

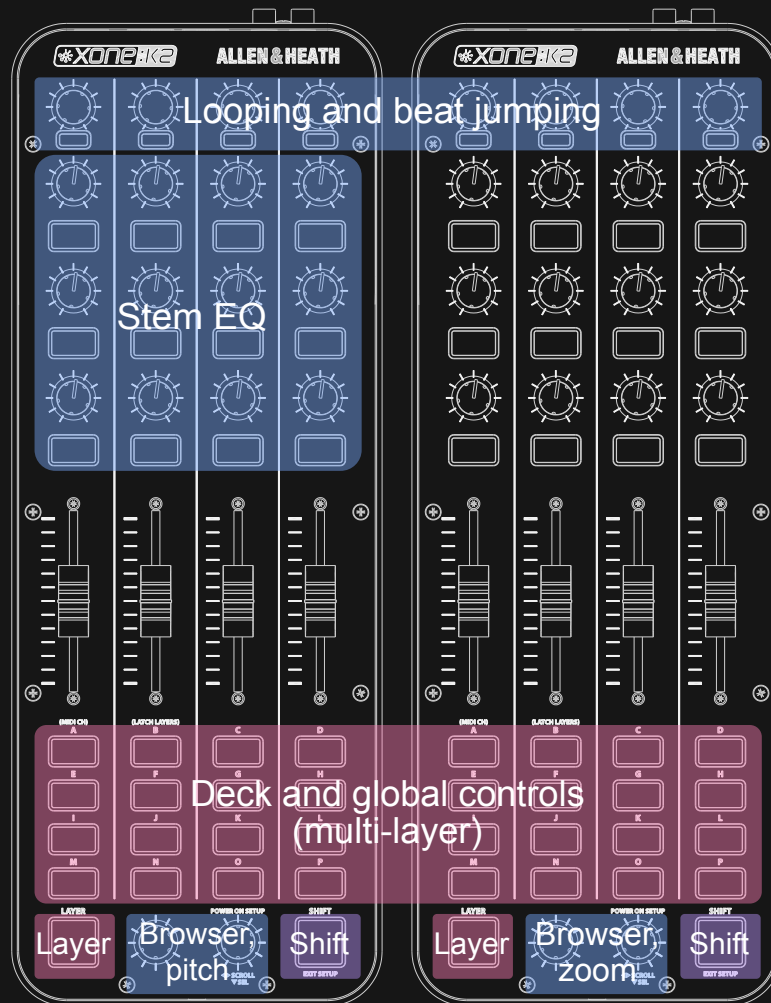
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Controls

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



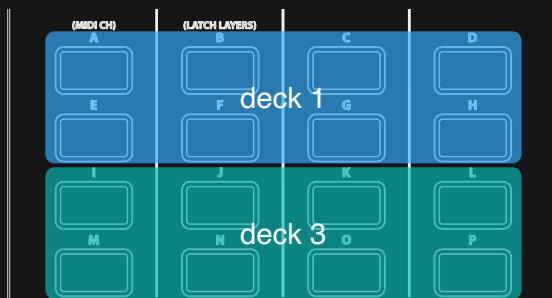
Latch layers functionality does not use inbuilt, hardware-side, layering system. It's written from the ground up in VirtualDJ and mimics inbuilt latch-layer setting 2. That is, the latch layer button changes the functionality of the button matrix A-P. However, instead of cycling through 3 layers by repeatedly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

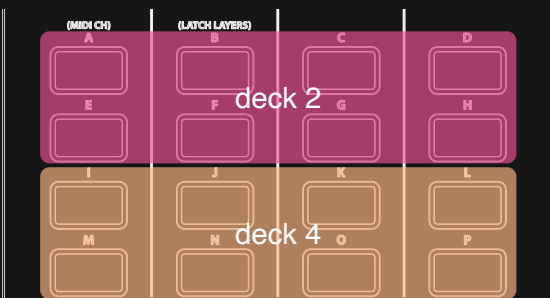
With the exception of the stem EQ, controls targeting individual decks are split across the two controllers.



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				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				Right controller			
Cue <i>deck 1</i>	Set master <i>deck 1</i>	< nudge <i>deck 1</i>	nudge > <i>deck 1</i>	Cue <i>deck 2</i>	Set master <i>deck 2</i>	< nudge <i>deck 2</i>	nudge > <i>deck 2</i>
Play <i>deck 1</i>	Sync <i>deck 1</i>	slip <i>deck 1</i>	reverse <i>deck 1</i>	Play <i>deck 2</i>	Sync <i>deck 2</i>	slip <i>deck 2</i>	reverse <i>deck 2</i>
Cue <i>deck 3</i>	Set master <i>deck 3</i>	< nudge <i>deck 3</i>	nudge > <i>deck 3</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 3</i>	Sync <i>deck 3</i>	slip <i>deck 3</i>	reverse <i>deck 3</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				Right 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>	jump start <i>deck 2</i>	master tempo <i>deck 2</i>	edit grid <i>deck 2</i>	load track <i>deck 2</i>
N/A <i>deck 1</i>	N/A <i>deck 1</i>	N/A <i>deck 1</i>	N/A <i>deck 1</i>	N/A <i>deck 2</i>	N/A <i>deck 2</i>	N/A <i>deck 2</i>	N/A <i>deck 2</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>	jump start <i>deck 4</i>	master tempo <i>deck 4</i>	edit grid <i>deck 4</i>	load track <i>deck 4</i>
N/A <i>deck 3</i>	N/A <i>deck 3</i>	N/A <i>deck 3</i>	N/A <i>deck 3</i>	N/A <i>deck 4</i>	N/A <i>deck 4</i>	N/A <i>deck 4</i>	N/A <i>deck 4</i>

