

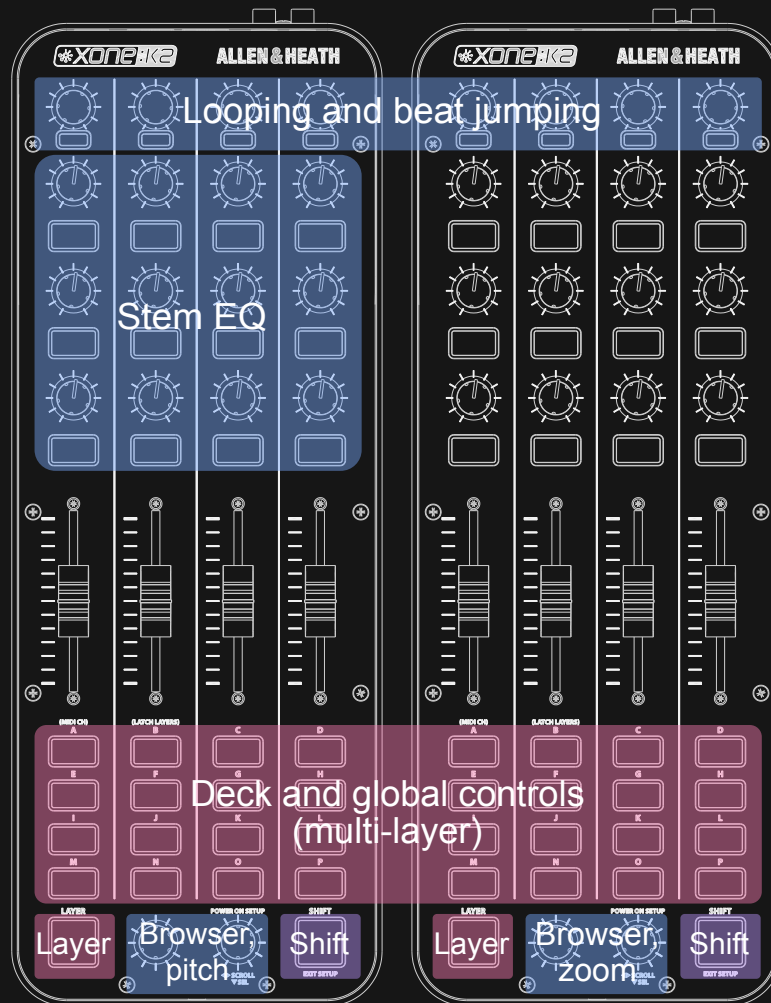
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# Controls

## Layout overview

Roughly speaking, the top encoder section controls looping and beat jumps, the left rotary potentiometer section controls the stem EQ, the switch matrix section controls a range of deck and global controls, and the bottom rotary section control browser, pitch and UI views. Shift retains it's use of providing access to alternate controls for a lot of inputs, the layer button accesses other command layers



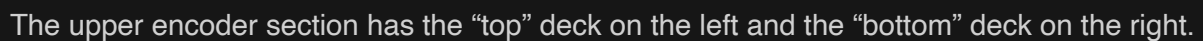
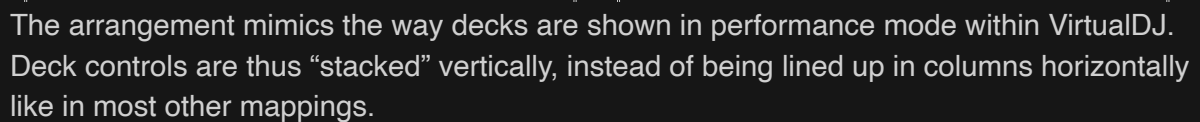
Latch layers functionality does not use inbuilt, hardware-side, layering system. It's written from the ground up in VirtualDJ and mimics inbuilt latch-layer setting 2. That is, the latch layer button changes the functionality of the button matrix A-P. However, instead of cycling through 3 layers by repeatedly pressing the latch layer button, the button brings you to a menu page where each of the buttons represents a unique layer. This makes for a total of 16 layers, with 16 more theoretically possible using the shift button.

Faders of both controllers and the rotary potentiometer section including the pot switches of the right controller are completely unmapped, allowing for custom user mapping in VirtualDJ or other software (e.g. channel faders in Ableton, controls of external FX, etc).

The screenshot displays the Serato DJ software interface with four decks (A, B, C, D) and a central mixer area. Each deck has a track loaded, a waveform, and various controls for volume, gain, and effects.

- Deck A:** Track "Submissive" by Specific Objects. The waveform is purple and blue. The track is at 0:44.4. The mixer area shows a "Drop #1" hotcue and a "Breakdown #1" hotcue.
- Deck B:** Track "Cheer Up (Chlär Remix)" by Closure, Chlär. The waveform is red and orange. The track is at 6:36.1. The mixer area shows a "Drop #1" hotcue and a "Breakdown #1" hotcue.
- Deck C:** Track "The Man Who Bites The Dog (Original Mix)" by DJ Dextro, Cardao. The waveform is red and orange. The track is at 3:32.8. The mixer area shows a "Drop #1" hotcue and a "Breakdown #1" hotcue.
- Deck D:** Track "Blow Fire (Original Mix)" by Agent Orange DJ. The waveform is red and orange. The track is at 0:13.6. The mixer area shows a "Drop #1" hotcue and a "Breakdown #1" hotcue.

The central mixer area includes a "CUE" button, a "SYNC" button, and a "LOOP" button. The "CUE" button is highlighted in red. The "SYNC" button is highlighted in green. The "LOOP" button is highlighted in blue.



Non-layered inputs

Top encoder section

Normal mode

Left controller				Right controller			
▼ jump length <i>global</i>	▼ set loop <i>deck 1</i>	▼ N/A <i>N/A</i>	▼ set loop <i>deck 3</i>	▼ N/A <i>N/A</i>	▼ set loop <i>deck 2</i>	▼ N/A <i>N/A</i>	▼ set loop <i>deck 4</i>
◀▶ jump long <i>deck 1</i>	◀▶ loop size <i>deck 1</i>	◀▶ jump long <i>deck 3</i>	◀▶ loop size <i>deck 3</i>	◀▶ jump long <i>deck 2</i>	◀▶ loop size <i>deck 2</i>	◀▶ jump long <i>deck 4</i>	◀▶ loop size <i>deck 4</i>

Shift mode

Left controller				Right controller			
▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>	▼ Non shift <i>Non shift</i>
◀▶ jump short <i>deck 1</i>	◀▶ move loop <i>deck 1</i>	◀▶ jump short <i>deck 3</i>	◀▶ move loop <i>deck 3</i>	◀▶ jump short <i>deck 2</i>	◀▶ move loop <i>deck 2</i>	◀▶ jump short <i>deck 4</i>	◀▶ move loop <i>deck 4</i>

## Button matrix pages

## Layer Page

## Normal mode

[illegible]

## Shift mode

[illegible]

## Page A

## Normal mode

### Left controller

Cue <i>deck 1</i>	Set master <i>deck 1</i>	< nudge <i>deck 1</i>	nudge > <i>deck 1</i>
Play <i>deck 1</i>	Sync <i>deck 1</i>	slip <i>deck 1</i>	reverse <i>deck 1</i>
Cue <i>deck 3</i>	Set master <i>deck 3</i>	< nudge <i>deck 3</i>	nudge > <i>deck 3</i>
Play <i>deck 3</i>	Sync <i>deck 3</i>	slip <i>deck 3</i>	reverse <i>deck 3</i>

### Right controller

Cue <i>deck 2</i>	Set master <i>deck 2</i>	< nudge <i>deck 2</i>	nudge > <i>deck 2</i>
Play <i>deck 2</i>	Sync <i>deck 2</i>	slip <i>deck 2</i>	reverse <i>deck 2</i>
Cue <i>deck 4</i>	Set master <i>deck 4</i>	< nudge <i>deck 4</i>	nudge > <i>deck 4</i>
Play <i>deck 4</i>	Sync <i>deck 4</i>	slip <i>deck 4</i>	reverse <i>deck 4</i>

## Shift mode

### Left controller

jump start <i>deck 1</i>	master tempo <i>deck 1</i>	edit grid <i>deck 1</i>	load track <i>deck 1</i>
Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>
jump start <i>deck 3</i>	master tempo <i>deck 3</i>	edit grid <i>deck 3</i>	load track <i>deck 3</i>
Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>

### Right controller

jump start <i>deck 2</i>	master tempo <i>deck 2</i>	edit grid <i>deck 2</i>	load track <i>deck 2</i>
Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>
jump start <i>deck 4</i>	master tempo <i>deck 4</i>	edit grid <i>deck 4</i>	load track <i>deck 4</i>
Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>	Non shift <i>Non shift</i>

## Page B

## Normal mode

### Left controller

slider pad 1 deck 1	slider pad 2 deck 1	slider pad 3 deck 1	slider pad 4 deck 1
slider pad 5 deck 1	slider pad 6 deck 1	slider pad 7 deck 1	slider pad 8 deck 1
slider pad 1 deck 3	slider pad 2 deck 3	slider pad 3 deck 3	slider pad 4 deck 3
slider pad 5 deck 3	slider pad 6 deck 3	slider pad 7 deck 3	slider pad 8 deck 3

## Right controller

<p>slider pad 1 deck 2</p>	<p>slider pad 2 deck 2</p>	<p>slider pad 3 deck 2</p>	<p>slider pad 4 deck 2</p>
<p>slider pad 5 deck 2</p>	<p>slider pad 6 deck 2</p>	<p>slider pad 7 deck 2</p>	<p>slider pad 8 deck 2</p>
<p>slider pad 1 deck 4</p>	<p>slider pad 2 deck 4</p>	<p>slider pad 3 deck 4</p>	<p>slider pad 4 deck 4</p>
<p>slider pad 5 deck 4</p>	<p>slider pad 6 deck 4</p>	<p>slider pad 7 deck 4</p>	<p>slider pad 8 deck 4</p>

## Shift mode

### Left controller

### Right controller

