3-2	LOAD	Deck 1 Deck 3	press	Load a track to DECK 1 Load a track to DECK 3	Load the track next to the loaded track in the library to DECK 1  Load the track next to the loaded track in the library to DECK 3		
		ļ	Deck 1	press twice	Load a track to DECK 3  Load a track on the right side active deck into DECK 1			
					(instant doubles) *5	-		
		ļ	Deck 3	]	Load a track on the right side active deck into DECK 3	-		
	3-3	LOAD	Deck 2	press	(instant doubles) *5	Load the track post to the leaded track in the Physics DECK C		
	J-3	LOAD	Deck 2 Deck 4	press	Load a track to DECK 2 Load a track to DECK 4	Load the track next to the loaded track in the library to DECK 2  Load the track next to the loaded track in the library to DECK 4		
		ļ	Deck 2	press twice	Load a track to DECK 4  Load a track on the right side active deck into DECK 2	Sados daskin do isray to best 7		
			1	F. 200 111100		-		
					(instant doubles) *5			
			Deck 4		Load a track on the right side active deck into DECK 4			
4 PERFORM	MANCE PAR	)*6	Deck 4			-		
4.PERFORM	4-1		Hot Cue and Sampler	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point	- PAD 1 to 8 : Delete Hot Cue point		
4.PERFORM	4-1 4-2			press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot	PAD 1 to 8 : Delete Hot Cue point PAD 9 to 16 : Stop / Load Sample Slot		
4.PERFORM	4-1 4-2 4-3 4-4		Hot Cue and Sampler	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot PAD 1 to 12 : Trigger Auto Loop			
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6		Hot Cue and Sampler mode Auto Loop mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 :Beat Jump / Selects the range of beat jump	PAD 9 to 16 : Stop / Load Sample Slot		
4.PERFORM	4-1 4-2 4-3 4-4 4-5		Hot Cue and Sampler mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot PAD 1 to 12 : Trigger Auto Loop			
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : - PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : Delete Saved Loop		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 :Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : - PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 : -		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : - PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 : Delete Saved Loop		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slot  With the pit to 8 : Triggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point	PAD 9 to 16 : Stop / Load Sample Slot  - PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 : - PAD 1 to 8 : Select Cue Point		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 :Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected	PAD 9 to 16 : Stop / Load Sample Slot  - PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 : - PAD 1 to 8 : Select Cue Point		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-10 4-11 4-12 4-13 4-14 4-15		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and		Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Triggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Roll Loop PAD 1 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Roll Loop PAD 1 to 18 : Trigger Roll Loop	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 :- PAD 1 to 8 : Select Cue Point PAD 9 to 16 :-  PAD 1 to 8 : Select Cue Point PAD 9 to 16 :-		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-10 4-11 4-12 4-13 4-14 4-15		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and Sampler mode		Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slot  PAD 1 to 8 : Trigger Slot With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Roll Loop PAD 1 to 18 : Trigger Slice PAD 9 to 16 : Seat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot	PAD 9 to 16 : Stop / Load Sample Slot		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-10 4-11 4-12 4-13 4-14 4-15		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and		Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Triggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Roll Loop PAD 1 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Roll Loop PAD 1 to 18 : Trigger Roll Loop	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 :- PAD 1 to 8 : Select Cue Point PAD 9 to 16 :-  PAD 1 to 8 : Select Cue Point PAD 9 to 16 :-		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-10 4-11 4-12 4-13 4-14 4-15		Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid		Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: - PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: - PAD 9 to 16: Stop / Load Sample Slot PAD 9 to 16: Stop / Load Sample Slot		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1~16	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode		Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-10 4-11 4-12 4-13 4-14 4-15		Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slot  PAD 1 to 8 : Trigger Slot With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1~16	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Beat grid Edit (User mappable)  Hot Cue and Sampler mode User mode 1	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: - PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: - (User mappable) Pitch Play mode "3		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1~16	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slot  PAD 1 to 8 : Trigger Slot With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot  PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -  (User mappable)		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1~16	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode User mode  1	press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode  User mode 1  Auto Loop mode	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: - PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: - (User mappable) Pitch Play mode "3		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD MODE PAD MODE	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press press twice press press twice press press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Roll Loop PAD 1 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -  (User mappable)  Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD 1~16  PAD MODE	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press press twice press press twice press press twice press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 1 to 12 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Roll Loop / Save loop if slot empty PAD 9 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3  Saved Loop and Manual Loop mode	PAD 9 to 16 : Stop / Load Sample Slot  PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 1 to 8 : Delete Saved Loop PAD 9 to 16 :- PAD 1 to 8 : Select Cue Point PAD 9 to 16 :-  PAD 1 to 8 :- PAD 9 to 16 : Stop / Load Sample Slot PAD 9 to 16 : Stop / Load Sample Slot PAD 3, 4 and 6 to 8 : Control DJ tracks PAD 1, 2, 5 and 9 to 16 :- (User mappable)  Pitch Play mode "3 Roll mode		
	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD MODE PAD MODE	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press press twice press press twice press press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 1 to 12 : Trigger Roll Loop PAD 1 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -  (User mappable)  Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode		
4.PERFORM	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD MODE PAD MODE	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode	press press twice press press twice press press twice press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 1 to 12 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Roll Loop / Save loop if slot empty PAD 9 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3  Saved Loop and Manual Loop mode	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -  (User mappable)  Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode		
	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16	PAD MODE PAD MODE PAD MODE	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode 1 2 3 4	press press twice press press twice press press twice press press twice press twice press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Slice PAD 1 to 8 : Trigger Roll Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Saved Loop and Manual Loop mode User mode 4  Shift  Switch DECK 1 mode to INT	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: -  (User mappable)  Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode		
	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16 4-17 4-17 4-18	PAD MODE PAD MODE PAD MODE SHIFT	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode 1 2 3 4 deck 1 (REL) deck 1 (INT)	press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 18 : Trigger Roll Loop PAD 10 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3  Saved Loop and Manual Loop mode User mode 4  Shift Switch DECK 1 mode to INT Switch DECK 1 mode to REL	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -		
	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16 4-17 4-17 4-18	PAD MODE PAD MODE PAD MODE SHIFT	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode  1 2 3 deck 1 (REL) deck 1 (INT) deck 3 (REL)	press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatyrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 2  Saved Loop and Manual Loop mode User mode 4  Shift  Switch DECK 1 mode to INT	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -		
5. その他	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16 4-17 4-17 4-18	PAD MODE PAD MODE PAD MODE SHIFT	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode 1 2 3 4 deck 1 (REL) deck 1 (INT)	press press twice press	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 10 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 18 : Trigger Roll Loop PAD 10 to 18 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Control DJ tracks PAD 9 to 16 : Beatgrid Edit (User mappable)  Hot Cue and Sampler mode User mode 1  Auto Loop mode User mode 2  Slicer and Sampler mode User mode 3  Saved Loop and Manual Loop mode User mode 4  Shift Switch DECK 1 mode to INT Switch DECK 1 mode to REL	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -		
5. その他	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16 4-17 4-18 4-19 4-20 5-1 5-2	PAD MODE PAD MODE PAD MODE SHIFT	Hot Cue and Sampler mode Auto Loop mode Silicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode *3 Roll mode Silicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode  1  deck 1 (REL) deck 3 (REL) deck 3 (INT)	press press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot  PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Saved Loop / Save loop if slot empty PAD 9 to 16 : Manual Loop Edit  With the pitch set on the pressed pad, playback starts from the selected Hot Cue point  PAD 1 to 12 : Trigger Roll Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 12 : Trigger Roll Loop PAD 15 to 16 : Beat Jump / Selects the range of beat jump  PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot  PAD 1 to 8 : Toggle On/Off Selects the range of beat jump  Hot 1 to 8 : Toggler Slice PAD 9 to 16 : Beat grid Edit (User mappable)  Hot Cue and Sampler mode  User mode 1  Auto Loop mode  User mode 2  Slicer and Sampler mode  User mode 3  Saved Loop and Manual Loop mode  User mode 4  Shift  Switch DECK 1 mode to INT  Switch DECK 3 mode to INT  Switch DECK 3 mode to REL	PAD 9 to 16: Stop / Load Sample Slot  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -  PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 3, 4 and 6 to 8: Control DJ tracks PAD 1, 2, 5 and 9 to 16: - (User mappable)  Pitch Play mode "3 - Roll mode - Slicer Loop and Sampler mode - Transport and Beatgrid Edit mode - Switch to DECK 3		
5. その他	4-1 4-2 4-3 4-4 4-5 4-6 4-7 4-8 4-9 4-10 4-11 4-12 4-13 4-14 4-15 4-16 4-17 4-18 4-19 4-20 5-1 5-2	PAD MODE PAD MODE PAD MODE SHIFT	Hot Cue and Sampler mode Auto Loop mode Slicer and Sampler mode Saved Loop and Manual Loop mode Pitch Play mode "3 Roll mode Slicer Loop and Sampler mode Transport and Beatgrid Edit mode User mode  1 4 deck 1 (REL) deck 1 (INT) deck 3 (REL) deck 3 (REL)	press press twice	Load a track on the right side active deck into DECK 4 (instant doubles) *5  PAD 1 to 8 : Call / Set Hot Cue point PAD 9 to 16 : Play Sample Slot PAD 1 to 12 : Trigger Auto Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump PAD 13 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot PAD 1 to 8 : Trigger Slice PAD 9 to 16 : Play Sample Slot With the pitch set on the pressed pad, playback starts from the selected Hot Cue point With the pitch set on the pressed pad, playback starts from the selected Hot Cue point PAD 1 to 12 : Trigger Roil Loop PAD 13 to 16 : Beat Jump / Selects the range of beat jump PAD 1 to 8 : Trigger Roil Loop PAD 9 to 16 : Play Sample Slot PAD 9 to 16 : Play Sample Slot (User mappable)  Hot Cue and Sampler mode User mode 1  User mode 1  Slicer and Sampler mode User mode 2  Slicer and Sampler mode User mode 3  Saved Loop and Manual Loop mode User mode 4  Shift Switch DECK 1 mode to INT Switch DECK 1 mode to INT Switch DECK 2 mode to INT Switch DECK 2 mode to INT	PAD 9 to 16: Stop / Load Sample Slot  - PAD 1 to 8: - PAD 9 to 16: Stop / Load Sample Slot PAD 1 to 8: Delete Saved Loop PAD 9 to 16: -  PAD 1 to 8: Select Cue Point PAD 9 to 16: -		

<sup>\*1</sup> Normal playback continues in the background while playing backward, and when the button is released, normal playback resumes from the position reached in the background.

\*2 When Silent Cue is enabled, the playing track is muted. If INT or REL mode is selected, mute is canceled by calling a Hot Cue, and playback starts from the Hot Cue point.

\*3 KEY - / KEY + and Pitch Play mode are functions of Pitch 'n Time DJ. In order to use Pitch 'n Time DJ with Serato DJ Pro, you will need to purchase a seperate license. For more details, please visit: serato.com

\*4 When the HOLD function is enabled, FX continues to be applied even if your finger is released from the touch strip.

\*5 During playback, the track will be played from the same position.

\*6 The assignment of PADs is shown as follows.

	ot Cue and Sample	r Mode)		PAD MODE 2 (Au	to Loop Mode)							
Hot Cue	Hot Cue 2	Hot Cue 3	Hot Cue 4	Auto Loop 1/32 beat	Auto Loop 1/16 beat	Auto Loop 1/8 beat	Auto Loop 1/4 beat					
Hot Cue 5	Hot Cue	Hot Cue	Hot Cue 8	Auto Loop 1/2 beat	Auto Loop 1 beat	Auto Loop 2 beats	Auto Loop 4 beats					
Slot 1	Slot 2	Slot 3	Slot 4	Auto Loop 8 beats	Auto Loop 16 beats	Auto Loop 32 beats	Auto Loop 1/3 beat					
Slot 5	Slot 6	Slot 7	Slot 8	Beat Jump (left)	Halve Jump Size	Double Jump Size	Beat Jump (right)					
D MODE 3 (SI	icer and Sampler M	Mode)		PAD MODE 4 (S	aved Loop and Man	ual Loop Mode)		J				
Slice 1	Slice 2	Slice 3	Slice 4	Slot 1	Slot 2	Slot 3	Slot 4					
Slice 5	Slice 6	Slice 7	Slice 8	Slot 5	Slot 6	Slot 7	Slot 8					
Slot 1	Slot 2	Slot 3	Slot 4	Loop In	Loop Out	Loop On/Off	Reloop					
Slot	Slot 6	Slot	Slot	Beat Jump	Halve Jump	Double Jump	Beat Jump					
5	لسنساا		8	(left)	Size	Size	(right)					
D MODE 5 (Pi				ge, Middle range or D				Down ra	nge			
				ge, Middle range or D					nge +1	+2	+3	
D MODE 5 (Pirange	etch Play mode *3)	To select the pito	ch range to Up rang	ge, Middle range or D Middle range	own range, press th	e PARAMETER bu	utton.			+2	+3	
D MODE 5 (Pirange +8	tch Play mode *3) :	To select the pitc	th range to Up range	ge, Middle range or D Middle range +4	own range, press th	e PARAMETER bu	+7		+1			
D MODE 5 (Pirange +8	ttch Play mode *3):	+10 +6	+11 +7	ye, Middle range or D Middle range +4	own range, press th	e PARAMETER bu	+7 +3		-3	-2	-1	
D MODE 5 (Pirange +8 +4	+9 +5 +1	+10 +6 +2	+11 +7 +3	ye, Middle range or D Middle range  +4  0  -4	bown range, press th	+6 +2 -2 -6	+7 +3 -1		-7	-6	-1	
D MODE 5 (Pirange +8 +4 -4	+9 +5 +1	+10 +6 +2	+11 +7 +3	ye, Middle range or D Middle range  +4  0  -4	bown range, press th	+6 +2 -2 -6	+7 +3 -1		-7	-6	-1	
D MODE 5 (Pirange +8 +4 O D MODE 6 (Ro	+9 +5 -3 oll mode)	+10 +6 +2	+11 +7 +3	pe, Middle range or D Middle range  +4  -8  PAD MODE 7 (S	bown range, press th	e PARAMETER bit +6 +2 -2 -6 oler Mode)	+7 +3 -1 -5 Slice		-7	-6	-1	
D MODE 5 (Pirange +8 +4	+9 +5 +1 -3 oill mode)	+10 +6 +2 -2	+11 +7 +3 -1	PAD MODE 7 (S  Slice  1  Slice	www range, press th  +5  +1  -7  icer Loop and Sam  Slice 2	e PARAMETER but the parameter of the parameter but the parameter b	+3 +3 -1 -5 Slice 4 Slice		-7	-6	-1	

PAD MODE 8 (Transport and Beatgrid Edit Mode)

Pitch Bend	Pitch Bend +	Pitch Nudge	Pitch Nudge +
Key Lock	Sync	Temp Cue	Play / Pause
Grid Adjust	Grid Adjust	Grid Adjust	Grid Adjust
Grid Slip	Grid Slip	Grid Slip	Grid Slip

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