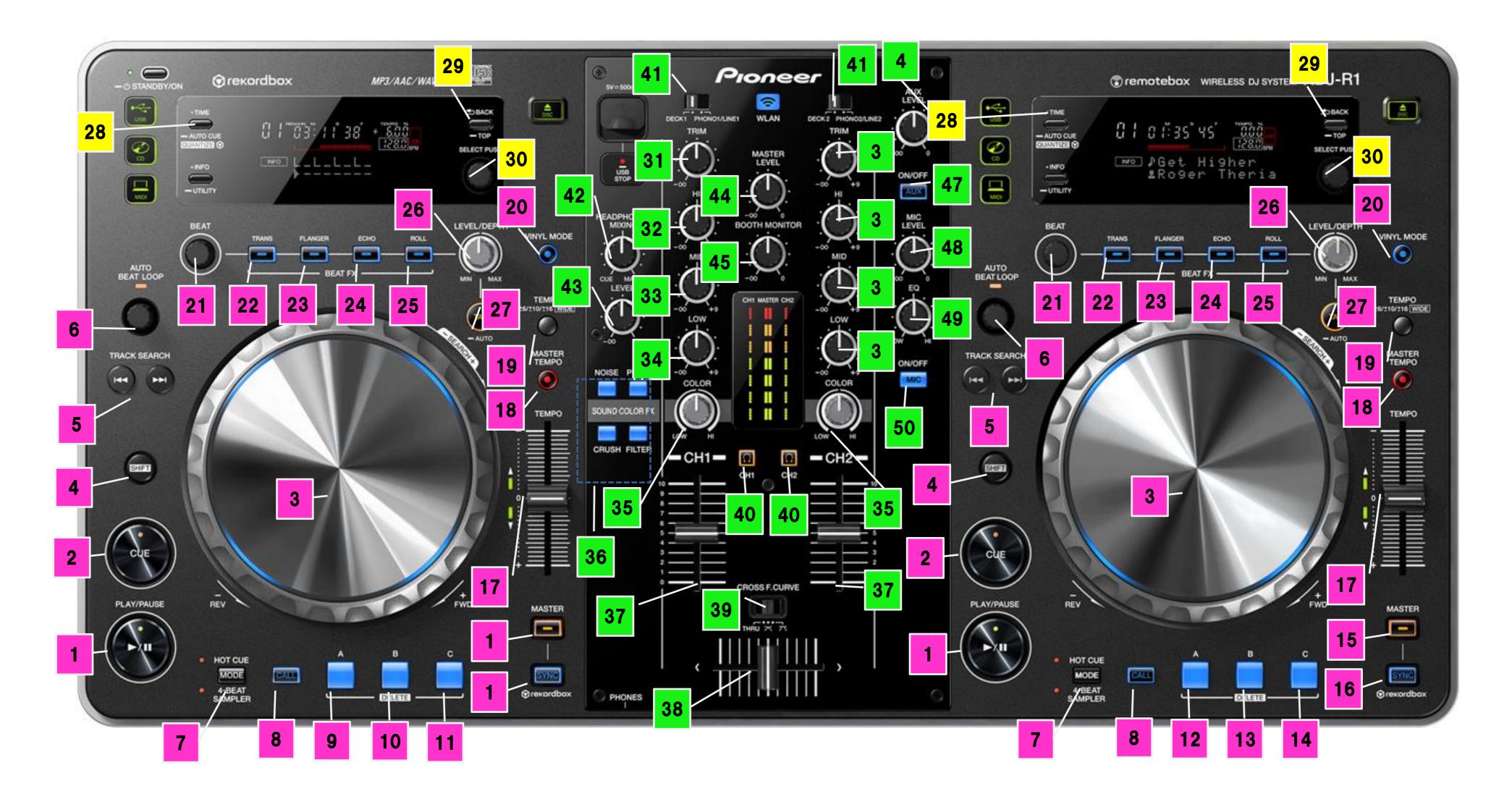


XDJ-R1

Hardware Diagram for VirtualDJ 8



ο.	Name		Function	(+ SHIFT)
	►/II (PLAY/PAUSE)		Play/Pause	Play Stutter
2	CUE		CUE	Jump to the beginning of the track
3	JOG	Top plat	Scratch (VINYL mode On), Pitch Bend (VINYL mode Off)	Search
		Outer wl	e Pitch Bend	
<u> </u>	SHIFT		-	-
5	TRACK SEARCH	NA	Set a Loop In point	
		Kd	Set a Loop Out point	Takana a
	AUTO BEAT LOOP	Turn	Select Auto Loop length/Loop Half & double	Shift 1-beat Loop
		Press	Auto Loop On/Off	Reloop
	MODE(HOT CUE/SAMPLER)		Hot Cue/Sampler mode switch	-
3	CALL		Select Sampler (When SAMPLER mode is selected)	-
9	HOT CUE/SAMPLER B		Set/Play Hot Cue Point A	Delete Hot Cue Point A
			Triggers a Sample*3	Stop the sample
0			Set/Play Hot Cue Point B	Delete Hot Cue Point B
			Triggers a Sample*3	Stop the sample
11			Set/Play Hot Cue Point C	Delete Hot Cue Point C Stop the sample
			Triggers a Sample ^{*3} Set/Play Hot Cue Point A	Delete Hot Cue Point A
2	HOT CUE/SAMPLER A		Triggers a Sample*3	Stop the sample
			Set/Play Hot Cue Point B	Delete Hot Cue Point B
13	HOT CUE/SAMPLER B		Triggers a Sample*3	Stop the sample
			Set/Play Hot Cue Point C	Delete Hot Cue Point C
4	MASTER SYNC TEMPO MASTER TEMPO TEMPO RANGE VINYL MODE		Triggers a Sample *3	Stop the sample
5			Select Master Deck	-
5			Beat Sync	_
7			Tempo Control	_
3			Key lock On/Off	_
)			Select Tempo Range (6%, 10%, 16%, 100%)	_
)			Vinyl mode On/Off	-
<u> </u>	BEAT		Effect Parameter 1	Move Grid ^{*5}
<u>. </u>	BEAT FX(TRANS)		Selected Effect On/Off	Select Effect
<u>-</u> 3	BEAT FX(FLANGER)		FLANGER On/Off	Select FLANGER
<u>-</u> 4	BEAT FX (FLANGER) BEAT FX (ECHO) BEAT FX (ROLL) LEVEL/DEPTH TAP		ECHO On/Off	Select ECHO
<u></u> 5			ROLL On/Off	Select ROLL
<u>, </u>			Effect Parameter 2	Adjust the selected Sampler Volume
			Manual Tap	-
	1731		Interior Tap	
3	TIME(AUTO CUE, QUAN	ITIZF)	Switch deck	I_
			Set the focus of the Browser into the Folders	Switch the Mixer panel
9			window.	
			[When focus is already set to the folders window]	
			Open/Close a folder	
0	SELECT PUSH	Turn	Scroll through files or folders	Switch Sideview ^{*4}
			[When focus is on the Folders window]	-
			Set focus to the Songs window	Maximize the Browse Panel
		Press	[When focus is on the Songs window]	
			Load the track	

Group [No.	Name		Function	(+ SHIFT)
Mixer				1	
	31	TRIM		GAIN	GAIN
	32	HI		EQ (HI)	EQ (HI)
	33	MID		EQ (MID)	EQ (MID)
	34	LOW		EQ (LOW)	EQ (LOW)
	35	COLOR		When SOUND COLOR FX [FILTER] is ON: Filter When SOUND COLOR FX [PITCH] is ON: Key Control	When SOUND COLOR FX [FILTER] is ON: Filter When SOUND COLOR FX [PITCH] is ON: Key Control
		SOUND COLOR FX	NOISE	-	-
	26		CRASH	-	-
	36		PITCH	Key Control Enable/Disable	_
			FILTER	Filter Enable/Disable	-
	37	Crossfader Crossfader Curve Switch CUE DECK, PHONE/LINE Switch		Channel Fader	Channel Fader
	38			Crossfader	Crossfader
	39			Crossfader Curve Switch	Crossfader Curve Switch
	40			Headphone monitor On/Off	_
	41			Input Switch ^{*1}	Input Switch*1
	42	HEADPHONES MIXING		Headphone monitor balance*2	Headphone monitor balance ^{*2}
	43	HEADPHONES LEVEL		Headphone volume adjustment ^{*2}	Headphone volume adjustment ^{*2}
	44	BOOTH MONITOR AUX LEVEL AUX(ON/OFF) MIC LEVEL		Master Volume adjustment	Master Volume adjustment
	45			Booth monitor adjustment	Booth monitor adjustment
				AUX Volume adjustment	AUX Volume adjustment
	47			AUX On/Off	AUX On/Off
	48			MIC Volume adjustment	MIC Volume adjustment
	49	MIC EQ		MIC Equalizer	MIC Equalizer
	50	MIC (ON/OFF)		MIC On/Off	MIC On/Off

- *1 Select [Deck] when playing a track loaded to a deck on Virtual DJ GUI.
- *2 Level is set to maximum when starting VirtualDJ. Make sure to set knob on the VirtualDJ to minimum level before using. *3 The trigger/playing behavior depends on the selected Trigger mode of the Bank
- On/Off: Switch play/stop by pressing Hold: Play while pressing

Stutter: Play from the start point by pressing

- Unmute: Unmute by pressing *4 Only available in Virtual DJ Pro version. (Only the Sampler Trigger pad view is available in Virtual DJ LE.)
- *5 Only available in Virtual DJ Pro version.