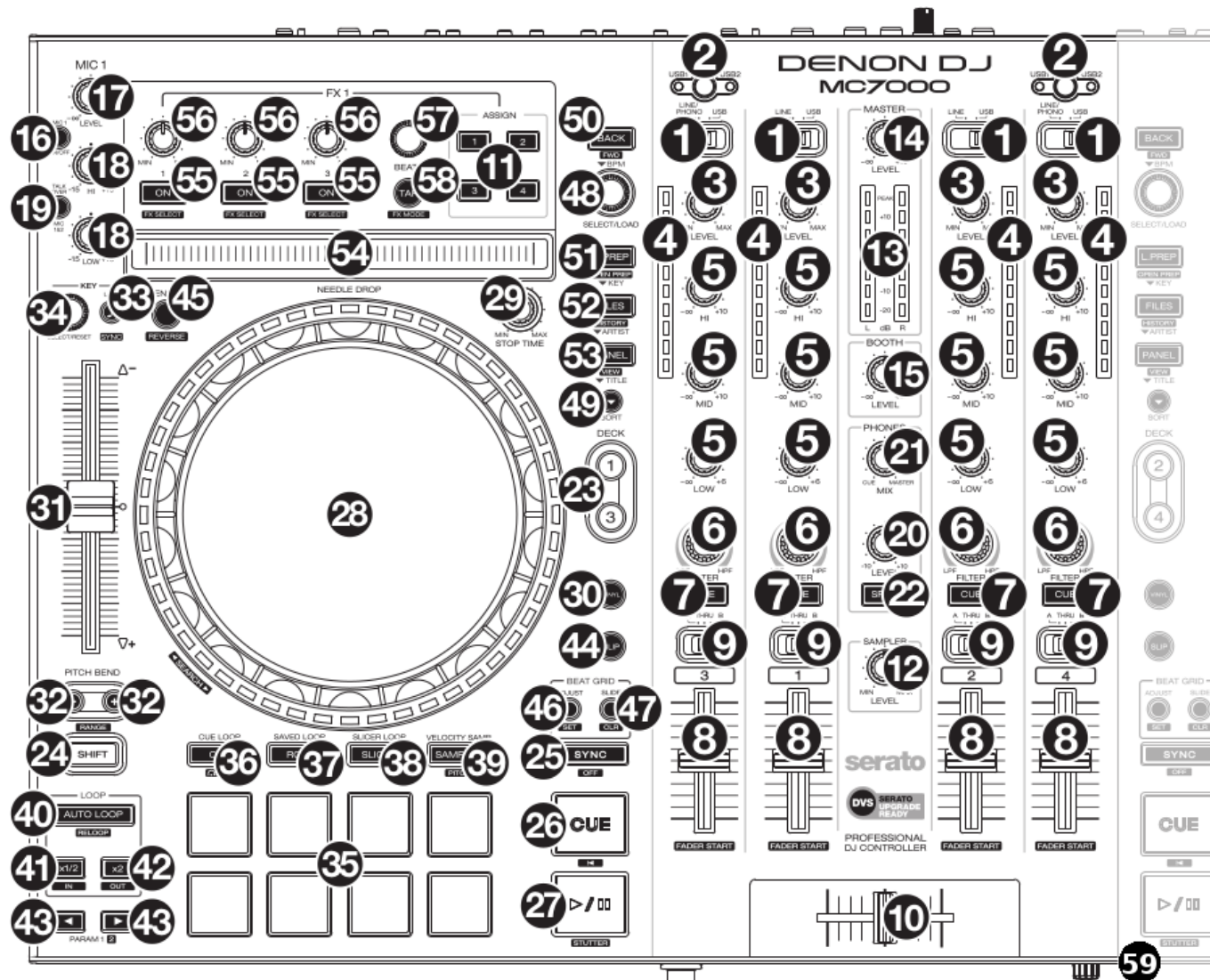


Picture



FUNCTION	SERATO DEFINITION	CHANNEL	BUTTON NAME	SHIFTED BUTTON NAME	MIDI SIGNAL (taken with amidi)		COMMENT
					primary (hex)	shifted (hex)	
1 <b>Input Selector:</b>	Set this switch to the desired audio source from this channel: USB (a track playing on that layer in the software), Line (a device connected to the line input on the rear panel), or Line/Phono (a device connected to the line/phono input on the rear panel). Please note that the Line/Phono selector switches on the rear panel must also be set properly. Also, a channel's controls will only send MIDI information when its input selector is set to USB.	9F B0, B1, B2, B3	Line/Phono / USB		57, 58, 59, 60 16, 1C	00 02	when channel n switches to USB then signal: Ch3: 9F 57 00 Ch2: 9F 59 00 Ch1: 9F 58 00 Ch4: 9F 60 00 When channel switch to LINE/PHONO: Ch3: B2 16 00 Ch2: B1 16 00 B2 1C 00 B1 1C 00 9F 57 02 9F 59 02
2 <b>USB Selector:</b>	Press this button to select whether the deck is controlling the computer connected to USB Port 1 or USB Port 2. Remember to set the channel's input selector to USB if you want it to play the audio from that layer in the software.	by hardware	USB1 / USB2				
3 <b>Channel Level:</b>	Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.	B0, B1, B2, B3	LEVEL		16	00 – 7F	
4 <b>Channel Level Meters:</b>	These LEDs display the audio signal level of the channel.	B0, B1, B2, B3			1F	00 – 7F	
5 <b>Channel EQ:</b>	Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.	B0, B1, B2, B3	HIGH		17	00 – 7F	
		B0, B1, B2, B3	MID		18	00 – 7F	
		B0, B1, B2, B3	LOW		19	00 – 7F	
6 <b>Channel Filter:</b>	Turn this knob to adjust the filter applied to the channel. Turn the knob counterclockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass filter.	B0, B1, B2, B3	FILTER		1A	00 – 7F	
7 <b>Channel Cue:</b>	Press this button to send the channel's pre-fader signal to the headphones' cue channel.	90, 91, 92, 93	CUE		1B		
8 <b>Channel Fader:</b>	Use this fader to adjust the channel's volume level.	B0, B1, B2, B3	FADER	FADER START	1C	28	00 – 7F
9 <b>Crossfader Assign:</b>	Routes the audio playing on the corresponding channel to either side of the crossfader (L or R), or bypasses the crossfader and sends the audio directly to the program mix (center, <sup>THRU</sup> ).	90, 91, 92, 93	A – THROUGH – B		1E	01, 00, 02	
10 <b>Crossfader:</b>	Use this crossfader to mix between the left and right decks.	BF	CROSSFADER		08	00 – 7F	
11 <b>Channel FX:</b>	Use these buttons to apply Effect A and/or B to the corresponding channel.	98, 99	FX 1/2 ASSIGN		05, 06, 07, 08		98 – FX1, 99 – FX2
12 <b>Sampler Volume:</b>	Turn this knob to adjust the volume level of the software's sampler.	BF	SAMPLER LEVEL		1A	00 – 7F	
13 <b>Master Level Meters:</b>	These LEDs display the audio signal level of the master mix (sent out of the master outputs).	by hardware	MASTER METER				
14 <b>Master Level:</b>	Turn this knob to adjust the volume level of the master outputs.	by hardware	MASTER LEVEL				
15 <b>Booth Level:</b>	Turn this knob to adjust the volume level of the booth outputs.	by hardware	BOOTH LEVEL				
16 <b>Mic On/Off:</b>	Press this button to activate/deactivate the microphones.	by hardware	MIC1 / MIC2				
17 <b>Mic Level:</b>	Turn these knobs to adjust the volume levels of the corresponding microphone inputs. The Peak light next to each knob indicates the current signal level by its color: green (low), amber (normal/optimal), or red (maximum/peak). Important: The audio signals from the microphones are routed directly to the master outputs.	by hardware	MIC1 / MIC2 LEVEL				
18 <b>MIC settings:</b>	<b>Left Deck:</b> • Mic EQ: Turn these knobs to boost or cut the high and low frequencies for Mic 1. <b>Right Deck:</b> • Tone: Turn this knob to adjust the tone of the Mic 2 audio signal. • Mic Echo Level: Turn this knob to adjust the amount of the reverb effect on the microphones' audio signal.	by hardware	Hi / LOW / TONE / ECHO				
19 <b>MIC switch:</b>	<b>Left Deck:</b> • Talkover/Post: Press this button to use the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphones. Press and hold Shift and then press this button to activate/deactivate the "post" feature. When on, the microphones' signal will be sent to the Booth Outputs. When off, the microphones' signal will not be routed to the Booth Outputs. <b>Right Deck:</b> • Echo On/Off: Press this button to activate or deactivate the reverb effect on the microphones' audio signal.	by hardware	TALKOVER / ECHO				
20 <b>Phones Level:</b>	Adjusts the volume of the headphones.	by hardware	PHONES LEVEL				

			Knobs			
21	<b>Phones Mix:</b>	Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.	by hardware	PHONES MIX		
22	<b>Split Cue:</b>	When this switch is in the On position, the headphone audio will be "split" such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is in the Off position, the cue channel and master mix will be "blended" together.	by hardware	SPLIT		
23	<b>Deck:</b>	Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.	90, 91, 92, 93	DECK	08	
24	<b>Shift:</b>	Press and hold this button to access secondary functions of other controls.	90, 91, 92, 93	SHIFT	32	
25	<b>Sync / Sync Off:</b>	When using Serato DJ, press this button to automatically match the corresponding deck's tempo with the tempo and phase of the opposite deck. Press and hold Shift and press this button to deactivate Sync.	90, 91, 92, 93	SYNC	02	03
26	<b>Cue / Track Start:</b>	During playback, press this button to return the track to a temporary cue point. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the platter to place the audio playhead at the desired location, and then press this button.) If the deck is paused, press and hold this button to play the track from the temporary cue point. Release the button to return the track to the temporary cue point and pause it. To continue playback without returning to the temporary cue point, press and hold this button and then press and hold the Play button, and then release both buttons. Press and hold Shift and then press this button to return to the start of the track.	90, 91, 92, 93	CUE	01	05
27	<b>Play/Pause / Stutter:</b>	This button pauses or resumes playback. Press and hold Shift and then press this button to "stutter-play" the track from the last set cue point.	90, 91, 92, 93	PLAY / PAUSE	00	04
28	<b>Platter:</b>	This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the Vinyl button is on, move the platter to "scratch" the track as you would with a vinyl record. When the Vinyl button is off (or if you are touching only the side of the platter), move the platter to temporarily adjust the track's speed. While editing a loop, move the platter to adjust the Loop in or Loop Out point. Press and hold Shift and then move the platter to move quickly through the track.	90, 91, 92, 93	JOGWHEEL (touch)	06	
						01 – clockwise 7F – counter clockwise
			B0, B1, B2, B3 E0, E1, E2, E3	JOGWHEEL (turn)	06 00	01 7F 00 – 7F What is channel <i>En</i> used for ? Looks like acceleration mesure 00 up shows increased speed 7F down will indicate reducing speed While turning into same direction
29	<b>Stop Time:</b>	Controls the rate at which the track slows to a complete stop ("brake time").	B0, B1, B2, B3	STOP TIME	13	00 – 7F
30	<b>Vinyl:</b>	Press this button to activate/deactivate a "vinyl mode" for the platter. When activated, you can use the platter to "scratch" the track as you would with a vinyl record.	90, 91, 92, 93	VINYL	07	
31	<b>Pitch Fader:</b>	Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the Pitch Bend buttons.	B0, B1, B2, B3	PITCH FADER	09 77	00 – 7F 00 – 79 (dec)
32	<b>Pitch Bend +/-:</b>	Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track. Press and hold Shift and then press one of these buttons to set the range of the pitch fader.	90, 91, 92, 93	PITCH BEND + / -	PITCH FADER RANGE	0B / 0C 2B / 2C
33	<b>Key Lock / Key Sync:</b>	Press this button to activate/deactivate Key Lock. When Key Lock is activated, the track's key will remain the same even if you adjust its speed. While using Serato DJ, press and hold Shift, and then press this button to automatically match the corresponding deck's key with the key of the opposite deck. You can use this if you have installed the Pitch 'n Time DJ plugin from Serato.	90, 91, 92, 93	KEY LOCK	KEY SYNC	0D 29
34	<b>Key Select/Reset:</b>	Turn this knob to raise or lower the key of the track in semitone increments. Press this knob to reset the track's key to its original key. You can use this if you have installed the Pitch 'n Time DJ plugin from Serato.	B0, B1, B2, B3	KEY SELECT	26	01 7F 01 – clockwise 7F – counter clockwise
			90, 91, 92, 93	KEY RESET	2A	
35	<b>Pads:</b>	These pads have different functions on each deck depending on the current Pad Mode.	94, 95, 96, 97	PADS	14, 15, 16, 17, 18, 19, 1A, 1B	1C, 1D, 1E, 1F 20, 21, 22, 23 independend of PAD MODE
36	<b>Cue / Cue Loop / Flip:</b>	This Pad Mode button puts the pads in two modes: Cue Mode, Cue Loop Mode. Press and hold Shift and press this button to put the pads in Flip Mode. When the button is unlit, the first press will always select Cue Mode.	94, 95, 96, 97	CUE CUE LOOP	FLIP	00 03 02 TOGGLE BUTTON blue LED light green LED light
37	<b>Roll / Saved Loop:</b>	This Pad Mode button puts the pads in two modes: Roll Mode and Saved Loop Mode. When the button is unlit, the first press will always select Roll Mode.	94, 95, 96, 97	ROLL SAVED LOOP		07 0D TOGGLE BUTTON Bright blue LED light yellow LED light
38	<b>Slicer / Slicer Loop:</b>	This Pad Mode button switches the pads between two modes: Slicer Mode and Slicer Loop Mode. When the button is unlit, the first press will always select Slicer Mode. Important: While using Serato DJ, your track must have a set Beat Grid for Slicer Mode or Slicer Loop Mode to work.	94, 95, 96, 97	SLICER SLICER LOOP		09 0A TOGGLE BUTTON red LED light Blue LED light

		Knobs											
39	<b>Sampler / Velocity Samp.:</b>	This Pad Mode button switches the pads between two modes: Sampler Mode and Velocity Sampler Mode. Sampler Mode is available in Serato DJ only. When the button is unlit, the first press will always select Sampler Mode.	94, 95, 96, 97	<b>SAMPLER VELOCITY SAMP</b>	PITCH	<b>0B 0C</b>	0F	TOGGLE BUTTON Pink LED light Bright blue LED light					
40	<b>Auto-Loop/Reloop:</b>	Press this button to create an auto-loop with the length that is set in the software. Press and hold Shift and then press this button to skip to the last-played loop and activate it immediately.	94, 95, 96, 97	<b>AUTO LOOP</b>		<b>32</b>	33						
41	<b>X 1/2 Loop / Loop In:</b>	Press this button to halve the length of the current loop. Press and hold Shift and then press this button to create a Loop In point at the current Location.	94, 95, 96, 97	<b>X ½</b>	IN	<b>34</b>	38						
42	<b>X 2 Loop / Loop Out:</b>	Press this button to double the length of the current loop. Press and hold Shift and then press this button to create a Loop Out point at the current Location.	94, 95, 96, 97	<b>X 2</b>	OUT	<b>35</b>	39						
43	<b>&lt; / &gt; Param 1/2:</b>	Use these buttons for various functions in each Pad Mode. Press and hold Shift and use these buttons to access secondary parameters.	94, 95, 96, 97	<b>PARAM 1</b>	PARAM 2	<b>28 29</b>	2A 2B	28 - < 29 - >					
44	<b>Slip:</b>	Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to cue points, trigger loop rolls, or use the platters, while the track's timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).	90, 91, 92, 93	<b>SLIP</b>		<b>0F</b>							
45	<b>Censor / Rev:</b>	Press this button to activate/deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).	90, 91, 92, 93	<b>CENSOR</b>	REVERSE	<b>10</b>	11						
46	<b>Adjust/Set:</b>	Press and hold Shift and then press this button to reverse the playback of the track normally. Press and hold Shift and then press this button to "warp" the entire Beat Grid. Press and hold Shift and then press this button to set a Beat Marker at the Audio Playhead's current location.	94, 95, 96, 97	<b>BEAT GRID ADJUST</b>		<b>46</b>	47						
47	<b>Slide/Clr:</b>	Important: Your track must have a set Beat Grid for the Adjust feature to work. Also, using the Adjust feature will change the track's BPM. When using the software's Beat Grid, press and hold this button and move the platter to "slide" the entire Beat Grid to the left or right. Press and hold Shift and then press this button to clear the entire Beat Grid. Important: Your track must have a set Beat Grid for the Slide/Clr button to work.	94, 95, 96, 97	<b>BEAT GRID SLIDE</b>		<b>48</b>	49						
48	<b>Select/Load Knob:</b>	Turn this knob to navigate through lists. Press this button to switch between the library view and crates view (and any other open panels). Press and hold Shift and then turn this knob to browse quickly through the tracks in your library. Tip: Press it quickly twice to load the same track to both decks ("instant doubles").	BF	<b>SELECT KNOB (turn)</b>	SELECT (TURN)	<b>00</b>	01	01 7F	01 – clockwise 7F – counter clockwise				
			9F	<b>SELECT KNOB (push)</b>		<b>02, 03, 04, 05</b>	1F			MIDI signals from both decks are the same  push signal depends on selected deck			
49	<b>Sort:</b>	Press and hold this button to access tertiary sort (!) functions of the navigation controls.	by hardware										
50	<b>Back/Fwd/Sort BPM:</b>	Press this button to move to the previous window. Press and hold Shift and then press this button to move to the next window. Press and hold Sort and then press this button to sort the tracks by BPM.	9F	<b>BACK SORT BPM</b>	FWD	<b>07 13</b>	06	The sort button is hardware – no signal received but triggers a different MIDI signal for the button  The sort button is hardware – no signal received but triggers a different MIDI signal for the button  The sort button is hardware – no signal received but triggers a different MIDI signal for the button  The sort button is hardware – no signal received but triggers a different MIDI signal for the button  The sort button is hardware – no signal received but triggers a different MIDI signal for the button  according to MC8000 doc: 0x2B for LSB 0x78 for MSB					
51	<b>Load Prep/Open Prep/Sort Key:</b>	Press this button to load the currently selected track to the Prepare Crate. Press and hold Shift and then press this button to jump to the Prepare Crate in the software. Press and hold Sort and then press this button to sort the tracks by key.	9F	<b>L.PREP SORT KEY</b>	OPEN PREP	<b>1B 20</b>	10						
52	<b>Files/History/Sort Artist:</b>	Press this to jump to the Files panel. Press and hold Shift and then press this button to jump to the History panel. Press and hold Sort and then press this button to sort the tracks by artist.	9F	<b>FILES SORT ARTIST</b>	HISTORY	<b>0F 14</b>	0E						
53	<b>Panel/View/Sort Title:</b>	Press this to cycle through the different panels. Press and hold Shift and then press this button to change the view layout. Press and hold Sort and then press this button to sort the tracks by title.	9F	<b>PANEL SORT TITLE</b>	VIEW	<b>11 12</b>	1F						
54	<b>Needle Drop Strip:</b>	The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track.	B0, B1, B2, B3 90, 91, 92, 93	<b>NEEDLE DROP</b>		<b>2B 78</b>							
55	<b>FX On / Select:</b>	Press this button to turn the corresponding effect on or off. Press and hold Shift and then press this button to select an effect in Serato DJ.	98 99	<b>FX1 ON FX2 ON</b>	FX SELECT	<b>00, 01, 02</b>	0B, 0C, 0D	00, 01, 02 for button 1,2,3					
56	<b>FX Level:</b>	Turn this knob to adjust the level of the corresponding effect. The FX On button under the knob must be lit for this knob to function. While using Serato DJ, press and hold Shift and then turn this knob to scroll through the list of effects.	B8 B9	<b>FX1 LEVEL FX2 LEVEL</b>		<b>00, 01, 02</b>	0B, 0C, 0D			00 – 7F			
57	<b>FX Beats:</b>	Turn this knob to adjust the rate of time-based effects on that deck. Press this knob to reset the rate to 1 beat.	B8 B9	<b>BEATS (turn)</b>		<b>03</b>				01 7F	01 – clockwise 7F – counter clockwise		
			98 99	<b>BEATS (push)</b>		<b>41</b>							
58	<b>FX Tap:</b>	Tap this button repeatedly at the desired tempo to set the rate of the effects' low-frequency oscillators (LFOs). Press and hold this button to reset Beat Multiplier to the Deck's BPM. Press and hold Shift and then press this button to switch between Single-FX Mode and Multi-FX Mode.	98 99	<b>TAP</b>	FX MODE	<b>04</b>	0A						
59	<b>Crossfader Contour:</b>	Adjusts the slope of the crossfader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.	BF	<b>X FADER CONTOUR</b>		<b>09</b>		00 – 7F					

# LEDs

FUNCTION	SERATO DEFINITION	CHANNEL	LED	MIDI SIGNAL (taken with amidi)		COMMENT
				primary (hex)		
4 <b>Channel Level Meters:</b>	These LEDs display the audio signal level of the channel.	B0, B1, B2, B3	<b>CHANNEL</b>	1F	00 – 7F	
13 <b>Master Level Meters:</b>	These LEDs display the audio signal level of the master mix (sent out of the master outputs).	by hardware ?	<b>MASTER</b>			handled by hardware ?
28 <b>PLATTER RING</b>	48 LEDs around the JogWheels	90, 91, 92, 93	<b>PLATTER RING MODE</b>	64	0 1 2 3	0 – Single „OFF“ Chase (default) 1 – Single „ON“ LED chase 2 – Volume Style 3 – Reverse Volume
		90, 91, 92, 93	<b>PLATTER RING</b>	06	1 – 7F	Sending Value 1 illuminates the LED at 12 o'clock position. Greater values will trigger next LEDs clock wise
		90, 91, 92, 93	<b>ALL LEDs</b>	63	0 7F	0 – all LEDs off 7F – all LEDs on