

Function Keys (LED Orange = Saved Hotcue)

- [F1] through [F5] = **Select Hotcue** (Continue Play in Pause Mode) (Enables Loop Active to On)
- [Flip] + [Effect] Mode = **Stutter Hotcue** (in Pause Mode)
- [Function Key], then [B] = **Manual Loop**
- (During Loop) [Function Key] = **Saves Loop**

Time

- [Time] = **Next Layout**
- [Flip] + [Time] = **Fullscreen Toggle**

Memo

- [Memo] = **Duplicate A/B Deck to C/D Deck**
- [Flip] + [Memo] = **Duplicate** (Deck A Loads from Deck B, Deck B Loads from Deck A, Deck C Loads from Deck A, Deck D Loads from Deck B)
- [Memo] long push = **Controller Parameters**

Title

- [Title] = **Divide Loop by 2**
- [Flip] + [Title] = **Moves Loop 1 Bar Backward**

Cont./Single

- [Cont./Single] = **Multiply Loop by 2**
- [Flip] + [Cont./Single] = **Moves Loop 1 Bar Forward**

Source

- [Source] = **Select Source PC/CD**

Flip

- [Flip] + [<<] = **Jumps 16 Bars Backwards**
- [Flip] + [>>] = **Jumps 16 Bars Forward**
- [Flip] + [-Pitch Bend] = **Jump Back 1 Bar**
- [Flip] + [+Pitch Bend] = **Jump Forward 1 Bar**
- [Flip] + [Pitch Slider] = **Pitch ± 100%**
- [Flip] + [PM] rotate Clockwise = **Multiply Loop by 2**
- [Flip] + [PM] rotate Counterclockwise = **Divide Loop by 2**
- [Flip] + [Jog] rotate = **F/X Dry/Wet**
- [Flip] + [Pitch/Key] = **Resets Mixer Key/Filter**
- [Flip] + [Function Key] = **Delete Cue/Loop**
- [Flip] + [Exit/ReLoop] = **Save Loop**
- [Flip] + [Tap/Sync] = **Set Deck to Master**
- [Flip] + [Cue] = **Jump to Beginning**
- [Flip] + [Effect] = **Edit Effect Parameter** (Jog Wheel = FX Parameter, Wet/Dry = PM Turn)
- [Flip] + [Play/Pause] = **Play Stutter**

Effect 1 (LED Green when ON)

- [Effect 1] = **Chained FX 1 On/Off**
- [Effect 1] = **Advanced FX On/Off**
- [Flip] + [Effect] = **FX Mode (LED Red when ON)**
- [Flip] + [Effect] then [PM] rotate = **FX Dry/Wet**
- [Flip] + [Effect] then [Jog] rotate = **FX 1 Amount**
- [Flip] + [Effect] then [<<] or [>>] = **FX Select**

Effect 2 (LED Green when ON)

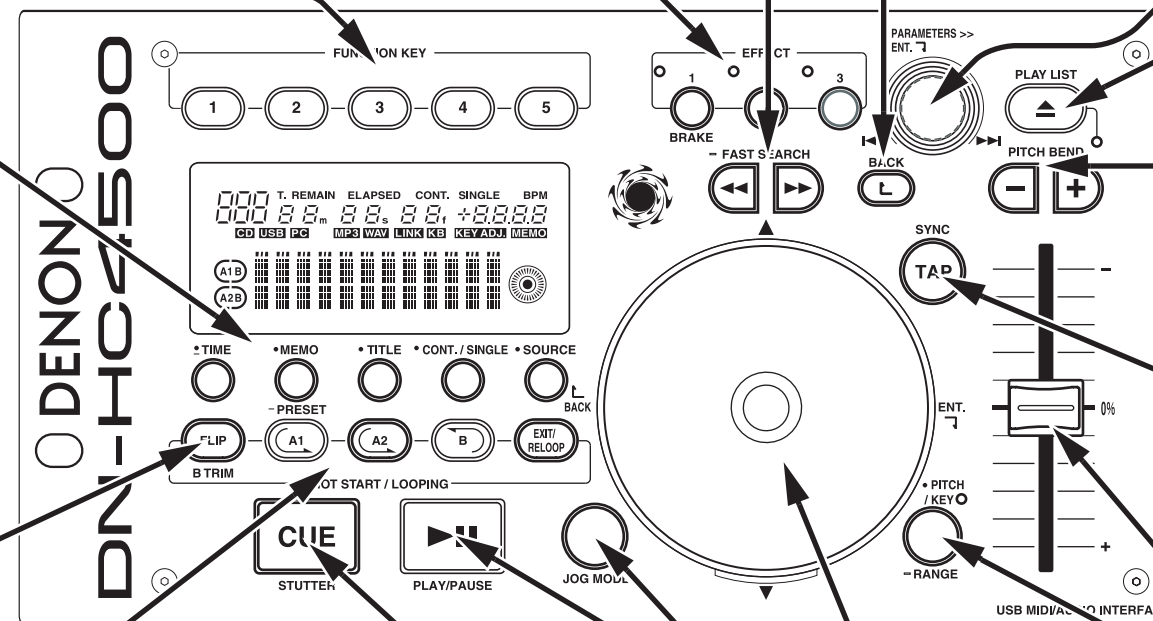
- [Effect 2] = **FX Chained Effect 2 On/Off**
- [Effect 2] = **Advanced FX Button 1**
- [Flip] + [Effect] = **FX Mode (LED Red when ON)**
- [Flip] + [Effect] then [PM] rotate = **FX Dry/Wet**
- [Flip] + [Effect] then [Jog] rotate = **FX 2 Amount**
- [Flip] + [Effect] then [<<] or [>>] = **FX Select**

Effect 3 (LED Green when ON)

- [Effect 3] = **FX Chained Effect 3 On/Off**
- [Effect 3] = **Advanced FX Button 2**
- [Flip] + [Effect] = **FX Mode (LED Red when ON)**
- [Flip] + [Effect] then [PM] rotate = **FX Dry/Wet**
- [Flip] + [Effect] then [Jog] rotate = **FX 3 Amount**
- [Flip] + [Effect] then [<<] or [>>] = **FX Select**

[Flip] or [Pitch/Key] + [Effect] = FX Mode (LED Red when ON)

Press [Flip] or [Pitch/Key] Again to Exit



Hot Start/Looping

- [A1] = **8-Bar Auto Looping (LED Orange)**
- [A2] = **Loop In/Set Loop (LED Orange)**
- [B] = **Loop Out**
- [Exit/ReLoop] = **Loop Active On/Off**
- [Flip] + [A1] = **Jump to Active Cue**
- [Flip] + [A2] = **Jump to Active Cue**
- [Flip] + [Exit/ReLoop] = **Store Loop**
- [Title] = **Divide Loop by 2**
- [Flip] + [Title] = **Moves Loop 1 Bar Backward**
- [Cont./Single] = **Multiply Loop by 2**
- [Flip] + [Cont./Single] = **Moves Loop 1 Bar Forward**

Cue/Stutter

- [Cue] = **Cue/Stutter**
- [Flip] + [Cue] = **Jump to Beginning**

Play/Pause (LED flashes in Pause)

- [Play/Pause] = **Toggles Play/Pause**
- [Flip] + [Play/Pause] = **Play Stutter**
- [Pitch/Key] + [Play/Pause] = **Reverse**

Jog Disc

- [Jog] rotate = **Scratch (Jog Mode LED Orange)**
- [Jog] rotate = **Tempo Bend (Jog Mode LED Green)**
- [Flip] + [Jog] rotate = **F/X Dry/Wet**
- [Flip] + [Effect 1, 2, or 3] then [Jog] rotate = **Effect 1, 2 or 3 Amount**

Jog Mode (Toggles 2 Modes)

- [Jog Mode] (Default) = **Scratch (LED Orange)**
- [Jog Mode] = **Tempo Bend (LED Green)**

Fast Search

- [<<] = **Jumps 4 Bars Backwards**
- [>>] = **Jumps 4 Bars Forward**
- [<<] long push = **Search Fast Backwards**
- [>>] long push = **Search Fast Forward**
- [Flip] + [<<] = **Jumps 16 Bars Backwards**
- [Flip] + [>>] = **Jumps 16 Bars Forward**
- [Flip] + [Effect] then [<<] or [>>] = **FX Select**

Back

- [Back] = **Browser Tree Focus**
- [Back] = **Browser Tree Select Expand/Collapse**

Parameters Knob [PM]

- [PM] press = **Track List Focus**
- [PM] press = **Loads Selected Track**
- [PM] rotate = **Scrolls Track List**
- [PM] rotate = **Scrolls Browser Tree**
- [Flip] + [PM] rotate Clockwise = **Multiply Loop by 2**
- [Flip] + [PM] rotate Counterclockwise = **Divide Loop by 2**
- [Pitch/Key] + [PM] rotate = **Mixer Filter Amount**
- [Flip] + [Effect] then [PM] rotate = **FX Dry/Wet**

Play List (LED Red when Deck C/D Focus)

- [Playlist] = **Toggles 3rd and 4th Deck** (Deck A Toggles Deck C, Deck B Toggles Deck D) (All LED's will turn Off)
- [Flip] + [Playlist] = **Playlist Full-Screen** (Pitch Match LED Red when Playlist Full-Screen)

Pitch Bend

- [-Pitch Bend] = **Tempo Pitch Bend -**
- [+Pitch Bend] = **Tempo Pitch Bend +**
- [Flip] + [-Pitch Bend] = **Jump Back 1 Bar**
- [Flip] + [+Pitch Bend] = **Jump Forward 1 Bar**
- [Pitch/Key] + [-Pitch Bend] = **Decrease Pitch Range**
- [Pitch/Key] + [+Pitch Bend] = **Increase Pitch Range**

Tap Sync: BPM Matching

- [Tap/Sync] = **Toggles Sync (LED Green)**
- [Flip] + [Tap/Sync] = **Set Deck to Master**

Pitch Slider

- [Pitch Slider] Down = **Increase Pitch**
- [Pitch Slider] Up = **Decrease Pitch**
- [Flip] + [Pitch Slider] = **Pitch ± 100%**
- [Pitch/Key] + [Pitch Slider] = **Key Amount**

Pitch/Key

- [Pitch/Key] + [Jog] rotate = **Mixer Key Amount**
- [Pitch/Key] + [Pitch Slider] = **Mixer Filter Amount**
- [Pitch/Key] + [PM] rotate = **Move Loop 1 Bar**
- [Pitch/Key] + [Jog] rotate = **Mixer Key Amount**
- [Pitch/Key] + [-Pitch Bend] = **Decrease Pitch Range**
- [Pitch/Key] + [+Pitch Bend] = **Increase Pitch Range**
- [Pitch/Key] + [Play/Pause] = **Reverse**
- [Pitch/Key] + [Pitch Slider] = **Key Amount**