Contents

Setup

to write

Controls

Layout basics

Latch layers functionality mimics setting 2, that is, the latch layer button changes the functionality of the buttons 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 A-P represents a unique layer.

This makes for a total of 16 layers. If one were to implement the shift button for the menu page, 32 layers would be possible.

Non-layered inputs

Top encoder section

Normal mode

Left controller

▾ jump length	▾ set loop	▾ N/A	▾ set loop		▾ N/A	▾ set loop	▾ N/A	▾ set loop
global	*deck 1*	*N/A*	*deck 3*		*N/A*	*deck 2*	*N/A*	*deck 4*
◂▸ jump long	◂▸ loop size	◂▸ jump long	◂▸ loop size		◂▸ jump long	◂▸ loop size	◂▸ jump long	◂▸ loop size
deck 1	*deck 1*	*deck 3*	*deck 3*		*deck 2*	*deck 2*	*deck 4*	*deck 4*

Right controller (above columns 6–9)

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*
◂▸ jump short	◂▸ move loop	◂▸ jump short	◂▸ move loop		◂▸ jump short	◂▸ move loop	◂▸ jump short	◂▸ move loop
deck 1	*deck 1*	*deck 3*	*deck 3*		*deck 2*	*deck 2*	*deck 4*	*deck 4*

Right controller (above columns 6–9)

Button matrix pages

Layer Page

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

Normal mode

Left controller				Right controller			
Cue *deck 1*	Set master *deck 1*	< nudge *deck 1*	nudge > *deck 1*	Cue *deck 2*	Set master *deck 2*	< nudge *deck 2*	nudge > *deck 2*
Play *deck 1*	Sync *deck 1*	slip *deck 1*	reverse *deck 1*	Play *deck 2*	Sync *deck 2*	slip *deck 2*	reverse *deck 2*
Cue *deck 3*	Set master *deck 3*	< nudge *deck 3*	nudge > *deck 3*	Cue *deck 4*	Set master *deck 4*	< nudge *deck 4*	nudge > *deck 4*
Play *deck 3*	Sync *deck 3*	slip *deck 3*	reverse *deck 3*	Play *deck 4*	Sync *deck 4*	slip *deck 4*	reverse *deck 4*

Shift mode

Left controller				Right controller			
jump start *deck 1*	master tempo *deck 1*	edit grid *deck 1*	load track *deck 1*	jump start *deck 2*	master tempo *deck 2*	edit grid *deck 2*	load track *deck 2*
N/A *deck 1*	N/A *deck 1*	N/A *deck 1*	N/A *deck 1*	N/A *deck 2*	N/A *deck 2*	N/A *deck 2*	N/A *deck 2*
jump start *deck 3*	master tempo *deck 3*	edit grid *deck 3*	load track *deck 3*	jump start *deck 4*	master tempo *deck 4*	edit grid *deck 4*	load track *deck 4*
N/A *deck 3*	N/A *deck 3*	N/A *deck 3*	N/A *deck 3*	N/A *deck 4*	N/A *deck 4*	N/A *deck 4*	N/A *deck 4*