DENON DJ

MC7000

User Guide

English

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Introduction

Box Contents

MC7000

USB Cable

Power Adapter (5 VDC, 4 A, center-positive)

Software Download Card

Quickstart Guide

Safety & Warranty Manual

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **denondj.com**.

For additional product support, visit **denondj.com/support**.

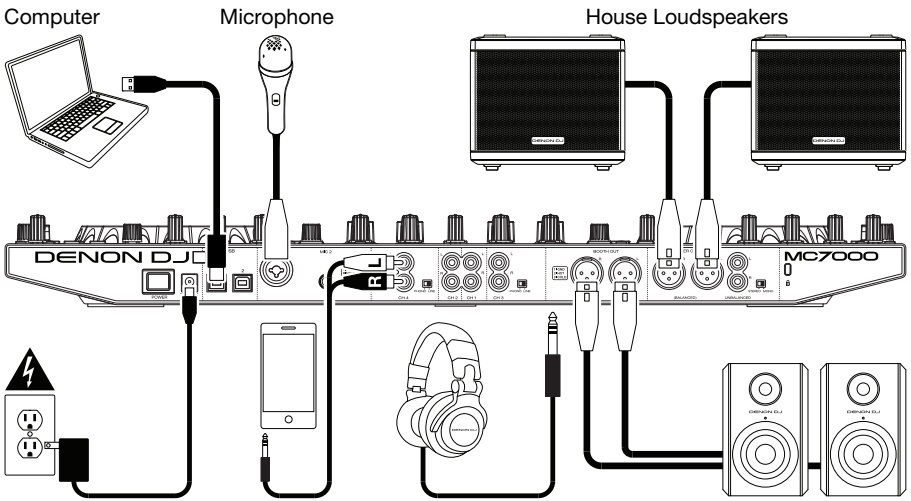
Setup

Important: Occasionally, we may update MC7000's firmware to improve its performance. Visit **denondj.com** to check for available firmware updates, especially after you update your software (firmware updates may address new software features).

Note: Items not listed under the ***Introduction*** > ***Box Contents*** are sold separately.

Single-DJ Performance

1. Visit **denondj.com** and log into your account. (Create an account if this is your first Denon DJ product.)
2. In your account, download and install the latest version of Serato DJ.
3. **Windows users only**: In your account, download and install the latest Windows driver.
4. Connect input sources (microphones, CD players, etc.) to MC7000.
5. Connect output devices (headphones, power amplifiers, loudspeakers, etc.) to MC7000.
6. Plug all devices into power sources, and turn on devices in proper order:
   - When starting a session, turn on (**1**) input sources, (**2**) MC7000, (**3**) output devices.
   - When ending a session, turn off (**1**) output devices, (**2**) MC7000, (**3**) input sources.
7. Using a standard USB cable (included), connect the **USB port** on MC7000 to your computer. Open Serato DJ and go! For more information on how to use Serato DJ with MC7000, visit **serato.com/dj/support** and select **Denon DJ MC7000**.



Transitioning Between DJs

MC7000 has two USB ports, allowing you to control audio from two computers at the same time, which allows for seamless transitions while switching from one DJ to another.

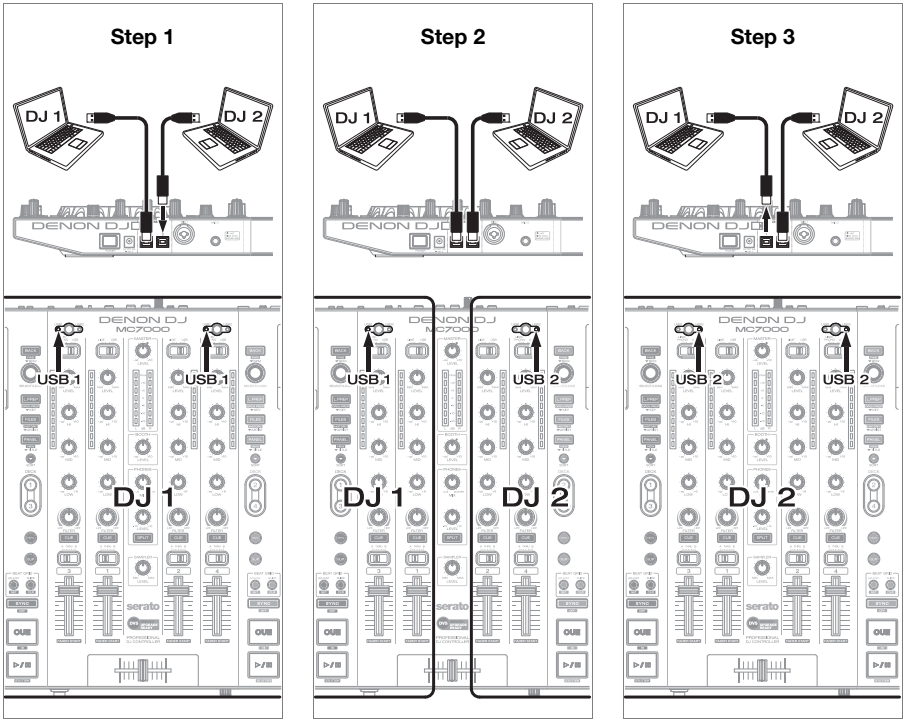
To transition between DJs:

1. While **DJ 1** uses MC7000 normally, use a standard USB cable to connect **DJ 2**'s computer to the other **USB port** (**1** or **2**) on MC7000's rear panel.
2. While the master mix is playing audio from the **left** deck, set the **right** deck's **USB selector** to DJ 2's **USB port** (**1** or **2**). (You can do this step with the master mix playing on the right deck instead—just remember to swap "left" and "right" for the rest of this process.)

   Now, while DJ 1 uses the left deck (and the mixer controls for Channels 1 & 3) to control their computer, DJ 2 can also use the right deck (and the mixer controls for Channels 2 & 4) to control their computer.

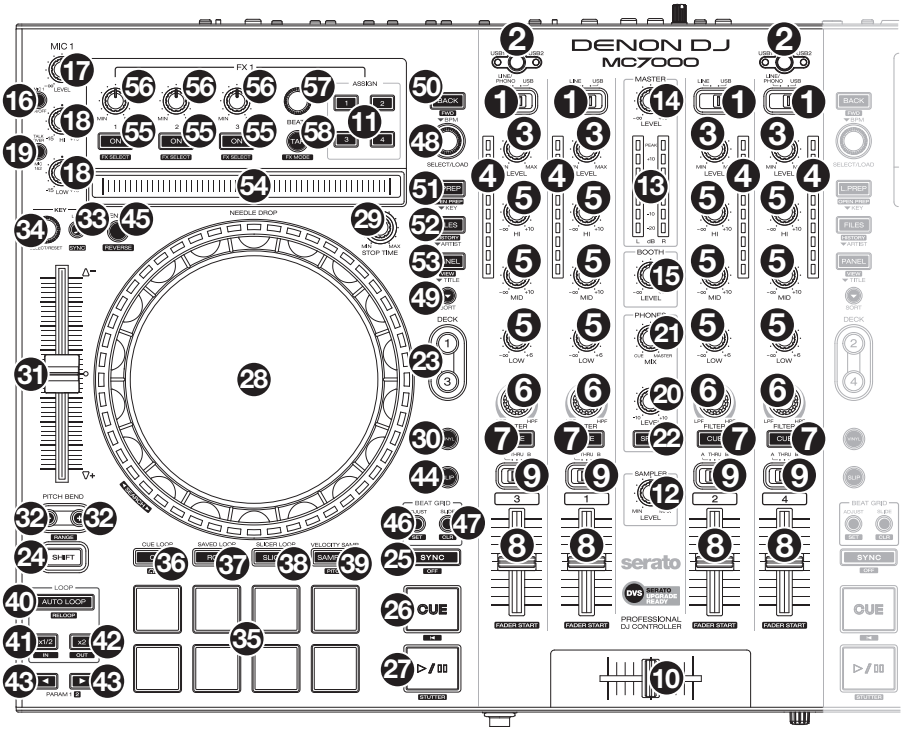
   Important: During this time, the **Sampler Volume** knob controls the volume level of the sampler on both computers.
3. While the master mix is playing audio from the **right** deck (and after DJ 1 has played their last track), set the **left** deck's **USB selector** to DJ 2's **USB port** (**1** or **2**).

   Now, DJ 2 is using both left and right decks to control their computer.



Features

Top Panel



1. **Input Selector**: Set this switch to the desired audio source from this channel: **USB** (a track playing on that layer in the software), **Line** (a device connected to the line input on the rear panel), or **Line/Phono** (a device connected to the line/phono input on the rear panel). Please note that the **Line/Phono** selector switches on the rear panel must also be set properly. Also, a channel's controls will only send MIDI information when its **input selector** is set to **USB**.

2. **USB Selector**: Press this button to select whether the deck is controlling the computer connected to **USB Port 1** or **USB Port 2**. Remember to set the channel's **input selector** to **USB** if you want it to play the audio from that layer in the software.

3. **Channel Level**: Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.

4. **Channel Level Meters**: These LEDs display the audio signal level of the channel.

5. **Channel EQ**: Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.

6. **Channel Filter**: Turn this knob to adjust the filter applied to the channel. Turn the knob counterclockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass filter.

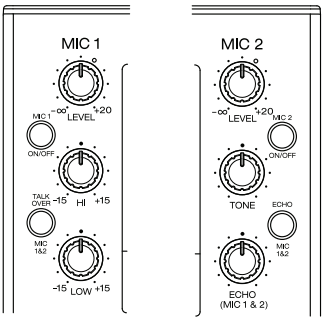
7. **Channel Cue**: Press this button to send the channel's pre-fader signal to the headphones' cue channel.

8. **Channel Fader**: Use this fader to adjust the channel's volume level.
9. **Crossfader Assign**: Routes the audio playing on the corresponding channel to either side of the crossfader (**L** or **R**), or bypasses the crossfader and sends the audio directly to the program mix (center, **Thru**).
10. **Crossfader**: Use this crossfader to mix between the left and right decks.
11. **Channel FX**: Use these buttons to apply Effect A and/or B to the corresponding channel.
12. **Sampler Volume**: Turn this knob to adjust the volume level of the software's sampler.
13. **Master Level Meters**: These LEDs display the audio signal level of the master mix (sent out of the **master outputs**).
14. **Master Level**: Turn this knob to adjust the volume level of the **master outputs**.
15. **Booth Level**: Turn this knob to adjust the volume level of the **booth outputs**.
16. **Mic On/Off**: Press this button to activate/deactivate the microphones.
17. **Mic Level**: Turn these knobs to adjust the volume levels of the corresponding microphone inputs. The **Peak** light next to each knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak).

Important: The audio signals from the microphones are routed directly to the **master outputs**.

18. **Left Deck**:
    - **Mic EQ**: Turn these knobs to boost or cut the high and low frequencies for **Mic 1**.

    Right Deck:
    - **Tone**: Turn this knob to adjust the tone of the **Mic 2** audio signal.
    - **Mic Echo Level**: Turn this knob to adjust the amount of the reverb effect on the microphones' audio signal.



19. **Left Deck**:
    - **Talkover/Post**: Press this button to use the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphones. Press and hold **Shift** and then press this button to activate/deactivate the "post" feature. When on, the microphones' signal will be sent to the **Booth Outputs**. When off, the microphones' signal will **not** be routed to the **Booth Outputs**.

    Right Deck:
    - **Echo On/Off**: Press this button to activate or deactivate the reverb effect on the microphones' audio signal.
20. **Phones Level**: Adjusts the volume of the headphones.
21. **Phones Mix**: Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.

22. **Split Cue**: When this switch is in the **On** position, the headphone audio will be “split” such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is in the **Off** position, the cue channel and master mix will be “blended” together.

23. **Deck**: Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.

24. **Shift**: Press and hold this button to access secondary functions of other controls.

25. **Sync** / **Sync Off**: When using Serato DJ, press this button to automatically match the corresponding deck’s tempo with the tempo and phase of the opposite deck.

    Press and hold **Shift** and press this button to deactivate Sync.

26. **Cue** / **Track Start**: During playback, press this button to return the track to a temporary cue point. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button.)

    If the deck is paused, press and hold this button to play the track from the temporary cue point. Release the button to return the track to the temporary cue point and pause it. To continue playback without returning to the temporary cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons.

    Press and hold **Shift** and then press this button to return to the start of the track.

27. **Play**/**Pause** / **Stutter**: This button pauses or resumes playback.

    Press and hold **Shift** and then press this button to “stutter-play” the track from the last set cue point.

28. **Platter**: This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the **Vinyl** button is on, move the **platter** to “scratch” the track as you would with a vinyl record. When the **Vinyl** button is off (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track’s speed.

    While editing a loop, move the **platter** to adjust the Loop In or Loop Out point.

    Press and hold **Shift** and then move the platter to move quickly through the track.

29. **Stop Time**: Controls the rate at which the track slows to a complete stop (“brake time”).

30. **Vinyl**: Press this button to activate/deactivate a “vinyl mode” for the platter. When activated, you can use the **platter** to “scratch” the track as you would with a vinyl record.

31. **Pitch Fader**: Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Pitch Bend** buttons.

32. **Pitch Bend –/+**: Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

    Press and hold **Shift** and then press one of these buttons to set the range of the **pitch fader**.

33. **Key Lock** / **Key Sync**: Press this button to activate/deactivate Key Lock. When Key Lock is activated, the track’s key will remain the same even if you adjust its speed.

    While using Serato DJ, press and hold **Shift**, and then press this button to automatically match the corresponding deck’s key with the key of the opposite deck. You can use this if you have installed the Pitch ‘n Time DJ plugin from Serato.

34. **Key Select/Reset**: Turn this knob to raise or lower the key of the track in semitone increments. Press this knob to reset the track's key to its original key. You can use this if you have installed the Pitch 'n Time DJ plugin from Serato.

35. **Pads**: These pads have different functions on each deck depending on the current Pad Mode.

36. **Cue** / **Cue Loop** / **Flip**: This Pad Mode button puts the pads in two modes: Cue Mode, Cue Loop Mode. Press and hold **Shift** and press this button to put the pads in Flip Mode. When the button is unlit, the first press will always select Cue Mode.

37. **Roll** / **Saved Loop**: This Pad Mode button puts the pads in two modes: Roll Mode and Saved Loop Mode. When the button is unlit, the first press will always select Roll Mode.

38. **Slicer** / **Slicer Loop**: This Pad Mode button switches the pads between two modes: Slicer Mode and Slicer Loop Mode. When the button is unlit, the first press will always select Slicer Mode.

    Important: While using Serato DJ, your track must have a set Beat Grid for Slicer Mode or Slicer Loop Mode to work.

39. **Sampler** / **Velocity Samp.**: This Pad Mode button switches the pads between two modes: Sampler Mode and Velocity Sampler Mode. Sampler Mode is available in Serato DJ only. When the button is unlit, the first press will always select Sampler Mode.

40. **Auto-Loop/Reloop**: Press this button to create an auto-loop with the length that is set in the software. Press and hold **Shift** and then press this button to skip to the last-played loop and activate it immediately.

41. **X 1/2 Loop** / **Loop In**: Press this button to halve the length of the current loop.

    Press and hold **Shift** and then press this button to create a Loop In point at the current location.

42. **X 2 Loop** / **Loop Out**: Press this button to double the length of the current loop.

    Press and hold **Shift** and then press this button to create a Loop Out point at the current location.

43. ◀/▶ / **Param 1/2**: Use these buttons for various functions in each Pad Mode.

    Press and hold **Shift** and use these buttons to access secondary parameters.

44. **Slip**: Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to cue points, trigger loop rolls, or use the platters, while the track's timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

45. **Censor** / **Rev**: Press this button to activate/deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and then press this button to reverse the playback of the track normally.

46. **Adjust/Set**: Press and hold this button and move the **platter** to "warp" the entire Beat Grid.

    Press and hold **Shift** and then press this button to set a Beat Marker at the Audio Playhead's current location.

    Important: Your track must have a set Beat Grid for the Adjust feature to work. Also, using the Adjust feature will change the track's BPM.

47. **Slide/Clr**: When using the software's Beat Grid, press and hold this button and move the platter to "slide" the entire Beat Grid to the left or right.

    Press and hold **Shift** and then press this button to clear the entire Beat Grid.

    Important: Your track must have a set Beat Grid for the Slide/Clr button to work.

48. **Select/Load Knob**: Turn this knob to navigate through lists. Press this button to switch between the library view and crates view (and any other open panels).

    Press and hold **Shift** and then turn this knob to browse quickly through the tracks in your library.

    Tip: Press it quickly twice to load the same track to both decks ("instant doubles").

49. **Sort**: Press and hold this button to access tertiary sort (▾) functions of the navigation controls.

50. **Back/Fwd/Sort BPM**: Press this button to move to the previous window.

    Press and hold **Shift** and then press this button to move to the next window.

    Press and hold **Sort** and then press this button to sort the tracks by BPM.

51. **Load Prep/Open Prep/Sort Key**: Press this button to load the currently selected track to the Prepare Crate.

    Press and hold **Shift** and then press this button to jump to the Prepare Crate in the software.

    Press and hold **Sort** and then press this button to sort the tracks by key.

52. **Files/History/Sort Artist**: Press this to jump to the Files panel.

    Press and hold **Shift** and then press this button to jump to the History panel.

    Press and hold **Sort** and then press this button to sort the tracks by artist.

53. **Panel/View/Sort Title**: Press this to cycle through the different panels.

    Press and hold **Shift** and then press this button to change the view layout.

    Press and hold **Sort** and then press this button to sort the tracks by title.

54. **Needle Drop Strip**: The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track.

55. **FX On** / **Select**: Press this button to turn the corresponding effect on or off. Press and hold **Shift** and then press this button to select an effect in Serato DJ.

56. **FX Level**: Turn this knob to adjust the level of the corresponding effect. The **FX On** button under the knob must be lit for this knob to function.

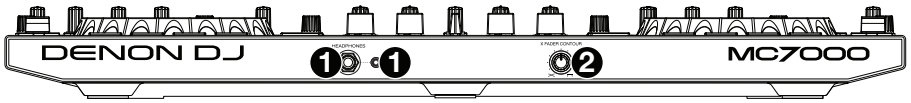
    While using Serato DJ, press and hold **Shift** and then turn this knob to scroll through the list of effects.

57. **FX Beats**: Turn this knob to adjust the rate of time-based effects on that deck. Press this knob to reset the rate to **1** beat.

58. **FX Tap**: Tap this button repeatedly at the desired tempo to set the rate of the effects' low-frequency oscillators (LFOs). Press and hold this button to reset Beat Multiplier to the Deck's BPM.

    Press and hold **Shift** and then press this button to switch between Single-FX Mode and Multi-FX Mode.

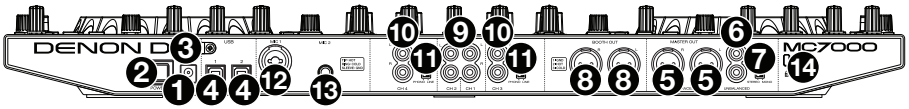
Front Panel



1. **Phones Outputs** (**1/4**" **or 1/8**" / **6.35 mm or 3.5 mm**): Connect headphones to these 1/4" (6.35 mm) and 1/8" (3.5 mm) jacks for monitoring the signal. The headphone volume is controlled using the **Monitor Level** knob.

2. **Crossfader Contour**: Adjusts the slope of the crossfader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.

Rear Panel



1. **Power Input**: Use the included power adapter (5 VDC, 4 A, center-positive) to connect this input to your power source.
2. **Power Button**: Press this button to power MC7000 on or off. Power on MC7000 only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers. Power off your amplifiers and loudspeakers **before** powering off MC7000.
3. **Cable Restraint**: You can secure the power cable to this restraint to help prevent disconnecting it accidentally.
4. **USB Port 1/2**: Use a standard USB cable (included) to connect each USB port to an available USB port on a computer. These 2 ports allow you to control audio from 2 computers at the same time, which allows for seamless transitions while switching from one DJ to another.

   To set a channel to control your computer, set its **input selector** to **USB**, and set its **USB selector** to the desired port (**USB1** or **USB2**).
5. **Master Outputs** (XLR, balanced): Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.
6. **Master Outputs** (RCA, unbalanced): Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.
7. **Stereo**/**Mono**: Use this switch to set the channel configuration of the **master outputs**: **Stereo** (binaural audio using separate left and right channels) or **Mono** (summed monaural audio through both left and right channels).
8. **Booth Outputs** (XLR, balanced): Use standard XLR cables to connect these outputs to booth monitors or a booth amplifier system. Use the **Booth** knob on the top panel to control the volume level.
9. **Line Inputs** (RCA, unbalanced): Use standard RCA cables to connect these line-level inputs to an external audio source.
10. **Line**/**Phono Inputs** (RCA, unbalanced): Use standard RCA cables to connect these line-level or phono-level inputs to an external audio source.
11. **Phono**/**Line Switch**: Flip this switch to the appropriate position, depending on the device connected to the **Line**/**Phono Inputs**. If you are using phono-level turntables, set this switch to **Phono** to provide the additional amplification needed for phono-level signals. If using a line-level device, such as a CD player or sampler, set this switch to **Line**.
12. **Mic 1 Input** (XLR or 1/4”/6.35 mm): Use a standard XLR or 1/4” (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input. Use the **Mic 1 Level** knob on the top panel to control the volume level.
13. **Mic 2 Input** (1/4”/6.35 mm): Use a standard 1/4” (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input. Use the **Mic 2 Level** knob on the top panel to control the volume level.
14. **Kensington® Lock**: Use this slot to secure MC7000 to a table or other surface.

Operation

Important: Before using MC7000, make sure you have installed the latest version of Serato DJ. Visit **serato.com/dj/downloads** to download it.

For additional information on how to use Serato DJ with MC7000, visit **serato.com/dj/support** and select **Denon DJ MC7000**.

Mixing with Serato DJ

To set a channel on MC7000 to control a deck in Serato DJ, set a channel's **Input Selector** to **USB**. That channel will now control the mixing levels for that deck in the software (its controls will send MIDI information to your computer only).

Also make sure the **USB selector** above that channel is set to the correct USB port on the rear panel: **USB 1** or **USB 2**.

Selecting Decks in Serato DJ

To set a deck on MC7000 to control a deck in Serato DJ, press the corresponding **Deck** button on MC7000 (**1**/**3** or **2**/**4**).

The left deck on MC7000 can control Deck 1 or 3 in the software; the right deck can control Deck 2 or 4.

Navigating & Loading Tracks

To scroll through lists of tracks, turn the **Select**/**Load Knob**. Press and hold **Shift** and then turn the **Select**/**Load Knob** to browse quickly.

To load a track to a deck, press the **Select**/**Load Knob** when a track is selected.

Tip: To load a track to both decks ("instant doubles"), press the **Select**/**Load Knob** twice quickly.

To switch between the Library View and Crates View, turn the **Select**/**Load Knob**, or press and hold **Shift** and press **Panel**/**View**.

To move to the previous window, press **Back**. You will cycle through the track list, your list of crates/playlists/libraries, and the Prepare Crate (if it is shown in the software).

To move to the next window, press and hold **Shift** and then press **Back**/**Fwd**. You will cycle through the track list, your list of crates/playlists/libraries, and the Prepare Crate (if it is shown in the software).

To enter a crate, playlist, or library, press the **Select/Load Knob** when a crate, playlist, or library is selected.

To add a track to the Prepare Crate, press **Load Prep** when a track is selected.

To show or hide the Prepare Crate, press and hold **Shift** and press **Load Prep/Open Prep**.

Playing Tracks

To play or pause a track loaded to a deck, press **Play/Pause**.

To move quickly through the track, press and hold **Shift** and then move the **platter**.

To jump to a specific location in the track, touch the desired part of the **Needle Drop** strip.

Pitch Functions

To adjust the speed (pitch) **of a track,** move the **pitch fader** on the corresponding deck.

To temporarily adjust the speed (pitch) **of a track,** do one of the following:

- Press one of the **Pitch Bend –/+** buttons on the corresponding deck.
- When the **Vinyl** button is off, move the **platter**.
- While touching only the side of the **platter**, move the **platter**.

To adjust the range of the pitch fader, press and hold **Shift** and then press one of the **Pitch Bend –/+** buttons.

To activate or deactivate Keylock on a track, press **Key Lock** on the corresponding deck. When Keylock is activated, the track's key will remain the same (**0%**) even if you adjust its speed with the **pitch fader** or **Pitch Bend –/+** buttons.

See the Serato DJ manual to learn more about Keylock.

To activate or deactivate Key Sync on a track, press and hold **Shift**, and then press **Key Lock/Key Sync** on the corresponding deck.

Key Sync automatically matches the deck's key with the key of the opposite deck. You can use this if you have installed the Serato Pitch 'n Time DJ Expansion Pack.

See the Serato DJ manual to learn more about Key Sync.

Beatgrid Functions

See the Serato DJ manual to learn more about using the beatgrid.

To adjust/"warp" the entire beatgrid of a track, press and hold **Adjust** and move the **platter** on the corresponding deck.

Your track must have a set beatgrid for this feature to work.

Important: Using this feature will change the track's BPM.

To set a beat marker at the audio playhead's current location, press and hold **Shift** and then press **Adjust/Set** on the corresponding deck.

To "slide" the entire beatgrid to the left or right, press and hold **Slide** and move the **platter** on the corresponding deck.

Your track must have a set beatgrid for this feature to work.

To delete the entire beatgrid of a track, press and hold **Shift** and then press **Slide/Clr** on the corresponding deck.

Your track must have a set beatgrid for this feature to work.

Loop Functions

To create an auto-loop, press **Auto Loop** when it is unlit. A loop will be automatically created and activated at the current location. The **Auto-Loop Length** field in the software shows how long the loop will be.

To create a manual loop, press and hold **Shift** and press **X1/2** / **Loop In** at the desired starting location. Playback will continue. At the desired ending location, press and hold **Shift** and press **X2** / **Loop Out**. Playback will return to the Loop In point and the loop will be activated.

To adjust the Loop In or Loop Out point:

1. While the loop is active, press and hold **Shift** and press **X1/2** / **Loop In** or **X2** / **Loop Out** (depending on which point you want to adjust).
2. Move the **platter** to shift the Loop In or Loop Out point. Playback will continue within the active loop, using the Loop In or Loop Out point as you adjust it.
3. Press and hold **Shift** and press **X1/2** / **Loop In** or **X2** / **Loop Out** again. Playback will resume within the active loop.

To halve or double the length of an active loop, press **X1/2** or **X2**, respectively. This will also determine the auto-loop length.

To halve or double the length of an auto-loop, press **X1/2** or **X2**, respectively.

To deactivate a loop or auto-loop, press **Auto Loop** when it is lit. The loop will deactivate and playback will continue through the track normally.

To return to the deactivated loop and reactivate, press and hold **Shift** and press **Auto Loop** / **Reloop**. The audio playhead will immediately return to the loop and activate it.

Pad Modes

The pads on each deck of MC7000 controlling Serato DJ have different functions depending on the current Pad Mode. These modes are described on the following pages.

Click a name to jump to its section:

Cue Mode ***Roll Mode*** ***Slicer Mode*** ***Sampler Mode***

Cue Loop Mode ***Saved Loop Mode*** ***Slicer Loop Mode*** ***Velocity Sampler Mode***

Flip Mode ***Pitch Play Mode***

Cue Mode

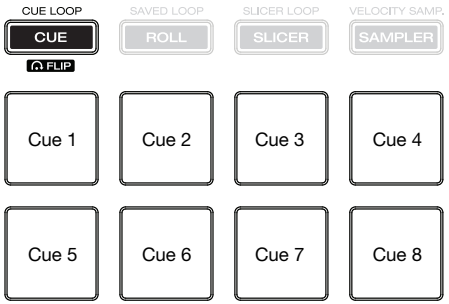
In Cue Mode, each pad assigns a hot cue point or returns the track to that hot cue point.

To enter Cue Mode, press **Cue** / **Cue Loop** / **Flip** so that it lights **blue**.

To assign a hot cue point, press an unlit pad at the desired point in your track. The pad will light up when it is assigned.

To jump to a hot cue point, press a lit pad.

To delete an assigned hot cue point, press and hold **Shift** and press the corresponding pad.



Although you can play Flips in Flip Mode, you first need to record a Flip here in Cue Mode. You can do this if you have installed the Serato Flip Expansion Pack.

To start or stop recording of a Flip, press the ◀ button.

To learn how to play back Flips, see ***Flip Mode*** as well as the Serato DJ manual.

Cue Loop Mode

In Cue Loop Mode, each pad assigns a hot cue point or returns the track to that hot cue point (like Cue Mode), but in both cases, it also creates an Auto-Loop at that point.

To enter Cue Loop Mode, press **Cue** / **Cue Loop** / **Flip** so that it lights **green**.

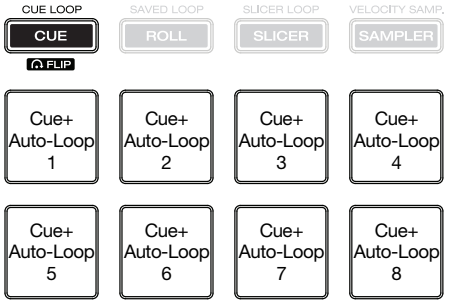
To assign a hot cue point, press an unlit pad at the desired point in your track. The pad will light up when it is assigned.

To jump to a hot cue point and auto-loop, press a lit pad.

To delete an assigned hot cue point, press and hold **Shift** and press the corresponding pad.

To set the length of the auto-loop, use the ◀/▶ buttons.

To halve or double the length of a current auto-loop, press **X1/2** or **X2**, respectively.



Flip Mode

In Flip Mode, **Pads 1–6** each trigger a Flip, which you can assign in the software. See the Serato DJ manual to learn more about Flips. You can use this if you have installed the Serato Flip Expansion Pack.

To enter Flip Mode, press and hold **Shift** and then press **Cue** / **Cue Loop** / **Flip** so that it lights **red**.

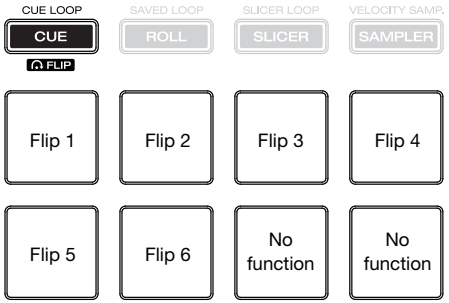
To start or stop recording of a Flip, press the ◀ button while in ***Cue Mode*** (press **Cue** / **Cue Loop** / **Flip** so that it lights **blue**).

To play a Flip, press the corresponding lit pad (**1**–**6**). The pad will flash as the Flip plays. Alternatively, press **Pad 8** to play the active Flip.

To activate or deactivate Flip looping, press the ◀ button.

To restart Flip playback, press the ▶ button.

To immediately stop playback of a Flip, press and hold **Shift** and then press the corresponding pad (**1**–**6**).



Roll Mode

Note: The pad layouts here match the software's default Auto-Loop time division layout. If you shift the range of time divisions displayed in the software, the pad layout will change to match it.

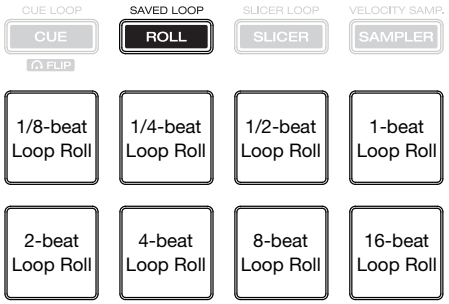
In Roll Mode, each pad triggers a momentary Loop Roll.

To enter Roll Mode, press **Roll** / **Saved Loop** so that it lights **aqua**.

To trigger a Loop Roll, press the corresponding pad.

To shift the Loop Roll left or right, use the ◀/▶ buttons.

To immediately activate a 4-bar or 8-bar auto-loop, press and hold **Shift** and then press the ◀ or ▶ button, respectively.



When the Beat Jump controls are shown in Serato DJ, **Pads 5**–**8** (the bottom row) will let you Beat Jump or adjust the Beat Jump Range. See the Serato DJ manual to learn more about Beat Jump.

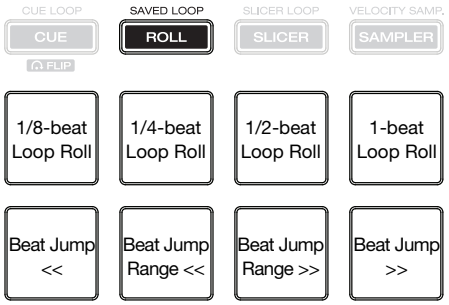
To trigger a Loop Roll, press the corresponding pad (**1**–**4**).

To perform a backward or forward Beat Jump, press **Pad 5** or **8**, respectively.

To select the previous or next Beat Jump value, press **Pad 6** or **7**, respectively.

To shift a Loop Roll left or right, use the ◀/▶ buttons.

To immediately activate a 4-bar or 8-bar auto-loop, press and hold **Shift** and then press the ◀ or ▶ button, respectively.



Saved Loop Mode

In Saved Loop Mode, each pad will return the track to one of your saved loops.

To enter Saved Loop Mode, press **Roll** / **Saved Loop** so that it lights **yellow**.

To create a loop, press and hold **Shift** and press **X1/2** / **Loop In** to set the Loop In point. Then, press and hold **Shift** and press **X2** / **Loop Out** to set the Loop Out point and trigger the loop.

To save a loop, while a loop is active, press an unlit pad (unlit pads do not have loops assigned to them). You can do this regardless of how the loop was created (Saved Loop Mode, Auto-Loop, etc.).

To activate or deactivate a saved loop, press the corresponding lit pad.

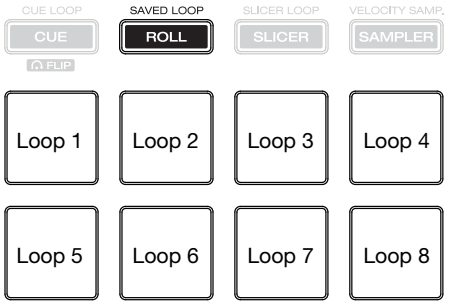
To immediately activate and trigger a saved loop, press and hold **Shift** and press the corresponding lit pad.

To delete a saved loop, press and hold **Shift** and press the corresponding pad.

To halve or double the length of a loop, press **X1/2** or **X2**, respectively.

To shift a loop backward or forward, use the ◀/▶ buttons.

To immediately activate a 4-bar or 8-bar auto-loop, press and hold **Shift** and then press the ◀ or ▶ button, respectively.



Slicer Mode

Important: Your track must have a set beatgrid for this mode to work.

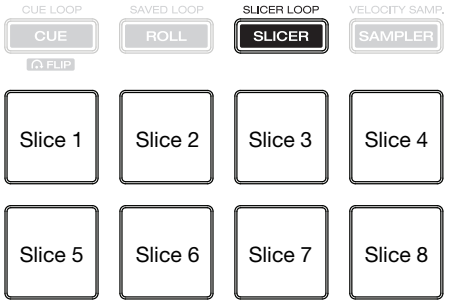
In Slicer Mode, the eight pads represent eight sequential beats—"slices"—in the beatgrid. The currently playing slice is represented by the currently lit pad; the light will "move through the pads" as it progresses through each eight-slice phrase. You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been if you had never pressed it (i.e., as if the track had been playing forward the whole time).

To enter Slicer Mode, press **Slicer** / **Slicer Loop** so that it lights **red**.

To play a slice, press the corresponding pad.

To decrease or increase the slice quantization size, use the ◀/▶ buttons.

To decrease or increase the Slice Domain size, press and hold **Shift** and use the ◀/▶ buttons.



Slicer Loop Mode

Important: Your track must have a set beatgrid for this mode to work.

In Slicer Loop Mode, the eight pads represent eight sequential beats—"slices"—in the beatgrid. The currently playing slice is represented by the currently lit pad; the light will "move through the pads" as it progresses through the eight-slice phrase, which will loop (this is the difference between this mode and Slicer Mode). You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been in the loop if you had never pressed it (i.e., as if the track had been playing forward the whole time).

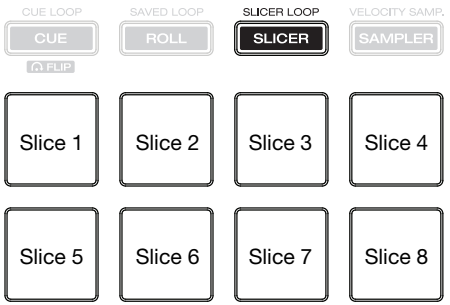
To enter Slicer Loop Mode, press **Slicer** / **Slicer Loop** so that it lights **blue**.

To play a slice, press the corresponding pad.

To halve or double the length of the loop, press **X1/2** or **X2**, respectively.

To decrease or increase the slice quantization size, use the ◀/▶ buttons.

To decrease or increase the Slice Domain size, press and hold **Shift** and use the ◀/▶ buttons.



Sampler Mode

In Sampler Mode, the pads will control the SP-6 sampler within the software. **Pads 1–6** each trigger a sample at a specified volume (you assign both the sample and its volume in the software).

To enter Sampler Mode, press **Sampler** / **Velocity Samp.** so that it lights **purple**.

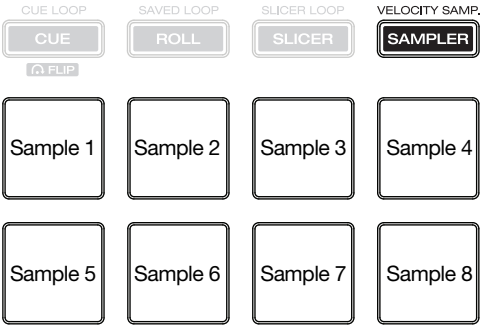
To assign a sample and its volume, use the software. See the Serato DJ manual to learn more about using samples.

To play a sample, press a lit pad (**1–6**). The pad will flash as the sample plays.

To stop playback of a sample, press and hold **Shift** and then press the corresponding flashing pad (**1–6**).

To cycle through the sample banks, use the ◀/▶ buttons.

To cycle through the SP-6 outputs, press and hold **Shift** and then use the ◀/▶ buttons.



Velocity Sampler Mode

In Velocity Sampler Mode, the pads will control the SP-6 sampler within the software. **Pads 1**–**6** each trigger a sample (which you assign in the software) at a volume proportional to how heavily you pressed them. In other words, the pads behave as they do in Sampler Mode, but they are velocity-sensitive. This mode can give your performance more of a "human feel."

To enter Velocity Sampler Mode, press **Sampler** / **Velocity Samp.** so that it lights **light blue**.

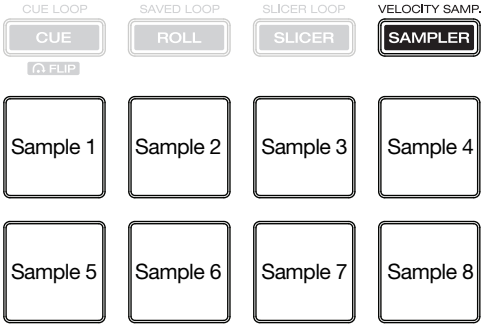
To assign a sample and its volume, use the software. See the Serato DJ manual to learn more about using samples.

To play a sample, press a lit pad (**1**–**6**). The pad will flash as the sample plays.

To stop playback of a sample, press and hold **Shift** and then press the corresponding flashing pad (**1**–**6**).

To cycle through the sample banks, use the ◀/▶ buttons.

To cycle through the SP-6 outputs, press and hold **Shift** and then use the ◀/▶ buttons.



Pitch Play Mode

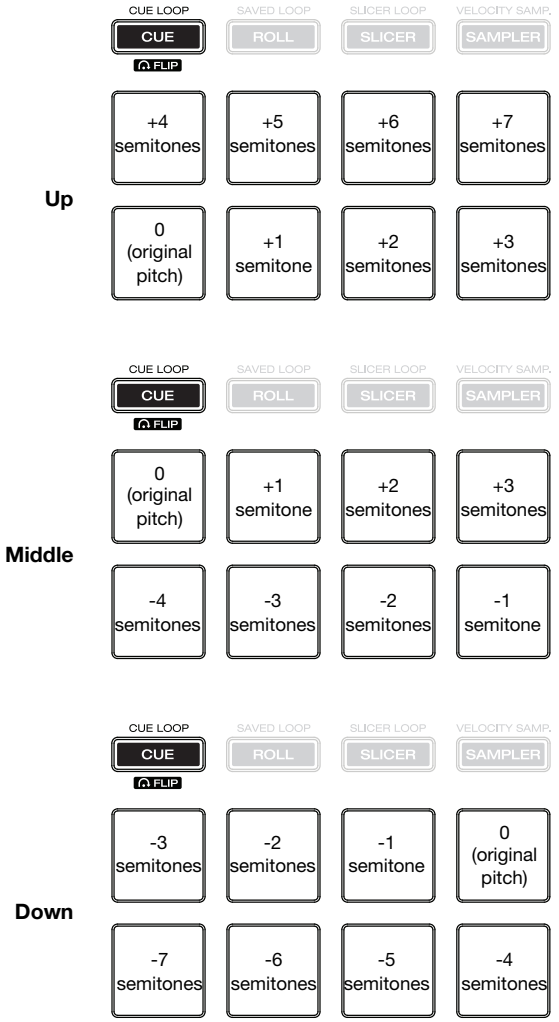
In Pitch Play Mode, each pad plays the track from a hot cue point at a different transposition (adjustable by semitones). You can use this if you have installed the Serato Pitch 'n Time DJ Expansion Pack. See ***Cue Mode*** to learn how to assign hot cue points.

To enter Pitch Play Mode, press and hold **Shift** and then press **Sampler** / **Velocity Samp.** so that it lights **green**.

To select which hot cue point to use, press and hold **Shift** and then press a dimly lit pad.

To select the range of transpositions the pads will use, use the ◀/▶ buttons (see the diagrams below).

To play the track from the hot cue point, press a lit pad. Each pad corresponds to a specific transposition (by semitones), depending on the current range of transposition (see the diagrams below). The pad with no transposition ("0," the original pitch) will be lit **white**.



Playback/Performance Functions

To activate or deactivate a platter's "vinyl mode," press **Vinyl**. When activated, you can move the **platter** to "scratch" the track as you would with a vinyl record.

To activate or deactivate the Censor feature, press and hold **Censor**. When activated, the track will play in reverse, but when you release **Censor**, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

To reverse the direction of playback on a deck, press and hold **Shift** and then press **Censor/Rev**.

To adjust the brake time of a deck, turn the **Stop Time** knob. This determines the rate at which the track slows to a complete stop.

To activate or deactivate Slip Mode, press **Slip**. When activated, you can jump to cue points, trigger loop rolls, or use the **platters**, while the track's timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

Effects

Important: See the Serato DJ manual to learn more about using effects.

To switch between Single FX Mode and Multi FX Mode, press and hold **Shift** and press **Tap** / **FX Mode** on the desired deck.

To select an effect, do one of the following:

- **in Single FX Mode**: Press and hold **Shift** and turn the **FX Level** knob under the effect slot on the desired deck. The effect slot will scroll through the available effects.
- **in Multi FX Mode**: Press and hold **Shift** and press **On** / **FX Select** under the effect slot on the desired deck. The effect slot will cycle through the available effects.

To turn an effect on or off:

- **in Single FX Mode**: Press the **1st On** button.
- **in Multi FX Mode**: Press the **1st**, **2nd**, or **3rd On** button for the corresponding effect.

To turn an effect modifier on or off, in Single FX Mode, press the **2nd** or **3rd On** button on the desired deck.

To adjust an effect parameter, turn the **FX Level** knob under the effect parameter on the desired deck.

To adjust the Effect Beats Multiplier, turn the **FX Beats** knob. This adjusts the rate of time-based effects on that deck as a division or multiple of the current BPM.

To manually set the rate of time-based effects on a deck, press **Tap** repeatedly at the desired tempo.

To reset the rate to the time-based effects on a deck, press and hold **Tap** for 2 seconds. This will erase the manually entered rate (Manual Tempo) and use the BPM information from the track (Automatic Tempo).

Technical Specifications

Analog Output	**Master**	+24 dBu (balanced, maximum) +4 dBu (balanced, unity) +20 dBu (unbalanced, maximum) 0 dBu (unbalanced, unity)
	Booth	+24 dBu (balanced, maximum) +4 dBu (balanced, unity)
	Headphones	> 150 mW @ 40 Ω
Analog Input	**Microphone**	-40 dBu (unity) -60 dBu (minimum)
	Line	+18 dBV (maximum) 0 dBV (unity)
Microphone	**EIN**	< -119 dBu (Rs = 150 Ω, DIN)
	CMRR	> 80 dB
Channel Separation		< -105 dB
THD+N	**Line/Phono**	< 0.01%
	Microphone	< 0.02%
Frequency Response		20–20000 Hz (±1 dB)
Dynamic Range		> 108 dB (A-weighted)
Signal-to-Noise Ratio		> 88 dB (A-weighted)
Headroom	**Line Input**	> 18 dB
	Mic Input	> 20 dB
	Outputs	> 20 dB
USB Audio/MIDI Interface	**Sampling Rate**	44.1 kHz
	Bit Depth	24-bit

Connections	**Audio Outputs**	(2) XLR outputs (master left/right, balanced) (1) RCA output pair (master left/right, unbalanced) (2) XLR outputs (booth left/right, balanced) (1) 1/4” (6.35 mm) stereo output (headphones) (1) 1/8” (3.5 mm) stereo output (headphones)
	Audio Inputs	(2) RCA input pairs (line-level, unbalanced) (2) RCA input pairs (line- or phono-level, unbalanced) (1) XLR+1/4” (6.35 mm) input (Microphone 1) (1) 1/4” (6.35 mm) input (Microphone 2)
	Other	(2) USB ports (to computers) (1) power adapter input
Power	**Power Adapter**	5 VDC, 4 A, center-positive (included)
	Input Voltage	100–240 VAC, 50/60 Hz
	Consumption	15 W (maximum)
Dimensions (width x depth x height)		26.1” x 14.9” x 2.7” 664 x 378 x 68 mm
Weight		15.4 lbs. 7.00 kg

Specifications are subject to change without notice.

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