Contents

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
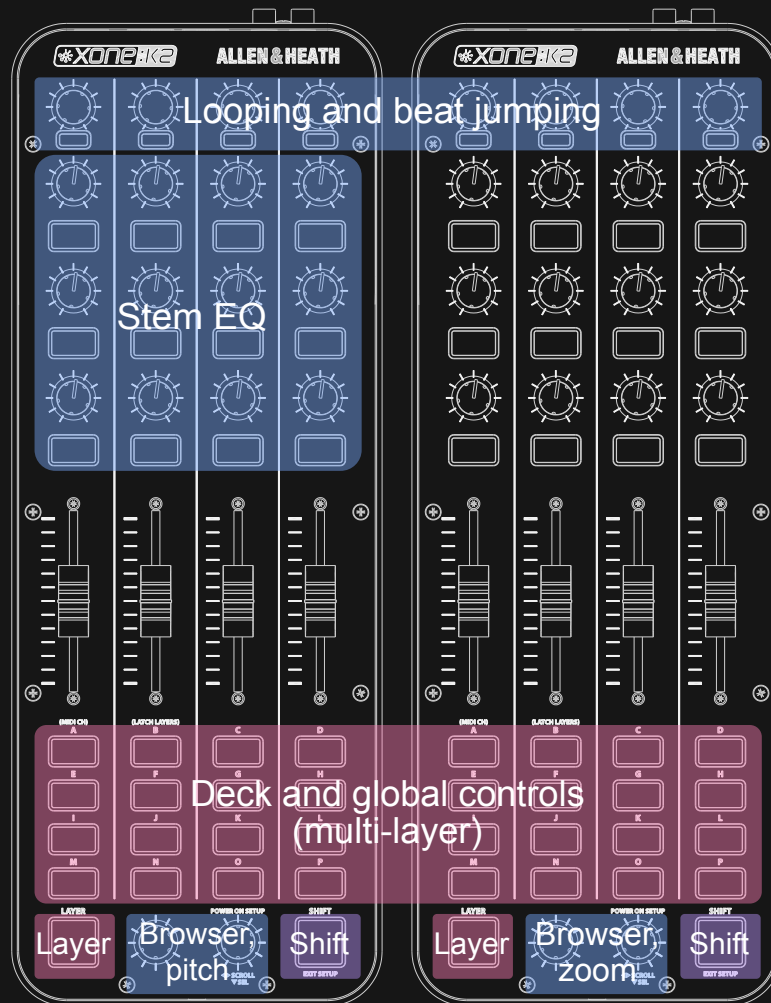
Latch layers functionality does not use inbuilt, hardware-side, layering system. It's written from the ground up in VirtualDJ and mimics inbuilt latch-layer setting 2. That is, the latch layer button changes the functionality of the button matrix A-P. However, instead of cycling through 3 layers by repeatedly 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).

With the exception of the stem EQ, controls targeting individual decks are split across the two controllers.

left K2 switch matrix
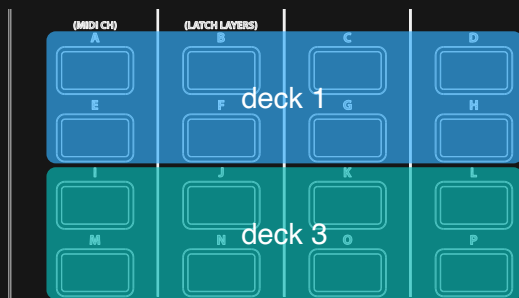
right K2 switch matrix
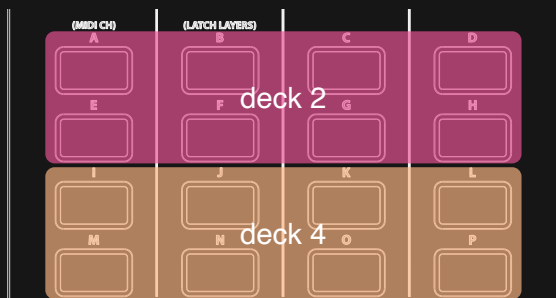
The arrangement mimics the way decks are shown in performance mode within VirtualDJ. Deck controls are thus "stacked" vertically, instead of being lined up in columns horizontally like in most other mappings.

left K2 top encoder section

right K2 top encoder section

The upper encoder section has the "top" deck on the left and the "bottom" deck on the right,

Non-layered inputs

Top encoder section

Normal mode

Left controller

▾ jump length
global

▾ set loop
deck 1

▾ N/A
N/A

▾ set loop
deck 3

◂▸ jump long
deck 1

◂▸ loop size
deck 1

◂▸ jump long
deck 3

◂▸ loop size
deck 3

Right controller

▾ N/A
N/A

▾ set loop
deck 2

▾ N/A
N/A

▾ set loop
deck 4

◂▸ jump long
deck 2

◂▸ loop size
deck 2

◂▸ jump long
deck 4

◂▸ loop size
deck 4

Shift mode

Left controller

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

◂▸ jump short
deck 1

◂▸ move loop
deck 1

◂▸ jump short
deck 3

◂▸ move loop
deck 3

Right controller

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

▾ Non-shift
Non-shift

◂▸ jump short
deck 2

◂▸ move loop
deck 2

◂▸ jump short
deck 4

◂▸ move loop
deck 4

Button matrix pages

Layer Page - Menu

test Pressing the layer button on any of the other pages takes you to this page. Pushing any of the switches A-P takes the user to the switch's associated page of commands.

Normal mode

	Left controller				Right controller		
A: play cntrl deck 1 & 3	B: slicer deck 1 & 3	C: beat roll deck 1 & 3	D: keycue deck 1 & 3	A: play cntrl deck 2 & 4	B: slicer deck 2 & 4	C: beat roll deck 2 & 4	D: keycue deck 2 & 4
E: hotcues deck 1 & 3	F: cueloop deck 1 & 3	blank page N/A	blank page N/A	E: hotcues deck 2 & 4	F: cueloop deck 2 & 4	blank page N/A	blank page N/A
blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A
blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A	blank page N/A

Shift mode

	Left controller				Right controller		
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift

Page A - Play Commands

Normal mode

Left controller

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

Right controller

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

Shift mode

Left controller

jump start	master tempo	edit grid	load track
deck 1	deck 1	deck 1	deck 1
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
jump start	master tempo	edit grid	load track
deck 3	deck 3	deck 3	deck 3
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Right controller

jump start	master tempo	edit grid	load track
deck 2	deck 2	deck 2	deck 2
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
jump start	master tempo	edit grid	load track
deck 4	deck 4	deck 4	deck 4
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Page B - Slicer
Normal mode

	Left controller				**Right controller**		
slicer pad 1 deck 1	slicer pad 2 deck 1	slicer pad 3 deck 1	slicer pad 4 deck 1	slicer pad 1 deck 2	slicer pad 2 deck 2	slicer pad 3 deck 2	slicer pad 4 deck 2
slicer pad 5 deck 1	slicer pad 6 deck 1	slicer pad 7 deck 1	slicer pad 8 deck 1	slicer pad 5 deck 2	slicer pad 6 deck 2	slicer pad 7 deck 2	slicer pad 8 deck 2
slicer pad 1 deck 3	slicer pad 2 deck 3	slicer pad 3 deck 3	slicer pad 4 deck 3	slicer pad 1 deck 4	slicer pad 2 deck 4	slicer pad 3 deck 4	slicer pad 4 deck 4
slicer pad 5 deck 3	slicer pad 6 deck 3	slicer pad 7 deck 3	slicer pad 8 deck 3	slicer pad 5 deck 4	slicer pad 6 deck 4	slicer pad 7 deck 4	slicer pad 8 deck 4

Shift mode

	Left controller				**Right controller**		
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift
Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift	Non-shift Non-shift

Page C - Loop Roll

Normal mode

Left controller

loop roll pad 1	loop roll pad 2	loop roll pad 3	loop roll pad 4
deck 1	deck 1	deck 1	deck 1
loop roll pad 5	loop roll pad 6	loop roll pad 7	loop roll pad 8
deck 1	deck 1	deck 1	deck 1
loop roll pad 1	loop roll pad 2	loop roll pad 3	loop roll pad 4
deck 3	deck 3	deck 3	deck 3
loop roll pad 5	loop roll pad 6	loop roll pad 7	loop roll pad 8
deck 3	deck 3	deck 3	deck 3

Right controller

loop roll pad 1	loop roll pad 2	loop roll pad 3	loop roll pad 4
deck 2	deck 2	deck 2	deck 2
loop roll pad 5	loop roll pad 6	loop roll pad 7	loop roll pad 8
deck 2	deck 2	deck 2	deck 2
loop roll pad 1	loop roll pad 2	loop roll pad 3	loop roll pad 4
deck 4	deck 4	deck 4	deck 4
loop roll pad 5	loop roll pad 6	loop roll pad 7	loop roll pad 8
deck 4	deck 4	deck 4	deck 4

Shift mode

Left controller

Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Right controller

Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Page D - Key Cue

Normal mode

Left controller

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

Right controller

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

Shift mode

Left controller

Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Right controller

Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift
Non-shift	Non-shift	Non-shift	Non-shift

Page E - Hotcue
Normal mode

Left controller   **Right controller**

hotcue 1	hotcue 2	hotcue 3	hotcue 4	hotcue 1	hotcue 2	hotcue 3	hotcue 4
deck 1	deck 1	deck 1	deck 1	deck 2	deck 2	deck 2	deck 2
hotcue 5	hotcue 6	hotcue 7	hotcue 8	hotcue 5	hotcue 6	hotcue 7	hotcue 8
deck 1	deck 1	deck 1	deck 1	deck 2	deck 2	deck 2	deck 2
hotcue 1	hotcue 2	hotcue 3	hotcue 4	hotcue 1	hotcue 2	hotcue 3	hotcue 4
deck 3	deck 3	deck 3	deck 3	deck 4	deck 4	deck 4	deck 4
hotcue 5	hotcue 6	hotcue 7	hotcue 8	hotcue 5	hotcue 6	hotcue 7	hotcue 8
deck 3	deck 3	deck 3	deck 3	deck 4	deck 4	deck 4	deck 4

Shift mode

Left controller   **Right controller**

delete hc 1	delete hc 2	delete hc 3	delete hc 4	delete hc 1	delete hc 2	delete hc 3	delete hc 4
deck 1	deck 1	deck 1	deck 1	deck 2	deck 2	deck 2	deck 2
delete hc 5	delete hc 6	delete hc 7	delete hc 8	delete hc 5	delete hc 6	delete hc 7	delete hc 8
deck 1	deck 1	deck 1	deck 1	deck 2	deck 2	deck 2	deck 2
delete hc 1	delete hc 2	delete hc 3	delete hc 4	delete hc 1	delete hc 2	delete hc 3	delete hc 4
deck 3	deck 3	deck 3	deck 3	deck 4	deck 4	deck 4	deck 4
delete hc 5	delete hc 6	delete hc 7	delete hc 8	delete hc 5	delete hc 6	delete hc 7	delete hc 8
deck 3	deck 3	deck 3	deck 3	deck 4	deck 4	deck 4	deck 4

Page F - Cueloop

Normal mode

Left controller   **Right controller**

| cueloop 1 | cueloop 2 | cueloop 3 | cueloop 4 | cueloop 1 | cueloop 2 | cueloop 3 | cueloop 4 |
| deck 1 | deck 1 | deck 1 | deck 1 | deck 2 | deck 2 | deck 2 | deck 2 |

| cueloop 5 | cueloop 6 | cueloop 7 | cueloop 8 | cueloop 5 | cueloop 6 | cueloop 7 | cueloop 8 |
| deck 1 | deck 1 | deck 1 | deck 1 | deck 2 | deck 2 | deck 2 | deck 2 |

| cueloop 1 | cueloop 2 | cueloop 3 | cueloop 4 | cueloop 1 | cueloop 2 | cueloop 3 | cueloop 4 |
| deck 3 | deck 3 | deck 3 | deck 3 | deck 4 | deck 4 | deck 4 | deck 4 |

| cueloop 5 | cueloop 6 | cueloop 7 | cueloop 8 | cueloop 5 | cueloop 6 | cueloop 7 | cueloop 8 |
| deck 3 | deck 3 | deck 3 | deck 3 | deck 4 | deck 4 | deck 4 | deck 4 |

Shift mode

Left controller   **Right controller**

| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |
| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |

| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |
| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |

| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |
| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |

| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |
| Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift | Non-shift |