Vestax VCI-380 MIDI Mapping for Traktor

The VCI-380 is capable of controlling Traktor by using the Vestax VCI-380_Yoi_v3.tsi file dedicated to the VCI-380 (available for downloading from http://www.traktorbible.com). The majority of the functions in Traktor can be controlled directly from the VCI-380 and some special functions such as auto slicer/sampler and Pad FX are enabled with this mapping.

The loop recorder is used for indicating the music bow (selected loop size) to the needle position indicator (platter LED's) and / or show the beats on the pads in auto slicer or auto trigger hot cue mode. The jog wheels are fully operational and are tightly integrated with the software for excellent scratching response.

This mapping was developed by DJ Yoi!. For support or questions please contact dj.yoi@gmx.de

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Traktor Deck Flavor

Traktor layout which runs best for the mapping VCI-380_Yoi_v3.tsi for the Vestax VCI-380

Installation

To use the mapping please open Traktor and go to preferences (cmd + ;) and controller manager. In the controller manager select "add" then "import TSI" and "import others".

Load both mappings: VCI-380_Yoi_v3.tsi for the Vestax VCI-380 controller and Clock_v3.2.tsi for clock.

Please switch the In-Port of the VCI-380 to All Ports to read the clock signals send from the virtual MIDI port and the Out-Port to Vestax VCI-380.

If the controller is not switched on before Traktor is started the freeze mode on deck B will show 16 bars instead of 8 bars. To fix this you can switch on the VCI-380 first and restart Traktor. Sometimes it helps to just switch off and on again only the controller.

If the controller does not act as described, please load the mapping via import from the controller manager (deletes all other mappings) and add all other controller mappings you need (Clock_v3.2.tsi).

Setup Beat Count

			In-Port	Out-Port
Device	Clock - Generic MIDI ▼		None ▼	IAC-Treib ▼
	Add...	Edit...	Device Target	Focus ▼

Please load the mapping Clock_v3.2.tsi if not done and switch the In-Port to none and the Out-Port to virtual MIDI, here IAC-Driver. This mapping is used to generate the clock for the beat count.

If there is no virtual MIDI port (IAC-Driver), please setup your virtual MIDI and try again.

If the hot cue auto trigger or auto sampler mode is not working, the Virtual MIDI is not set up correctly.
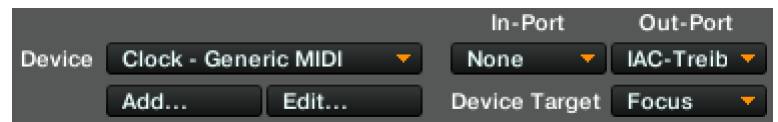
Setup Virtual MIDI

It is also necessary to have a virtual MIDI activated. With a Mac you can activate a virtual MIDI by opening the Audio-MIDI-Setup in Programs - Tools. In Audio-MIDI-Setup go to Window and open the Midi Window. In this window you will find an inactivated button called IAC Driver. Please activate this IAC Driver by pressing the button IAC Driver and give it a name.
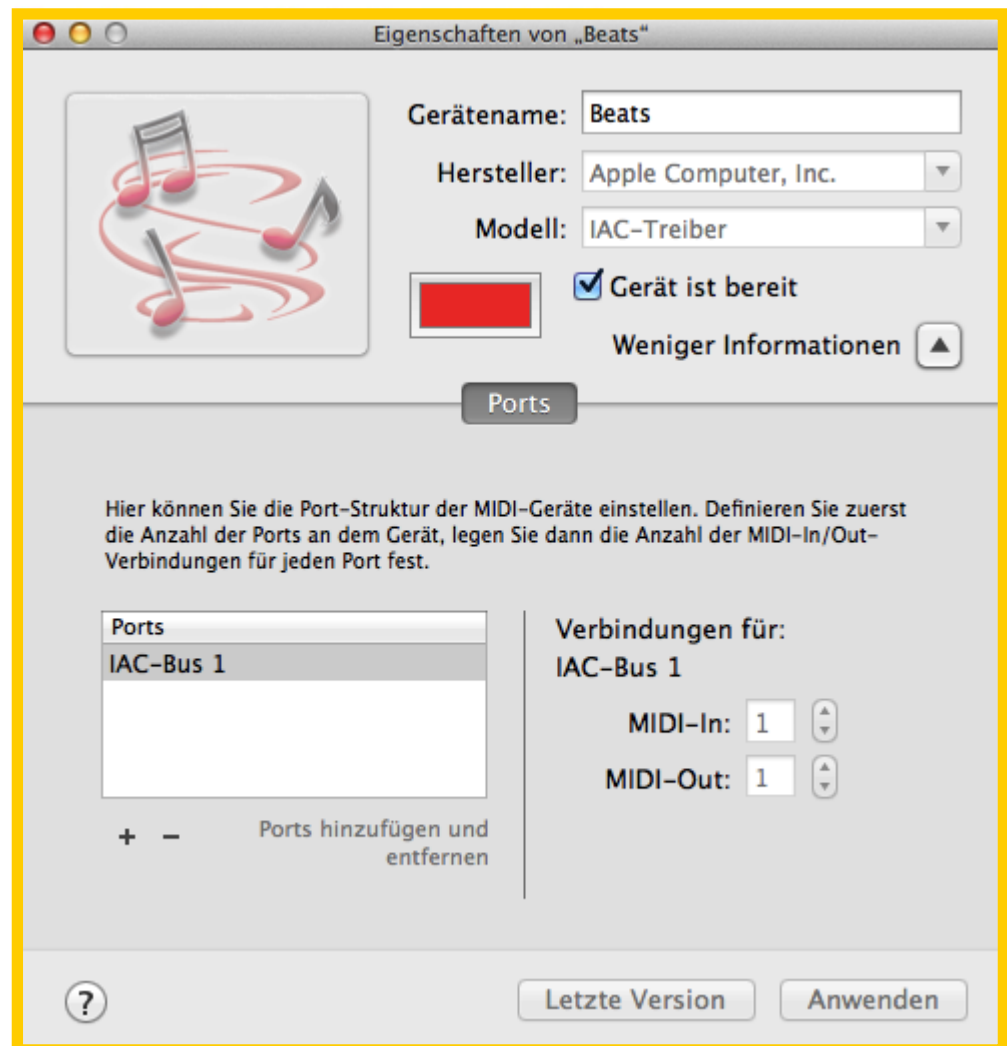
Browse and Load Area

Select Files

Turning the SCROLL knob will select a song in the play list.

Pressing SCROLL (or hold SHIFT) will jump to the browser area and the FWD button will light up to indicate that the browser tree is selected. In the browser tree, subdirectories can be opened and closed by pressing the FWD button.

Set View

The button VIEW toggles the view of the track list by minimizing the deck area and expanding the track list area. The VIEW led lights up to indicate that the track list is maximized.

SHIFT and VIEW toggles trough all deck flavor.

Recording

Pressing button JOG SCROLL and VIEW will start and stop recording of the master output into a file. The output subdirectory can be selected with Preferences > Mix Recorder.

Load Deck

Button CUE A/B

Pressing JOG SCROLL and CUE A will load the selected song into deck A and JOG SCROLL with CUE B does the same for deck B. If the deck is not in track mode please switch the deck flavor to track deck.

Button AREA and SORT

JOG SCROLL and AREA loads the selected track into deck C and JOG SCROLL with SORT does it for deck D. If the deck is not in track mode please switch the deck flavor to track deck.
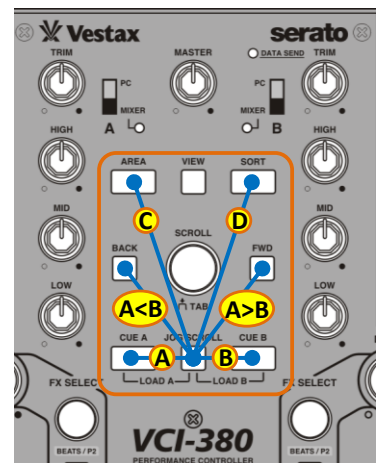
Copy Deck

Button BACK and FWD

Pressing JOG SCROLL and BACK copies the track loaded from deck B into deck A.
Pressing JOG SCROLL and FWD copies from deck A into deck B.

You can only copy from deck A to B or B to A if both decks flavor are set to track deck.

Beat Counter

SHIFT with AREA and SORT

The LED's of the needle position indicator will show the beat position selected in the loop recorder.

Pressing SHIFT with the button AREA will switch the needle position indicator to the beat counter for deck A and SHIFT with SORT for deck B.

If both beat counter (SHIFT + AREA and SHIFT + SORT) are switched on, the right needle indicator will show the beats from the loop recorder and the left will shows the same beats / 4, let's say the loop recorder is switched to 32 beats, the left needle indicator will show 8 beats and the right 32 beats.

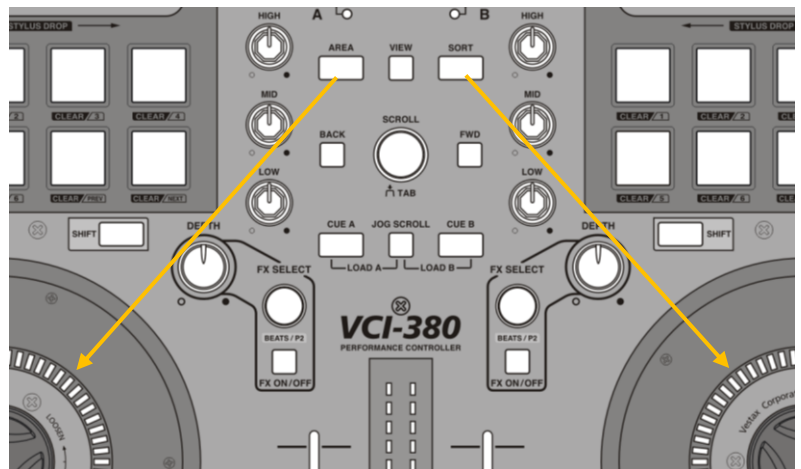With beat counter (SHIFT + AREA or SHIFT + SORT) set to OFF the needle position indicator will show 1/4 beats. If the needle position indicator is not moving after switching on the beat counter with SHIFT + AREA or SHIFT + SORT the loop recorder is not started.

Loop Recorder

The loop recorder is used for indicating the music bow (selected loop size) to the needle position indicator and/or showing the beats on the pads in auto slicer or auto trigger hot cue mode.

Button BACK

To start the loop recorder switch the loop recorder size to your preferred beat size length by pressing and holding the SHIFT button down and pressing the BACK button to toggle through the loop recorder length of 4, 8, 16 or 32 beats. Start the Loop Recorder by pressing the BACK button. The loop recorder records one cycle and switches to play mode. Once the loop recorder is started the BACK button will start/stop recording each time pressed. The loop recorder can be stopped by pressing the SHIFT and BACK button.
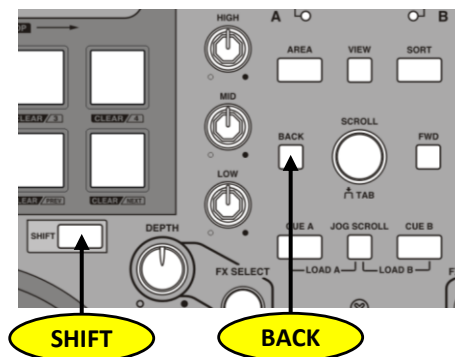
Performance Pad Modes Overview

Auto Slicer
+*Jog Scroll* = auto sample

Looped					+*Shift* lower part			
/8	/4	/2	1		/8	/4	/2	1
2	4	8	16		2	4	8	16

Sampler (press 2nd time Slicer button)

	Slot	1	2	3	4		Slot	
								activated
Play								muted
Capture / Trigger / Mute		1	2	3	4			
Stop / Delete / Load		1	2	3	4			playing
								loaded
Slot Mute								empty
+Shift Trigger Type		1	2	3	4			
Play Type		1	2	3	4			latched
								gated
+Range Slot / 2		1	2	3	4			
Slot * 2		1	2	3	4			looped
								one shot
Keylock on/off								
+FWD Punch In		1	2	3	4			
Slot FX Enable		1	2	3	4			
+Jog Scroll		1/8	1/4	1/2	1			
Sample loop size		2	4	8	16			

	Hot Cue	Slicer	Auto Loop	Roll
+Shift = toggle slot mute
FWD + pad = reverse
Shift+Slider = adjust Quantize

Hot Cue
  + *Shift* delete Hot Cue

	+ *Shift* size adjust	1/2	1	2	4		+*Shift*	1/2	1	2	4
Freeze		1	2	3	4			9	10	11	12
		5	6	7	8			13	14	15	16

Sets Hot Cues, pressing 2nd time Hot Cue switches to freeze mode

Loop

		Active					Idle			
Sample loop size		1/8	1/4	1/2	1		1/8	1/4	1/2	1
+ *Shift* Deck C or D		2	4	8	16		2	4	8	16
Beat-jump	Range −	1/8	1/4	1/2	1	Jog Scroll +	1/8	1/4	1/2	1	Range +
		2	4	8	16		2	4	8	16
+ *Jog Scroll*		-1/2	-1	-2	-4					
		+1/2	+1	+2	+4		Right Pads			

FX Unit Select	C1	C2	A1	A2		B1	B2	D1	D2
	C3	C4	A3	A4		B3	B4	D3	D4

Selects which FX is assigned to the corresponding channel

Pad FX

Roll and Pad FX	2	16	30	44	button = value Knob 3
	58	72	86	100	pressure = value Knob 2

Button Roll toggles between group or single mode

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Performance Pad Color Scheme

Hot Cue / Freeze = Blue   Slicer/Sampler = Red   Loop = Green   FX = Magenta

The performance pads will change the color in different modes. To distinguish the different modes the background color will light up generally for Hot Cue in Blue/Cyan, for Slicer/Sampler in Red, for Loop in Green and for FX mode in Magenta.

Hot Cues

To use hot cues press the HOT CUE button in the performance pad area. Hot cue has 2 different modes, every push of the button HOT CUE toggles between *hot cue* and *auto trigger hot cue* mode.

The pads will light up in blue and white (when a cue point is set on this pad) for the hot cue mode and will light up in cyan with a blue pad moving showing the position of the beat count selected in the loop recorder to indicate that the auto trigger hot cue mode is active.

Add/Delete Cue Point

To create a cue point turn the JOG WHEEL to the point in the track you want to cue and press one of the blue performance pads for the deck. The button will light up in white to show that there is a cue point set. To delete a cue point, hold SHIFT and press the CUE button.

Trigger Cue Point

Once a cue point is set you can jump to it at any time by pressing the desired performance pad on your controller. If playback is paused triggering a cue point will play from that point for as long as the performance pad is pressed and will return to the cue point and pause when the button is released.

TIP: If you press the PLAY/PAUSE button on your controller whilst you are holding down the HOT CUE button on your controller, playback will continue when you let both buttons go. This allows you to cue a track in from pause mode and then continue playback once you know the mix is right.
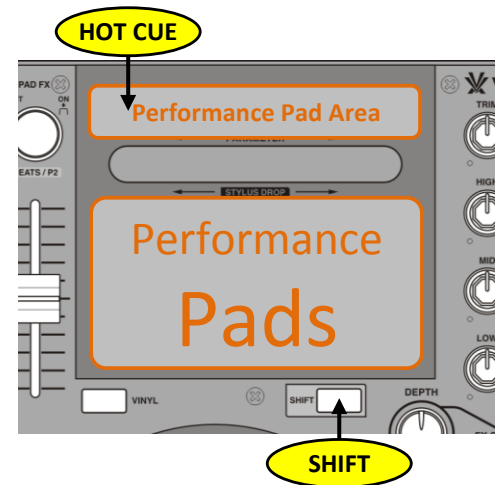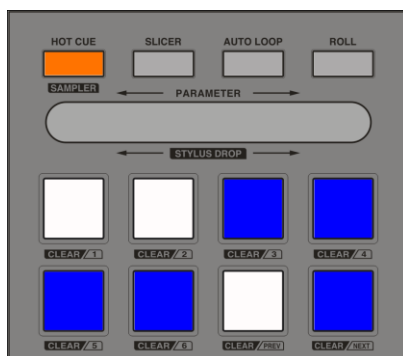
Freeze

Pressing the hot cue button twice, hot cue switches to freeze mode. The track will freeze into 8 segments and the pads will light up in cyan with one blue pad moving. If the blue pad is not moving the loop recorder is not started. To start the loop recorder press the button BACK. Pressing one of the pads will start one of the 8 segments. Pressing one of the buttons HOT CUE, SLICER, AUTO LOOP or ROLL stops the freeze mode.

The slice size can be switched between 1/2, 1, 2 and 4 with SHIFT pressed and the upper buttons of the performance pad area.

Hot Cue   **Freeze**
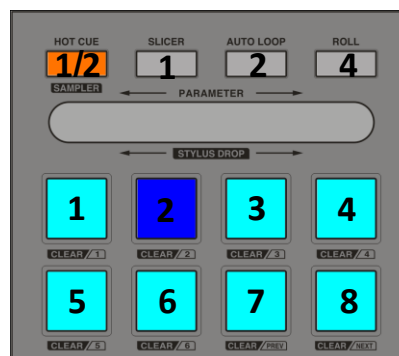
Slice size adjust with SHIFT pressed

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Auto Slicer/Sampler

To enter Auto Slicer/Sampler press the SLICER button in the performance pad area.

Auto Slicer/Sampler has 2 different modes. Every push of the button SLICER toggles between Slicer and Sampler mode. The last state is stored. By pressing the button Slicer the responsible **deck flavor** (deck C or D) **will be switched to remix deck**. Capture source will be set to deck A for remix deck C and to deck B for remix deck D by pressing Jog Scroll & Pad in sampler mode for selecting the length of the loop.

Auto Slicer Mode

To use the auto slicer mode press the SLICER button in the performance pad area until all buttons switches to red except one white button moving from pad to pad counting the beats from the beat recorder. The beat count and length of the beats comes from the loop recorder. If the white pad is not moving the loop recorder is not started. To start the loop recorder press the BACK button.

Pressing one of the 8 pads plays one of the 8 upper slots from the selected page of the remix deck and sets slot mute to off (playing the slot). Pressing Shift and one of the buttons will play one of the 8 lower slots. The slot pages can be selected by turning Pad FX.

Mute/Unmute

With the auto slicer mode activated the upper most buttons (performance pad area) with SHIFT pressed are used to mute/unmute the slots. Pressing button SHIFT and HOT CUE mutes/unmutes slot 1, SHIFT and SLICER slot 2, SHIFT and AUTO LOOP slot 3, SHIFT and ROLL slot 4.

Set Capture Source

Pressing Jog Scroll & Pad in sampler mode will select the loop length and set the capture source to deck A for remix deck C and to deck B for remix deck D.

Recording (Auto Slicer Mode)

Pressing **Jog Scroll and one of the 8 pads** sets the sample length and starts auto sampling into the slots.

If you want to sample just right to the beginning of pressing one pad with JOG SCROLL, please stop the loop recorder by holding SHIFT and pressing BACK.

The loop recorder will start automatically.

If the slots for deck C or D are nothing recording the mapping Clock_v3.2.tsi is not loaded.
Please load the mapping Clock_v3.2.tsi and switch the In-Port to none and the Out-Port to your virtual MIDI.

Pad1 sets the sample length to 1/8 beat, Pad2 to 1/4, Pad3 to 1/2, Pad4 to 1, Pad5 to 2, Pad6 to 4, Pad7 to 8, and Pad8 to 16.

The moving white pad turns into magenta indicating the auto sample mode is in progress and will sample into the first 8 slots from the selected page of the remix deck.
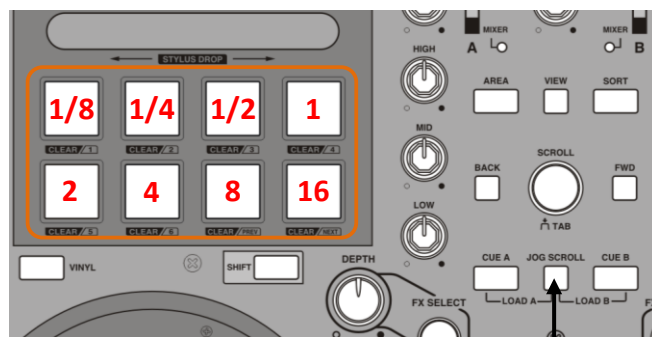
By reaching the first beat of the next cycle of 8 the moving magenta pad turns into cyan and samples into the second 8 slots from the selected page of the remix deck. The auto sampling can be stopped at any time by pressing the SHIFT button. After sampling of the full cycle the moving pad switches back to white.

The page of the remix deck can be selected by pressing SHIFT and turning Pad FX.

Reversing a Sample Temporarily
For a gated (temporary) reversal of Sample playback:
1. Press and hold the FWD button.
2. While holding the button, press and hold a pad where a sample is playing.
3. Release the pad. The Sample returns to its normal playback direction.
4. Release the FWD button.

Reversing a Sample Permanently
For a latched (permanent) reversal of Sample playback:
1. Press and hold the FWD button.
2. While holding the button, press and hold a pad where a sample is playing.
3. Release the FWD button before releasing the pad.

The difference in triggering temporary Sample reversal and permanent Sample reversal is just a matter of whether you release the pad first (temporary) or the FWD button first (permanent). Reverse playing runs only in auto slicer mode.
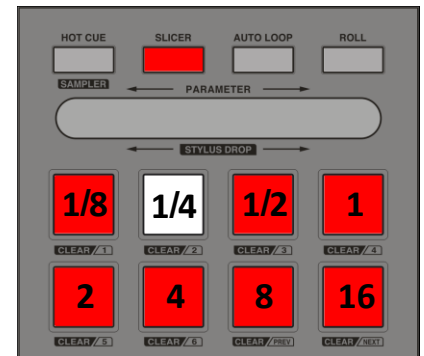
Auto Slicer
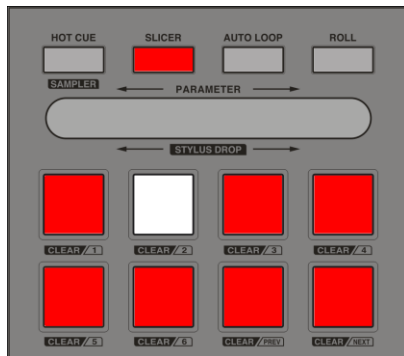
Auto Slicer with SHIFT pressed
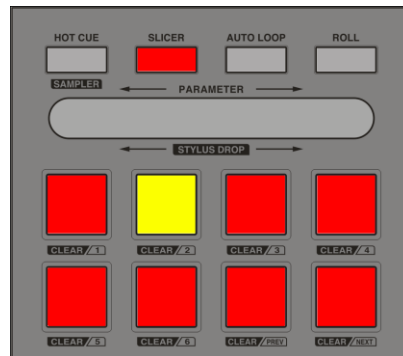
Auto Slicer with JOG SCROLL Starts and sets Loop Size

Loop Recorder
If the white pad is not moving the loop recorder is not started yet. To start the loop recorder switch the loop recorder size to your preferred beat size length by pressing and holding the SHIFT button down and pressing the BACK button to toggle through the loop recorder length of 4, 8, 16 or 32 beats. Start the Loop Recorder by pressing the BACK button.

The loop recorder records one cycle and switches to play mode. Once the loop recorder is started the BACK button will start/stop recording each time pressed. The loop recorder can be stopped by pressing the SHIFT with the BACK button.

Sampler Mode

To use the sampler mode press the SLICER button in the performance pad area once, if still in auto sampler mode, or twice.

The upper pads will show the mute state of the slots. If the slot is unmuted and playing the pad is red and if the slot is muted the pad will turn off.

If the slot is playing the lower pads will turn green, if loaded to blue and if the slot is empty it will turn off the light of the pad.

Sampler (press 2nd time Slicer button)

	Slot	1	2	3	4		Slot	
Play							activated	(red)
Capture / Trigger / Mute		1	2	3	4		muted	(gray)
Stop / Delete / Load		1	2	3	4			
							playing	(green)
	Slot Mute						loaded	(blue)
+Shift	Trigger Type	1	2	3	4		empty	(gray)
	Play Type	1	2	3	4			
							latched	(magenta)
+Range	Slot / 2	1	2	3	4		gated	(yellow)
	Slot * 2	1	2	3	4			
							looped	(green)
	Keylock on/off						one shot	(blue)
+FWD	Punch In	1	2	3	4			
	Slot FX Enable	1	2	3	4			
+Jog Scroll		1/8	1/4	1/2	1			
	Sample loop size	2	4	8	16			
		Hot Cue	Slicer	Auto Loop	Roll			

+Shift = toggle slot mute
FWD + pad = reverse
Shift+Slider = adjust Quantize

Capture / Trigger / Mute

If the slot is not loaded the first push of one of the upper pads will capture (load) from the selected source and length into the responding slot.

If the slot is loaded pressing the pad will trigger and start playing the slot. If the slot is playing, pressing the pad will mute/unmute the slot each time pressed.

Set Sample Length

The sample length can be set by pressing JOG SCROLL and one of the 8 pads. The pads will light up in green marking the actual length in yellow. Pad1 sets the sample length to 1/8 beat, Pad2 to 1/4, Pad3 to 1/2, Pad4 to 1, Pad5 to 2, Pad6 to 4, Pad7 to 8, and Pad8 to 16. It sets also the capture source to deck A or B.

Set Capture Source

Pressing Jog Scroll & Pad in sampler mode will select the loop length and set the capture source to deck A for remix deck C and to deck B for remix deck D.

Stop / Delete / Load

The lower pads are used to stop, delete or load a file into one of the selected slots. If the slot is playing (it doesn't matter if the slot is muted) the slot stops playing. If the slot is stopped a press of one of the lower pads will delete the sample in the slot (unload). If the slot is empty a press of one of these pads will load the file selected in the browser into the selected slot.
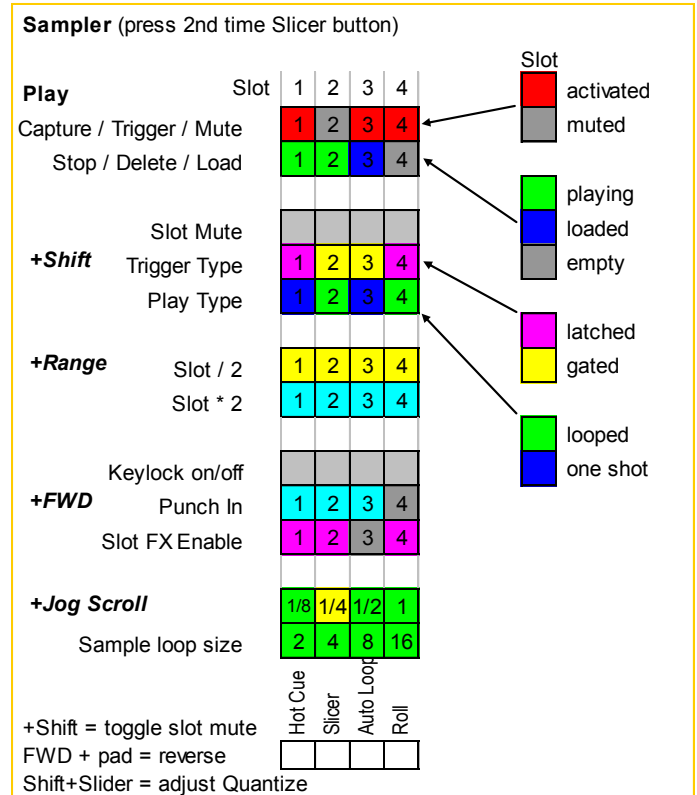
Trigger and Play Type

By pressing the SHIFT button the upper pads will light up in magenta or yellow, depending on the trigger type, and the lower pads in blue or green, showing the play type.

Pushing one of the upper pads with the SHIFT button will toggle the trigger type between latched or gated. If latched is enabled the slot will play continuously until activated, if gated is selected the slot will play only one time and will stop the slot after playing.

Looped or One Shot

The lower pads pressed with SHIFT will toggle the play type between looped or one shot. Looped will play the slot continuously until activated while one shot plays only once if it is set to latched otherwise set to gated one shot will start playing every start of the beat selected with quantize.

Setting the Playback Trigger Type of specific pads to gated (yellow) is very useful for just throwing in short, one-shot type effects, shouts, or hits. In gated mode, you can actually "play" the pads as you would with a hardware groovebox.
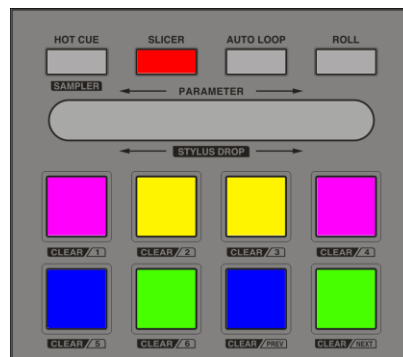
Sample Lenght

The sample length can be set by pressing JOG SCROLL and one of the 8 pads. The pads will light up in green marking the actual length in yellow. Pad1 sets the sample length to 1/8 beat, Pad2 to 1/4, Pad3 to 1/2, Pad4 to 1, Pad5 to 2, Pad6 to 4, Pad7 to 8, and Pad8 to 16. It sets also the capture source to deck A or B.
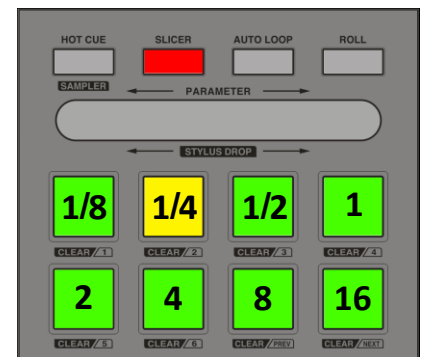
Sampler in play mode
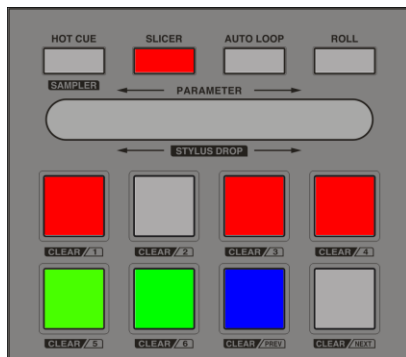
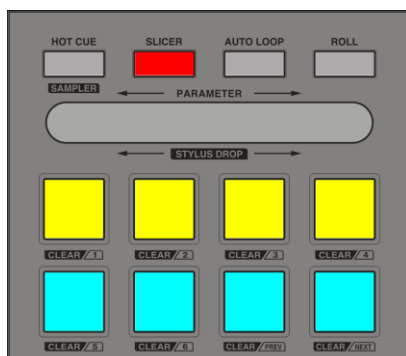**Sampler with SHIFT pressed**

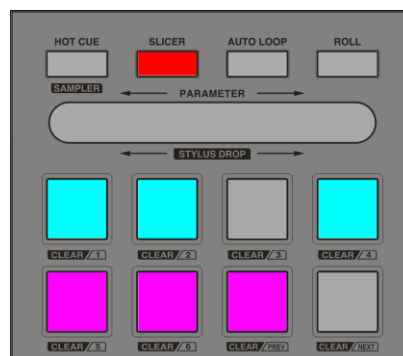**Set Loop Size with JOG SCROLL**

Change Slot Loop Size

By pressing the RANGE button and one of the pads the loop size of each slot can be changed.
The upper pads halve the slot loop size and the lower pads doubles the slot loop size.

Sampler with RANGE pressed

Sampler with FWD pressed

Keylock, FX and Punch

By pressing the FWD button and one of the upper most buttons (performance pad area) the Keylock for each slot can be switched on/off.

The upper Pads with FWD pressed will switch the Punch mode on/off and the lower pads with FWD pressed enables/disables the slot FX.
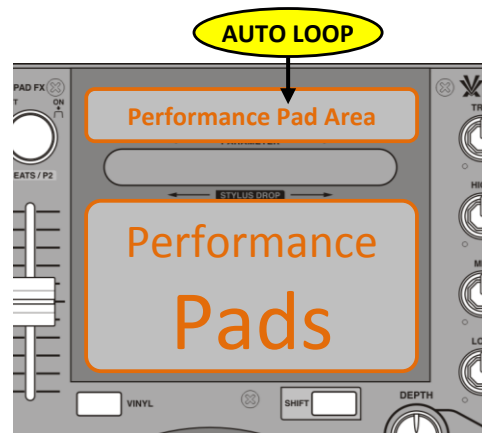
Loop

To enter the loop mode press AUTO LOOP in the performance pad area. By pressing one of the 8 pads the actual playing song loops with Pad1 1/8th beat, Pad2 1/4th beat, Pad3 1/2 beat, Pad4 1 beat, Pad5 2 beats, Pad6 4 beats, Pad7 8 beats and with Pad8 16 beats long.

The respective Pad will light up in white during active loop mode. To stop looping press the white pad again. The color of the Pad will change to yellow stop looping and continues with playing the song.

If Flux Mode is activated the song will continue playing at the position where it should be if no loop had been activated.

By holding SHIFT, loops can be performed for deck C or D. The indicating color for idle loop will change to cyan and for active loop mode to magenta.
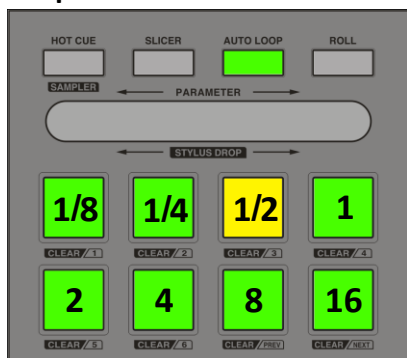
Beat Jump

Beat jumps can be performed by pressing Jog Scroll or Range and one of the performance pads during the auto loop mode is activated for the performance pads on the left or right side.
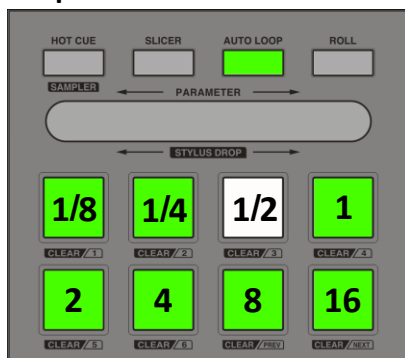
- The left Range button and one of the left pads will perform a back jump of deck A.
- The Jog Scroll button and one of the left pads will perform a forward jump of deck A
- Pressing Jog Scroll and one of the right pads will perform a back jump of deck B.
- The right Range button and one of the right pads will perform a forward jump of deck B.

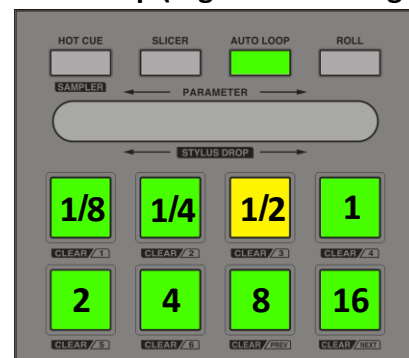The beat jump length is depending on which pad is pressed, shown in the picture below most right.

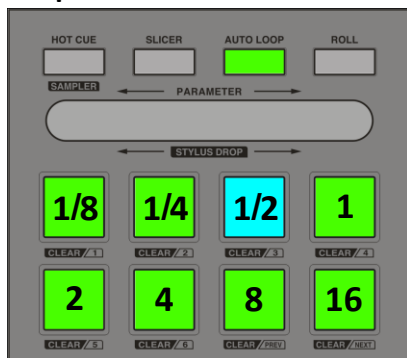**Loop Idle for Deck A or B**

Loop activated for Deck A or B

Beat Jump (Jog Scroll or Range)

With SHIFT pressed perform loops for deck C or D

Loop Idle for deck C or D

Loop activated for deck C or D

Left Pads   **Right Pads**
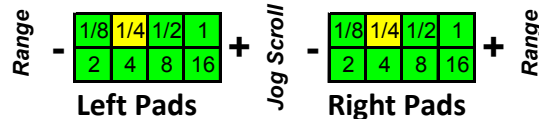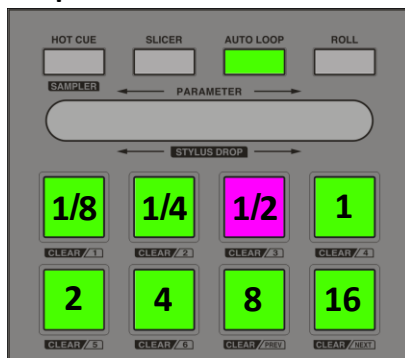
Left range and one of the left pads will perform a back jump.

Jog Scroll and one of the left pads will perform a forward jump.

Jog Scroll and one of the right pads will perform a back jump.

Range and one of the right pads will perform a forward jump.

FX Unit Select

Pressing SHIFT and AUTO LOOP twice switches the pads to FX Unit Select. The pads will light up in white and yellow. The yellow (inner) pads corresponds to the main decks A or B and the white (outer) pads to the additional decks C or D. Each block in the same color represents the FX channel 1-4 and can be switched on or off for the related deck. The pad lights up if the FX channel is selected.

Left
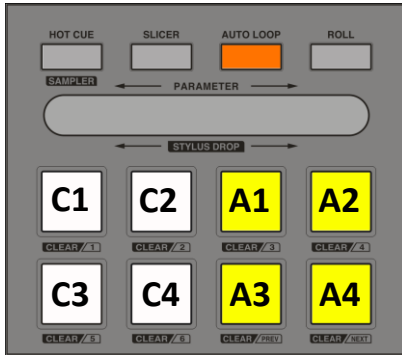
Right

Effects Control

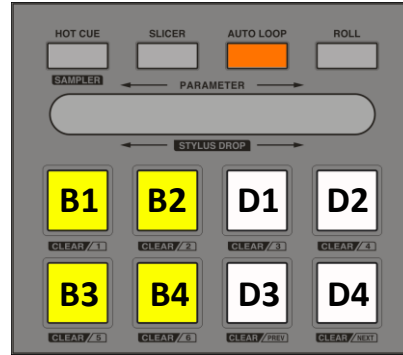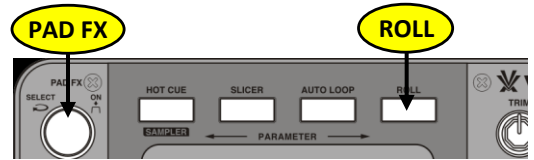To enter the effects control press the ROLL button in the performance pad area. The pads will light up in magenta and will show one moving pad. The moving pad will light up in white indicating the single mode and in yellow for the group mode.

Pressing the button ROLL (or SHIFT + PAD FX) again toggles between group and single mode.

Pressing the PAD FX encoder switches FX on/off (or the first FX in group mode) indicated by light up a red ring around the PAD FX encoder.

FX Single Mode

By pressing one of the pads the FX is switched on but if the knob PAD FX is inactive the 2nd and 3rd Button will not switched on. To switch on/off button 2 press SHIFT + AUTO LOOP and to switch on/off FX button 3 press SHIFT + ROLL. This will permanently switch on/off the FX button if the red ring around PAD FX is off.
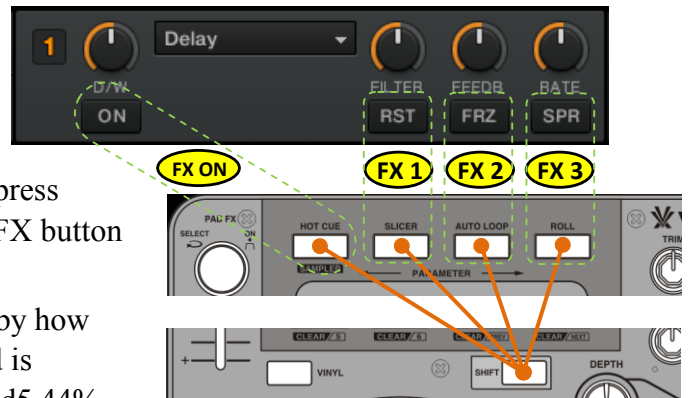
The pads will control Knob 2 and 3. Knob 2 is controlled by how much pressure is applied to the pad and Knob 3 which pad is pressed. Pad1 100%, Pad2 86%, Pad3 72%, Pad4 58%, Pad5 44%, Pad6 30% Pad7 16% and Pad8 2%. If button PAD FX is switched on and the red ring around PAD FX lights up, the button FX 2 and FX 3 will also be activated during pressing one of the pads. The stylus drop will control the dry/wet knob. Pressing FWD, the stylus drop will control the knob 1 of the effect.

By releasing the pad, FX will be switched off.

FX Group Mode

In group mode the 3 FX effects can be switched on/off by pressing SHIFT + SLICER (or FX Select) for effect 1. SHIFT + AUTO LOOP (or SHIFT + FX SELECT) for effect 2 and SHIFT + ROLL (or JOG SCROLL + FX SELECT) for effect 3. The pads control Knob 2 and 3. Knob 2 is controlled how much pressure is applied to the pad and Knob 3 which pad is pressed. Pad1 100%, Pad2 86%, Pad3 72%, Pad4 58%, Pad5 44%, Pad6 30% Pad7 16% and Pad8 2%. If button PAD FX is switched on then button 2 and 3 will also be activated during pressing one of the Pads and the STYLUS DROP will control the FX knob 1 and switches FX 1 on. To switch off FX 1 slide to the very left of the STYLUS DROP.
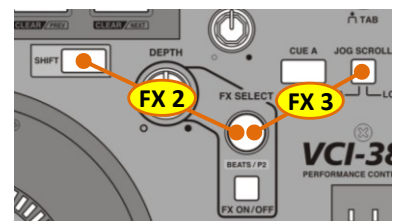
By releasing the pad, FX effect 2 and 3 will be switched off. The activated knob PAD FX (or Shift + FX SELECT) selects in group mode which FX is used in FX 2 and SHIFT + PAD FX (or JOG SCROLL + FX SELECT) selects which FX is used in FX 3. FX 1 will be selected with FX SELECT.

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FX ON/OFF

With FX ON/OFF set to on the knobs for HIGH, MID and LOW will control the FX knobs 1, 2 and 3.

Button JOG SCROLL

When FX is in *single* mode the 3 parameters assigned to this FX can be controlled with JOG SCROLL pressed and the filter knobs for HIGH, MID and LOW. When FX is in *group* mode the amount for FX 1, FX 2 and FX3 can be controlled with JOG SCROLL pressed and the filter knobs for HIGH, MID and LOW.

Knob FX SELECT

By turning the knob FX SELECT the first FX can be selected. SHIFT and turning FX SELECT selects the 2nd and with JOG SCROLL and FX SELECT the 3rd FX can be chosen.

Pushing the knob FX SELECT switches FX 1 on/off, SHIFT and pushing knob FX SELECT switches FX 2 on/off and JOG SCROLL with knob FX SELECT will switch FX 3 on/off.

Knob DEPTH

The knob DEPTH is used to control the amount of FX applied (dry/wet.
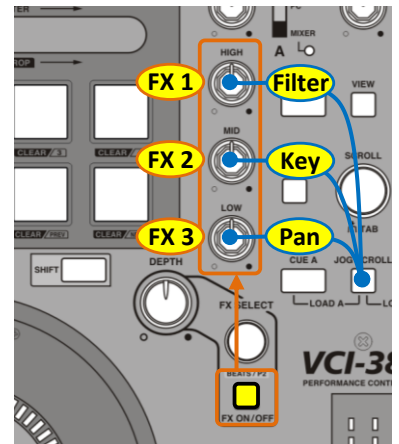
Stylus Drop

When FX is in *single* mode the STYLUS DROP controls the dry/wet (depth) of the FX and switches the FX on. Pressing Jog Scroll the STYLUS DROP controls the first knob of the FX and switches the FX on.

When FX is in *group* mode the STYLUS DROP controls the first FX knob. Pressing Jog Scroll the STYLUS DROP controls the first knob of the FX. To switch off FX slide to the very left of the STYLUS DROP.

This will work in every mode. You can switch on/off and control the dry/wet of the (first) FX at any time.

Needle Position

If the track deck is stopped, SHIFT with STYLUS DROP will move the needle position related to the track position. SHIFT and STYLUS DROP works in all performance pad modes.

Pad FX Encoder

The Pad FX encoder is used to **zoom** the stripe view (waveform) in and out by turning it **in all modes**.

Pressing Jog Scroll and turning the Pad FX encoder will **move** the **grid marker** for deck A or B.
This is used for adjusting the beat and works **in all modes**.

Pressing SHIFT with turning the Pad FX encoder is depending on which function is selected:

Slicer

Pressing SHIFT and turning the Pad FX encoder in the auto slicer mode selects the Page of the remix deck C (left Pad FX encoder) or deck D (right Pad FX encoder).

Slicer and Sampler

By holding the RANGE button and turning the Pad FX encoder quantize for deck C or D can be adjusted. Pressing the Pad FX with holding RANGE will enable/disable quantize for deck C or D.

Effects control

Pressing the PAD FX encoder switches FX on/off (or the first FX in group mode) indicated by light up a red ring around the PAD FX encoder. Pad FX will be enabled too by pressing the ROLL button for the effects control. The stylus drop will switch on FX by moving along the stripe and pressing FX Select will switch on/off FX.

Button SHIFT

The SHIFT button generally controls deck C or D.

Shift +	=	Deck C or D	Shift +	=	Deck C or D
Hot Cue	=	FX On/Off	Back	=	Loop Rec. Stop/Size
Slicer	=	FX 1	Sync	=	Sync
Auto Loop	=	FX 2	Cue	=	Filter on/off
Roll	=	FX 3	Play	=	Play
High	=	EQ High	Depth	=	Filter
Mid	=	EQ Mid	FX Select Knob (push)	=	FX 2 on/off
Low	=	EQ Low	Input fader	=	Input fader
Vinyl	=	Flux Mode	Tempo slider	=	Tempo slider
Range	=	Keylock on/off			

Other Keys

Other Jog Scroll combinations

Knob EQ HIGH with JOG SCROLL pressed controls the FILTER, Knob EQ MID with JOG SCROLL the KEY and knob EQ LOW with JOG SCROLL the PAN left/right at any time.

JOG SCROLL and AREA loads selected song into deck C and JOG SCROLL with SORT into deck D.

JOG SCROLL and FX SELECT switches button FX 3 on/off.

JOG SCROLL and left SHIFT resets FX 1 in single mode, Jog Scroll and right SHIFT resets FX2 in single mode.

Button RANGE

By pressing the RANGE button the tempo slider is used as tempo slider for deck A or B.

JOG SCROLL and RANGE switches on/off the keylock for deck A or B.

SHIFT and RANGE switches on/off the keylock for deck C or D.

Button VINYL

The VINYL button switches the FLUX mode on/off for deck A or B.

SHIFT and VINYL switches the FLUX mode for deck C and D on/off.

TEMPO Slider

The left TEMPO slider controls the volume for deck C and the right TEMPO slider the volume for deck D.

With button SHIFT the TEMPO slider pressed the deck C or D can be tempo mastered.

Button SYNC

The SYNC button switch on the synchronization for deck A or B and with button SHIFT pressed for deck C or D.

Button PLAY
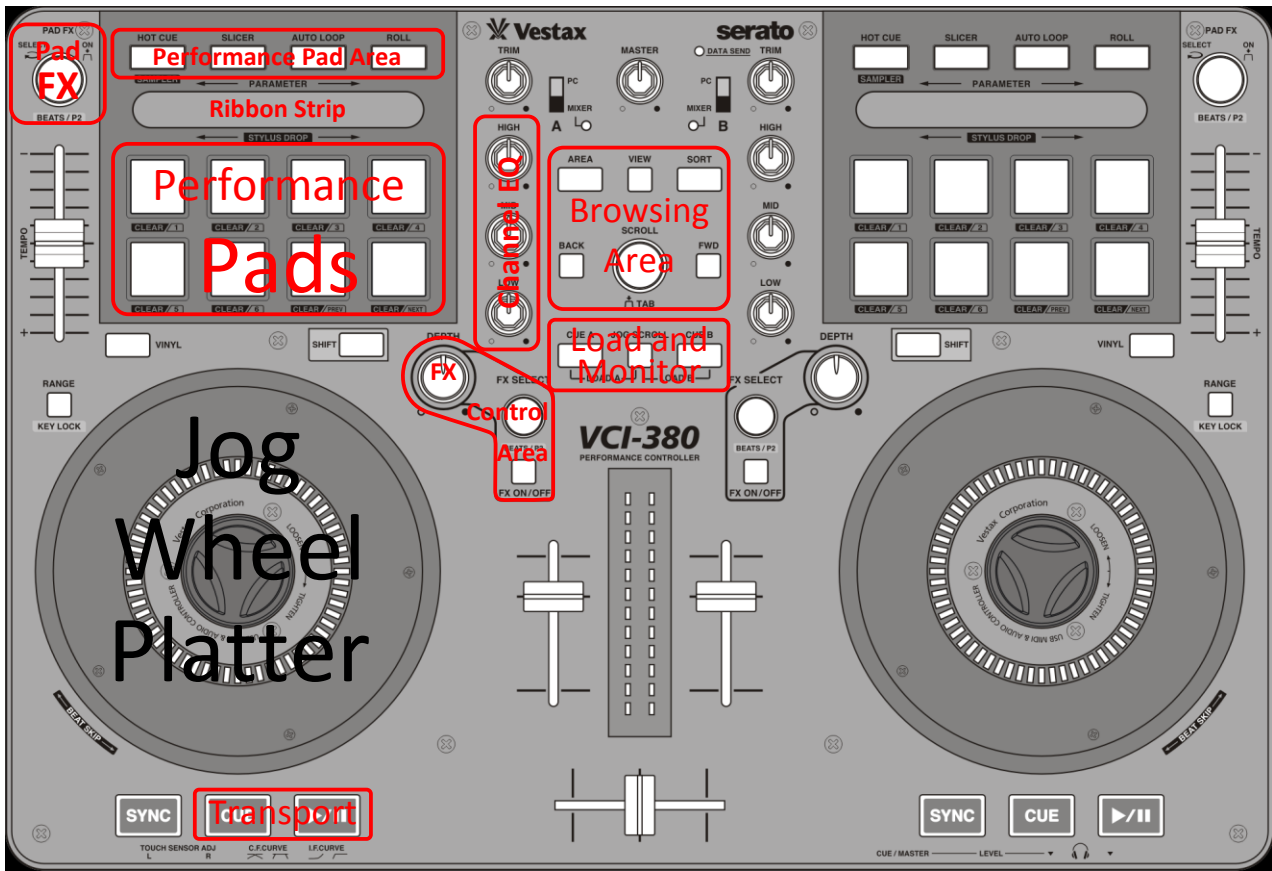
The button PLAY plays deck A or B. With SHIFT pressed and PLAY plays deck C or D.
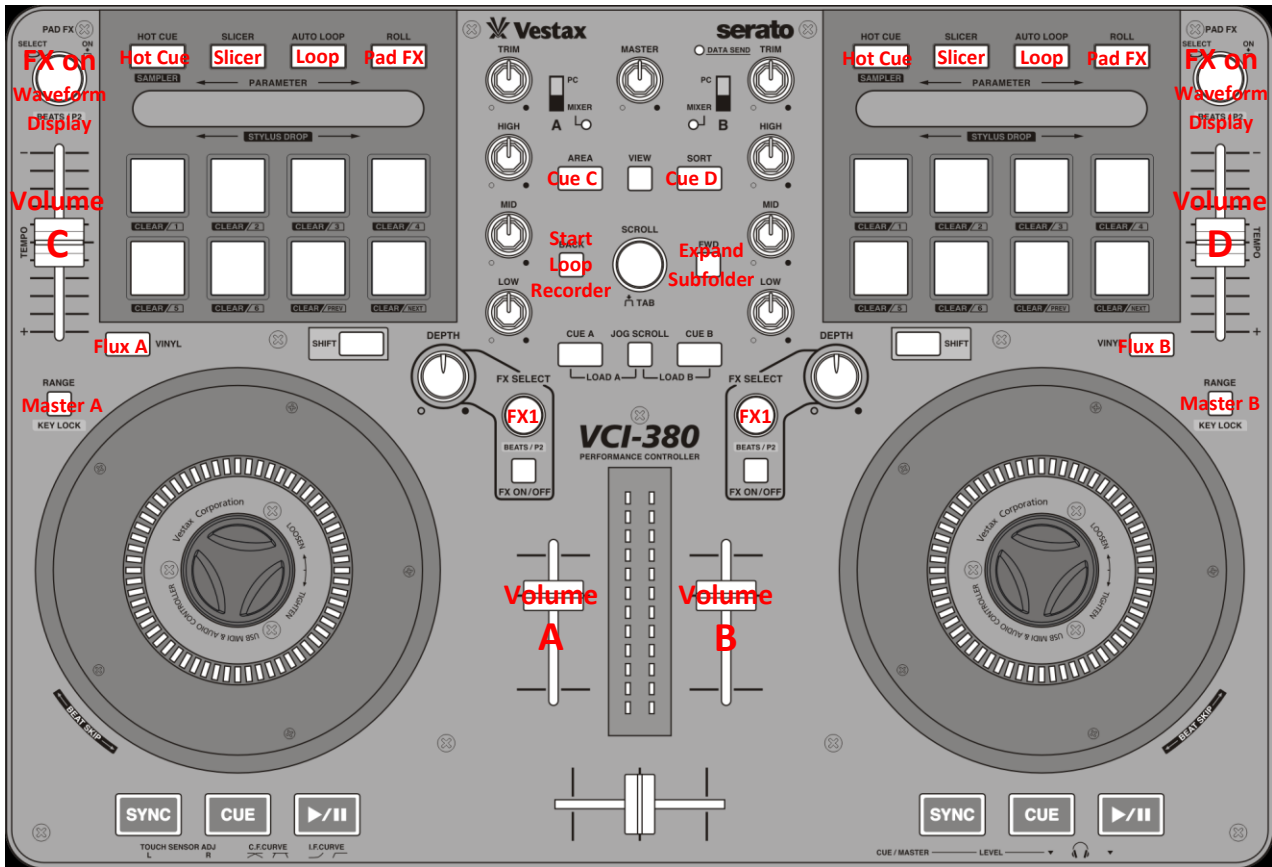
Jog Wheel Platter

SHIFT pressed deselects the JOG WHEEL. This is because if you want to press SHIFT and PLAY to start/stop deck C or D and you touch the JOG WHEEL the music doesn't stop.

Overview

General function

General function with Shift pressed
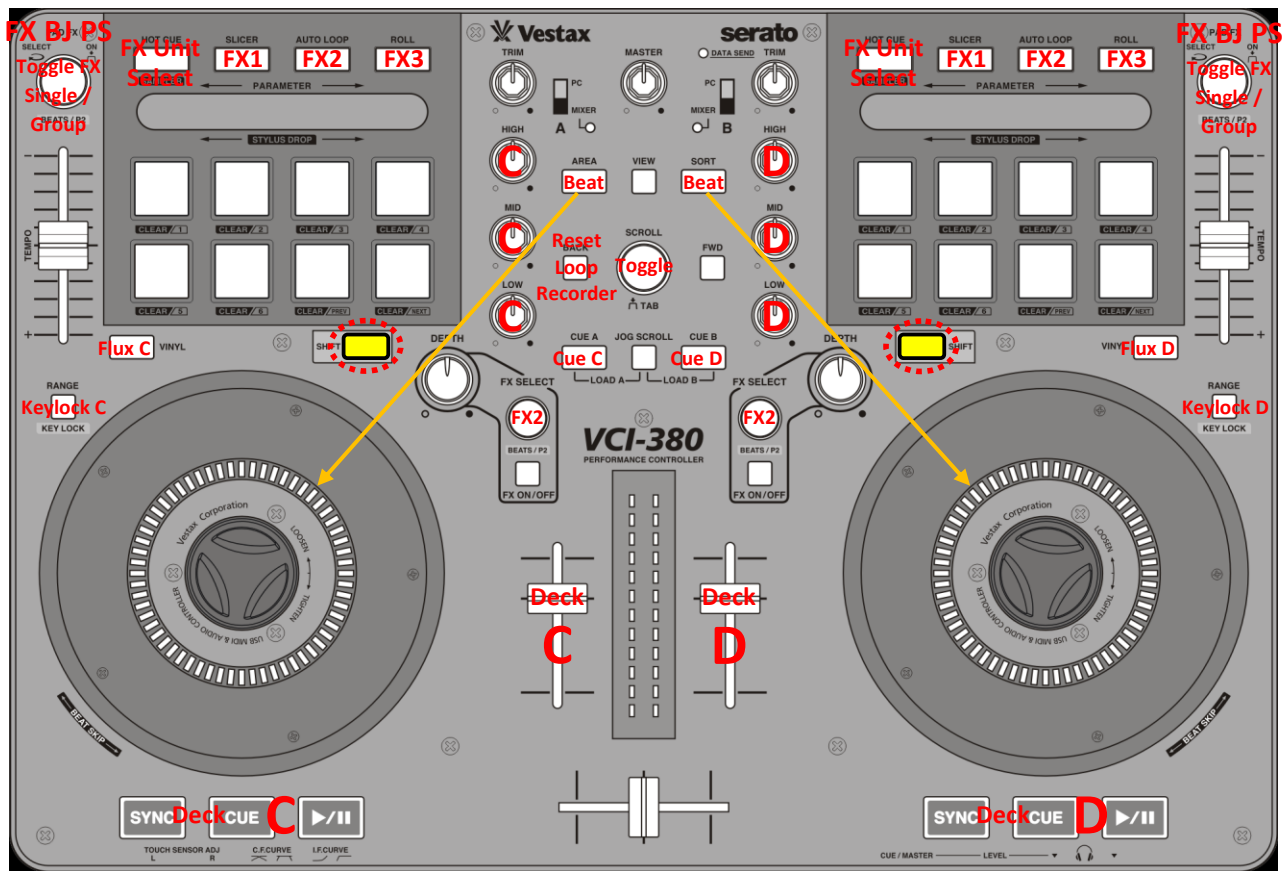
General function with Jog Scroll pressed
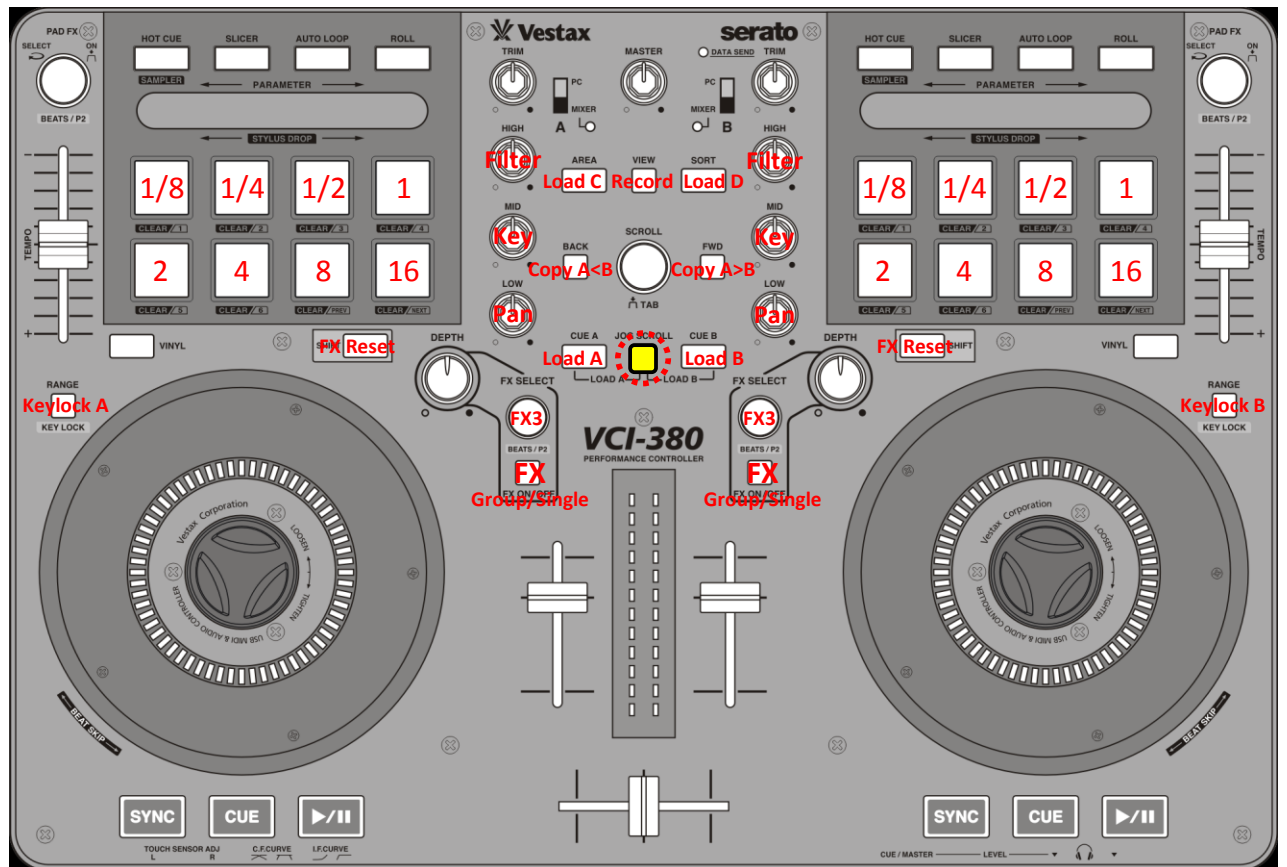
Function with Range pressed (sampler mode)

+Shift Tempo C Master
Tempo A Master

Volume Deck C Slot 1
Volume Deck C Slot 2
Volume Deck C Slot 3
Volume Deck C Slot 4

Volume Deck D Slot 1
Volume Deck D Slot 2
Volume Deck D Slot 3
Volume Deck D Slot 4

Tempo B Master
+Shift Tempo D Master

Slot 1 / 2   Slot 2 / 2   Slot 3 / 2   Slot 4 / 2
Slot 1 * 2   Slot 2 * 2   Slot 3 * 2   Slot 4 * 2
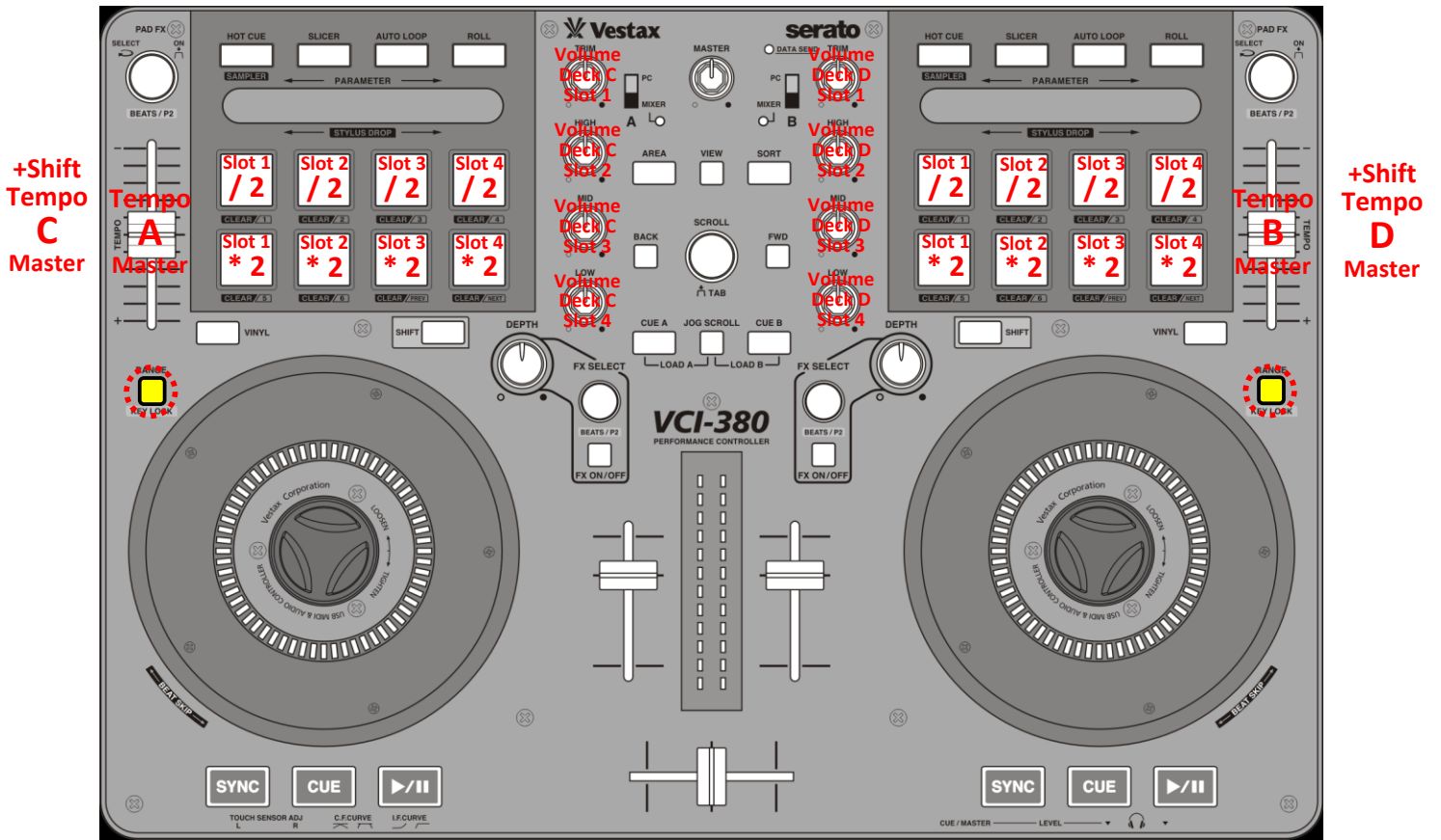
Function with FWD pressed (sampler mode)

Slot 1 Keylock   Slot 2 Keylock   Slot 3 Keylock   Slot 4 Keylock
Punch Slot 1   Punch Slot 2   Punch Slot 3   Punch Slot 4
FX Slot 1   FX Slot 2   FX Slot 3   FX Slot 4

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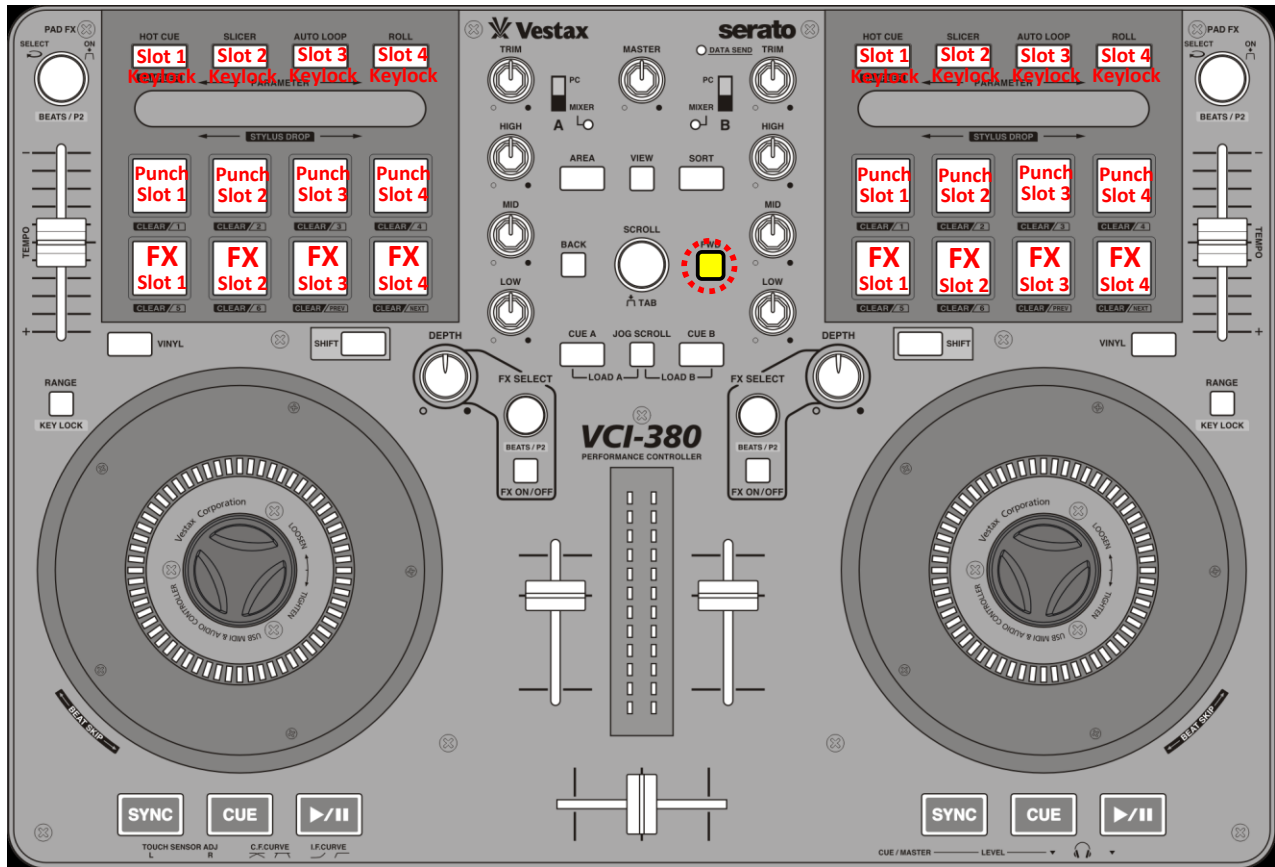
General Function Overview

Stand alone

No.	Control Name	Function
15	Cross Fader	Crossfades the output sound between two selected decks (A & B).
16	Input Fader	Adjusts the sound volume of each channel/deck.
18	Master Level	Adjust the master output level.
19	Trim	Adjusts the input sound volume of the corresponding channel.
20	Channel EQ	3 bands frequency equalizer / isolator. Adjust the channel tune or allows to create creative sound effects. Set all Eq to max position may overload the sound level.
21	Channel Mode Selet	Set audio mode of corresponding channel. When set to PC, audio comes from SW. When set to mixer, audio comes from external source (CD player, MP3 Player, Turntable)
23	Monitor Cue Button	Push A or B to send the corresponding channel audio signal through the headphone.
25	CF Curve	Adjusts how the cross-fader blends between decks. Turn it around th find your point of preference.
26	IF Curve	Adjusts how the input-fader blends. Turn it around th find your point of preference.
27	Cue Mix Adjustment	Control knob to adjust the headphone monitor mix balance between master output and monitor output. You can push the knob in that it doesn't get in your way.
28	Headphone Output Level	Control knob to adjust the headphone volume. You can push the knob in that it doesn't get in your way.
29	Headphone Output	Headphone connection. Connect your headphones to this socket.
34	Phono / Line Switch	Selects pre-amp type depending on what type of player is connected.
35	Input A/B Pre-Trim	Adjusts the sensitivity of the pre-amp. Once the sensitivity is set to the appropriate level, use Trim to adjust the level during your performance.
41	Power On/Off	Set this switch to ON position.

No.	Control Name	Function
1	Performance Mode Selector	Select performance mode to Hot Cue, Slicer, Auto Loop, Roll and Sampler. Using Shift + Hot Cue selects Sampler mode
2	Ribbon (Strip) Control	Adjusts the Pad FX Parameter. Using Shift + touching the strip will operate Stylus Drop (direct access to different parts of the track).
3	Pads	The Pads control the performance modes by trigger and control Pad FX depth by holding the Pad (Aftertouch).
4	Pad FX Encoder	Selects the Pad FX by turning the encoder. Activates the Pad FX by pushing the encoder. Red ring lits up when Pad FX is activated (On).
5	FX Control Area	Controls the FX section of channels A and B. When A or B channel is running Mixer mode, FX is not active on the audio of the corresponding channel.
6	Tempo (Pitch) Slider	Increase / decrease playback speed.
7	Tempo Range (Key Lock)	Toggles the variation range of the tempo slider. Activates / deactivates Key Lock when using shift.
8	Shift Button	To hold Shift button will activate Shift layer. Every controls marked with Shift layer (black on white text) can be activated by holding shift + pressing desired button.
9	Jog Wheel Platter	The touch sensitive Jog wheel is commonly used to scratch, backspin and cue a track. The Jog wheel functions as pitch bend when touching the sides.
10	Jog Torque Adjustment	The torque of the Jog wheel can be adjusted to the user's preference by turning the center plate.
11	Needle Position Indicator	When playing a track the display is synchronised with the software needle position indicator.
12	Vinyl Button	Switches the function mode of the Jog wheel. Off: Pitch Bend mode; On: Scratch Mode (Pitch bend is operated by the Job wheel sides).
13	Transport Buttons	Cue button sets a Cue point and rewinds to the Cue point, Play starts/stops the playback.
14	Sync Button	Engages the beat synchronisation based on the tempo of the opposite deck.
15	Cross Fader	Crossfades the output sound between deck A and B. Curve can be adjusted by C.F Curve rotary.
16	Input Fader	Adjusts the sound volume of each channel.
17	LED Meter	Indicated the Audio level for each channel or for Master. When Cue is active, LED Meter shows input level. When Cue is disabled LED Meter shows Master level.
18	Master Level	Adjust the master output level.
19	Channel Trim	Adjusts the input sound volume of the corresponding channel.
20	Channel EQ	3 bands frequency equalizer / isolator. Adjust the channel tune or allows to create creative sound effects. Set all Eq to max position may overload the sound level.
21	Channel Mode Selet	Set audio mode of corresponding channel. When set to PC, audio comes from SW. When set to mixer, audio comes from external source (CD player, MP3 Player, Turntable)
22	Browsing Area	
23	Monitor Cue Button	Push A or B to send the corresponding channel audio signal through the headphone.
24	Touch Sensor Adjustment	
25	CF Curve	Adjusts how the cross-fader blends between decks. Turn it around th find your point of preference.
26	IF Curve	Adjusts how the input-fader blends. Turn it around th find your point of preference.
27	Cue Mix Adjustment	Control knob to adjust the headphone monitor mix balance between master output and monitor output. You can push the knob in that it doesn't get in your way.
28	Headphone Output Level	Control knob to adjust the headphone volume. You can push the knob in that it doesn't get in your way.
29	Headphone Output	Headphone connection. Connect your headphones to this socket.
30	Mic 1 Input	
31	Mic 2 Input	
32	Mic 1/2 Level	Adjust audio level of Mic 1/2. Signal is routed directly to master without latency.
33	Input A/B RCA	Connect here external source for Channel A/B.
34	Phono / Line Switch	Selects pre-amp type depending on what type of player is connected.
35	Input A/B Pre-Trim	Adjusts the sensitivity of the pre-amp. Once the sensitivity is set to the appropriate level, use Trim to adjust the level during your performance.
36	Ground	
37	Booth Output (unbalanced - RCA)	Connect here an additional amplifier or the main powered speakers.
38	Booth Output Level	Adjust output volume for Booth output.
39	Master Output (Balanced - XLR)	Connect here the main amplifier or the main powered speakers.
40	Power	DC 7.5v 1000mA
41	Power On/Off	Set this switch to ON position.
42	USB	
43	Kensington Lock	

Layout