
Recording

You can record the same audio as the output from the **[MASTER 1]** and **[MASTER 2]** terminals into a WAV file on a USB device.

- The recorded file name will be "REC***.WAV" (*** is a 3-digit number).
- Because this unit doesn't have a clock, the recording time and date aren't registered on the USB device.

1 Insert a USB device to a USB port on the unit.

 Read more: USB section (page 49)

2 Press the **[MIXER SETTINGS]** button.

The **[MIXER SETTINGS]** screen appears.

3 Select the USB device and touch **[Rec]**.

Recording starts.

- Recording isn't available when **[Bluetooth]** is selected with the input selector.
- You can record for approximately 90 minutes on a USB device with 1GB of free space.
- Touch **[Rec]** again to end recording. Recording stops and the button light turns off.

Splitting a track during recording

1 Press the **[MIXER SETTINGS]** button.

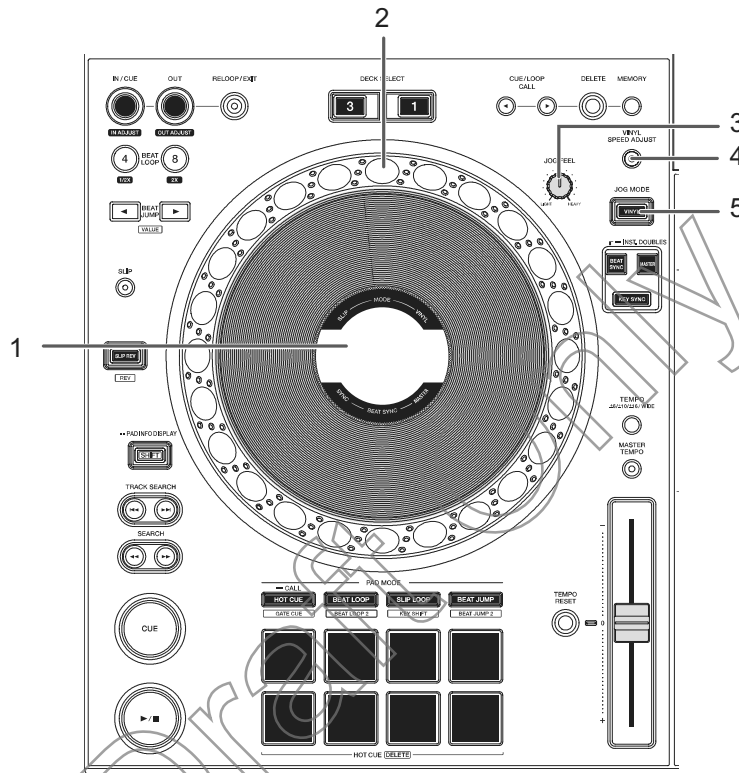
The **[MIXER SETTINGS]** screen appears.

2 Touch **[Track Mark]** during recording.

The file is split at the point where **[Track Mark]** is touched, and the recording continues as a new file from the split point.

Using the jog wheel

Jog wheel section



1. **Jog display** (page 42)
2. **Jog wheel**
 - A sensor is built into the top of the jog wheel. Do not place anything on it or apply strong force.
3. **JOG FEEL knob**

Adjusts the 'weight' of the jog wheel.
4. **VINYL SPEED ADJUST button**

Turns on and off the speed adjustment function for playback/stop in Vinyl mode.
5. **VINYL (JOG MODE) button**

Sets the jog wheel mode.

Setting the jog wheel mode

1 Press the [VINYL (JOG MODE)] button.

Each press switches between the following modes. The button lights up in Vinyl mode.

- **Vinyl mode:** Stops playback with a press on the top of the jog wheel and scratches a track by turning the jog wheel while pressing the top.
- **Normal mode:** Doesn't stop playback or scratch a track with the operations of the jog wheel.

Jog wheel operations

You can use the following features in combination with the jog wheel.

Function	Description
Pitch Bend	<p>Turn the outer section of the jog wheel clockwise during playback to increase the playback speed, and counterclockwise to decrease it. Stop turning it to resume the normal playback speed.</p> <ul style="list-style-type: none"> • In Normal mode, you can perform the same operations by turning the jog wheel while pressing the top.
Scratch	<p>Turn the jog wheel while pressing the top during playback in Vinyl mode to scratch a track.</p> <p>Release the jog wheel to resume normal playback.</p>
Frame Search	<p>Turn the jog wheel during pause to move the pause position.</p> <ul style="list-style-type: none"> • One full rotation moves the position by 1.8 seconds.
Super Fast Search	<p>Turn the jog wheel while pressing the [SEARCH ►►], [SEARCH ◄◄] or [SHIFT] button to fast-forward or fast-reverse with extra speed.</p>
Super Fast Track Search	<p>Turn the jog wheel while pressing the [TRACK SEARCH ►►] or [TRACK SEARCH ◄◄] button to cycle through tracks with extra speed according to the rotation direction.</p>

Adjusting the “weight” of the jog wheel

1 Turn the [JOG FEEL] knob.

- Turn clockwise: Increases the weight.
- Turn counterclockwise: Decreases the weight.

Adjusting the playback starting and stopping speeds (for Vinyl mode)

You can adjust the following speeds.

- The speed at which playback slows down and stops after the top of the jog wheel is pressed or the [▶/||] button is pressed
- The speed at which normal playback resumes after the top of the jog wheel is released or the [▶/||] button is pressed

1 Press the [SHORTCUT] button.

The [SHORTCUT] screen appears.

2 Select an adjustment setting in [Vinyl Speed Adjust].

- **[Touch]**: Adjusts the speed at which playback slows down and stops.
- **[Release]**: Adjusts the speed at which normal playback resumes.
- **[Touch&Release]**: Adjusts the speed at which playback slows down and stops, and normal playback resumes.

3 Adjust the speed in [Vinyl Speed Adjust Time].

4 Press the [VINYL SPEED ADJUST] button.

The [VINYL SPEED ADJUST] setting is enabled.

Cueing

You can quickly call up a cue point you have set previously.

Setting a cue point

❖ During pause

1 Press the [CUE] button.

A cue point is set.

- Press the [SEARCH ◀◀] or [SEARCH ▶▶] button or turn the jog wheel during pause to fine-adjust (0.5 frame unit) the pause position.

❖ During playback

1 Press the [IN/CUE (IN ADJUST)] button.

A cue point is set.

- If you set a new cue point, the previously set cue point is cleared.
- When [On] is set for [Overwrite Current Cue with Hot Cue (Smart Cue)] in the Utility settings, if you set a Hot Cue or start playback from a Hot Cue, the point is set as a cue point (page 131).

Jumping to a cue point

1 Press the [CUE] button during playback.

The track jumps to the cue point and playback is paused.

- If a comment has been set to the cue point, the comment is displayed in the track name display.

Checking a cue point (Cue Point Sampler)

1 Jump to a cue point.

➡ Read more: Jumping to a cue point (page 76)

2 Press and hold the [CUE] button.

Playback continues while pressing the [CUE] button.

- Press the [▶/II] button to continue playback even if you release the [CUE] button.

Saving a cue point

1 Set a cue point.

➡ Read more: Setting a cue point (page 76)

2 Press the [MEMORY] button.

Calling up a saved cue point


1 Load a track you have previously saved a cue point for.

2 Press the [CUE/LOOP CALL ◀] or [CUE/LOOP CALL ▶] button.

- If a comment has been set to the called up point in rekordbox, the comment is displayed in the track name display.

Deleting a saved cue point

1 Call up a saved cue point.

 Read more: Calling up a saved cue point (page 77)

2 Press the [DELETE] button.

Setting Auto Cue

When loading a track or performing Track Search, a cue point can be automatically set to the position immediately before the first sound in the track (skipping any silence at the beginning).

1 Touch [A.CUE] on the waveform screen to turn Auto Cue on.

- The Auto Cue setting is retained even if you turn the unit off.
- You can set the sound pressure level that you want to be recognized as silence in [**Auto Cue Level**] in the Utility settings (page 132).

Looping

You can choose a section of a track to play repeatedly.

Setting a loop

Manual setting

- 1 While the track is playing, press the **[IN/CUE (IN ADJUST)]** button at the point where you want to start the loop (loop-in point).
- 2 Press the **[OUT (OUT ADJUST)]** button at the point where you want the loop to end (loop-out point).

The chosen section plays in a loop.

Automatic setting

❖ Using 4 Beat Loop

- 1 Press and hold the **[IN/CUE (IN ADJUST)]** button during playback.

The track plays a 4-Beat Loop according to the BPM from the point where you pressed the button.

- If BPM can't be detected, it's set to 120.

❖ Using the 4 BEAT LOOP (1/2X) button

1 Press the [4 BEAT LOOP (1/2X)] button during playback.

The track plays a 4-Beat Loop according to the BPM from the point where you pressed the button.

- If the BPM can't be detected, it's set to 120.

❖ Using the 8 BEAT LOOP (2X) button

1 Press the [8 BEAT LOOP (2X)] button.

The track plays a 8-Beat Loop according to the BPM from the point where you pressed the button.

- If the BPM can't be detected, it's set to 120.

Fine-adjusting loop points

1 Press the [IN/CUE (IN ADJUST)] or [OUT (OUT ADJUST)] button during loop playback.

The unit switches to loop adjusting mode.

- [IN/CUE (IN ADJUST)]: Adjusts the loop-in point.
- [OUT (OUT ADJUST)]: Adjusts the loop-out point.

2 Turn the jog wheel to fine-adjust the loop point.

- Press the [IN/CUE (IN ADJUST)] or [OUT (OUT ADJUST)] button again, or leave the unit without operating the controls for more than 10 seconds to cancel loop adjusting mode.

Adjusting the length of a loop

Halving the length of a loop

- 1 Press the [4 BEAT LOOP (1/2X)] or [CUE/LOOP CALL ◀] button during loop playback.

The loop length is halved.

Doubling a loop in length

- 1 Press the [8 BEAT LOOP (2X)] or [CUE/LOOP CALL ▶] button during loop playback.

The loop length is doubled.

Returning to a loop-in point to start loop playback (Retrigger)

- 1 Press the [IN/CUE (IN ADJUST)] button while pressing the [SHIFT] button during loop playback.

The playback point returns to the loop-in point and starts loop playback from there.

Using Active Loop

Set a saved loop as an Active Loop using rekordbox beforehand.

1 Load a track that has an Active Loop set.

After the playback point passes the set point, loop playback automatically starts.

Canceling loop playback

1 Press the [RELOOP/EXIT] button during loop playback.

Loop playback is canceled.

- Press the [RELOOP/EXIT] button again to start loop playback from the loop-in point.

Emergency Loop

The unit automatically plays a Beat Loop if it can't start playing the next track when the end of the current track is reached. This prevents situations where your performance is interrupted by silence.

- You can't DJ during Emergency Loop playback.
- Load a track to cancel the Emergency Loop.
- When the file has been cached, Emergency Loop isn't applied and playback continues with the restriction.

Saving a loop

1 Set loop points.

🔗 Read more: Setting a loop (page 79)

2 Press the [MEMORY] button.

Calling up a saved loop

1 Load a track you have previously saved a loop for.

2 Press the [CUE/LOOP CALL ◀] or [CUE/LOOP CALL ▶] button.

- If a comment is set to the called up point in rekordbox, the comment is displayed in the track name display.

Deleting a saved loop

1 Call up a saved loop.

🔗 Read more: Calling up a saved loop (page 83)

2 Press the [DELETE] button.

- If you delete a loop set as an Active Loop, the Active Loop is also deleted (page 82).

Beat Jump/Loop Move

You can instantly move the playback point without changing the rhythm of a track that's playing.

Using Beat Jump/Loop Move

1 Press the [BEAT JUMP ◀] or [BEAT JUMP ▶] button during playback.

The playback point jumps by the number of beats from the point where the button is pressed.

- If you do this during loop playback, a loop is moved by the number of beats.
- To change the number of beats, press the [BEAT JUMP ◀] or [BEAT JUMP ▶] button while pressing the [SHIFT] button.

Quantize (for deck)

Cue points, loop-in points, loop-out points, and Hot Cue points are automatically set to the closest beat position even if your timing is off the beat when you set them.

You can use Hot Cues, loop, reverse playback, and Slip without breaking the rhythm of the track you are playing.

- You can't use the Quantize feature with tracks that haven't been analyzed by rekordbox or this unit. For details on track analysis by rekordbox, see the rekordbox Instruction Manual (page 9).
- You can set [**Quantize Beat Value (Deck)**] in the Utility settings (page 131) or [**Quantize Beat Value**] on the [**SHORTCUT**] screen (page 146).

Using Quantize

1 Press the [**QUANTIZE**] button.

Quantize turns on, then [**Q**] and the number of beats for Quantize are displayed on the deck information display on the waveform screen and [**QUANTIZE**] is displayed under the track number (page 38).

- Press the [**QUANTIZE**] button while pressing the [**SHIFT**] button to turn on and off Quantize on the deck whose [**SHIFT**] button is being pressed.
- Press the [**QUANTIZE**] button again to turn Quantize off.

Slip

If you turn Slip mode on, normal playback continues in the background (but you can't hear it) when you perform the following operations.

When you end the operation, Slip is canceled and normal playback starts from the exact point the track would have reached by then. This means the original rhythm remains constant and your performance stays perfectly in time.

Function	Description
Slip Pause	If you press the [▶/] button during playback in Vinyl mode (page 74), playback continues in the background during the pause.
Slip Scratch	If you scratch a track using the jog wheel while in Vinyl mode (page 74), normal playback continues in the background while you are scratching.
Slip Loop	If you start loop playback (page 79), normal playback continues in the background while the loop is playing.
Slip Reverse	If you press the [SLIP REV] button during playback, playback is reversed. Normal playback continues in the background during reverse playback.
Slip Hot Cue/Loop	If you press a Performance Pad with a Hot Cue/Loop set during playback, the playback point jumps to the Hot Cue/Loop point and playback continues until you release the button. Normal playback continues in the background during Hot Cue/Loop playback.

Turning Slip mode on

1 Press the [SLIP] button.

Slip mode turns on and the [SLIP] button lights up.

- The [SLIP] button blinks while Slip is in use.
- The current playback point in Slip mode is indicated by a yellow line on the overall and enlarged waveforms on the waveform screen.
The background playback point is indicated by a white line on the overall waveform on the waveform screen.
- Press the [SLIP] button again or load a track to turn off Slip mode.

Draft Only

Beat Sync

If you turn Beat Sync on, tempo (BPM) and beat position of tracks on the unit automatically synchronize.

- Beat Sync can't be used with tracks that haven't been analyzed by rekordbox.
- Tempo (BPM) and beat position of tracks on the unit can automatically synchronize with a DJ player (sync master) connected in the PRO DJ LINK network.
- You can set rekordbox for Mac/Windows as the sync master. For details, see the rekordbox Instruction Manual (page 9).

Using Beat Sync

1 Play a track analyzed by rekordbox or this unit on the deck you want to set as the sync master.

- You can set either deck as the sync master by pressing the **[MASTER]** button on the deck.

2 Play a track analyzed by rekordbox or this unit on the deck you want to sync with the sync master.

3 Press the **[BEAT SYNC (INST.DOUBLES)]** button on the deck you want to sync with the sync master.

Beat Sync turns on.

- Press the **[BEAT SYNC (INST.DOUBLES)]** button again to turn Beat Sync off.
If the position of the TEMPO slider doesn't match the playback tempo (BPM), the Beat Sync tempo is maintained. To restore normal use of the TEMPO slider, load the track again or move the slider until the BPM matches the playback tempo. After this, you'll be able to use the TEMPO slider to adjust the tempo.

Using Instant Doubles

You can duplicate a track loaded on the active deck of DECK 1/3 or DECK 2/4 or a DJ player (sync master) connected in the PRO DJ LINK network so it plays on the other deck from exactly the same point.

1 Press the [LOAD] button twice on the deck where you want the duplicate track to start playing.

- You can also start Instant Doubles by pressing and holding the [BEAT SYNC (INST.DOUBLES)] button on the deck where you want the duplicate track to start playing.

Draft Only

Beatgrid

You can adjust the beatgrid.

- You can't adjust the beatgrid for tracks that haven't been analyzed by rekordbox or this unit.

Adjusting the beatgrid

1 Press and hold the rotary selector on the waveform screen or touch **[ZOOM]/[GRID]** on the screen.

Grid Adjust mode turns on.

2 Turn the rotary selector to adjust the beatgrid.

- You can adjust the beatgrid on the active deck.
- You can also adjust the beatgrid using the following buttons on the mixer information display.
 - **[SNAP GRID(CUE)]**: Moves the first beat position to a cue point.
 - **[SHIFT GRID]**: Applies the settings (Pitch Bend, etc.) adjusted during synchronization.
 - **[<1/2], [1/2>]**: Moves the beatgrid by 1/2 beat.
- Touch **[RESET]** to reset to the original beatgrid.
- To return to Zoom mode, press and hold the rotary selector on the waveform screen again or touch **[ZOOM]/[GRID]** on the screen.
- Press the **[DECK SELECT]** buttons to switch between decks.

Key Sync

You can adjust the key of a track playing on the unit to match with the key of a track loaded on the sync master.

- You can't adjust the key for tracks that haven't been analyzed by rekordbox.

Using Key Sync

1 Press the [KEY SYNC] button when a track is loaded.

The key is adjusted to the key with the least change among the following.

- Same key
- Dominant key
- Subdominant key
- Relative key
- Relative key of dominant key
- Relative key of subdominant key

- Press the [KEY SYNC] or [MASTER TEMPO] button to reset to the original key.

Key Shift

You can shift the key of a track.

Using Key Shift

- 1 Touch  of the key display on the waveform screen.

The Key Shift screen appears.

- 2 Touch [-] or [+] to adjust the key.

Each touch shifts the key up or down by a semitone.

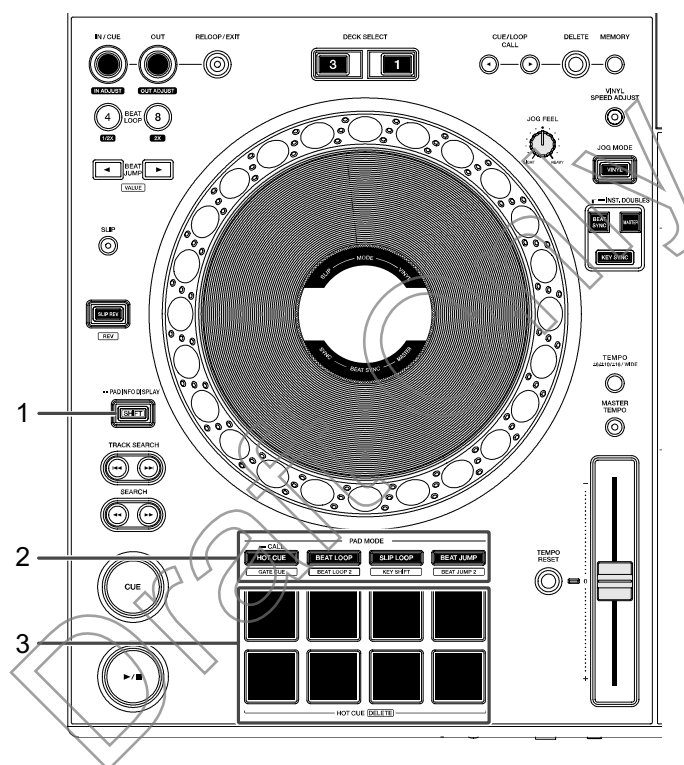


- Touch [RESET] to revert to the original key.

Using the Performance Pads

You can trigger various functions with the Performance Pads.

Performance Pad section



1. **SHIFT button**
2. **PAD MODE buttons**
 - **HOT CUE/CALL (GATE CUE) button:** Switches to Hot Cue mode or Gate Cue mode.
 - **BEAT LOOP (BEAT LOOP 2) button:** Switches to Beat Loop mode.
 - **SLIP LOOP (KEY SHIFT) button:** Switches to Slip Loop mode or Key Shift mode.
 - **BEAT JUMP (BEAT JUMP 2) button:** Switches to Beat Jump mode.
3. **Performance Pads**

Hot Cue/Gate Cue

You can call up a Hot Cue quickly and start playback by pressing a Performance Pad.

Setting a Hot Cue

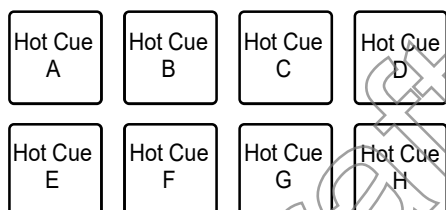
1 Press the [HOT CUE/CALL (GATE CUE)] button.

The unit switches to Hot Cue mode.

2 Press a Performance Pad at the point where you want to set a Hot Cue during playback or pause.

A Hot Cue is set.

- You can set up to 8 Hot Cues per track.
- Hot Cues are assigned to the Performance Pads as follows.



- If you do this during loop playback, a loop is set instead.
- When [On] is set for [Overwrite Current Cue with Hot Cue (Smart Cue)] in the Utility settings, the point is set as a cue point (page 131).
- You can't set a Hot Cue to any Performance Pads that have a one set already. To set a new Hot Cue, delete a one from a button first (page 96).

Using the Performance Pads

- Performance Pads light up as follows according to the set function. You can change the colors using rekordbox.

Set function	[Hot Cue Color] setting in the Utility settings	
	[Off]	[On]
Cue point	Green	Fixed button color
Loop	Orange	Orange
No setting	No light	No light

Starting playback from a Hot Cue point

1 Press the [HOT CUE/CALL (GATE CUE)] button.

The unit switches to Hot Cue mode.

2 Press a Performance Pad that has a Hot Cue set during playback or pause.

Playback starts from the Hot Cue point.

- If you do this when a loop is set, loop playback starts (page 79).
- When [On] is set for [Overwrite Current Cue with Hot Cue (Smart Cue)] in the Utility settings, the point is set as a cue point (page 131).

Using the Performance Pads

Starting Gate playback from a Hot Cue point

- 1 Press the [HOT CUE/CALL (GATE CUE)] button in Hot Cue mode.

The unit switches to Gate Cue mode.

- Press the [HOT CUE/CALL (GATE CUE)] button while pressing the [SHIFT] button in other mode than Hot Cue mode to switch to Gate Cue mode.

- 2 Press and hold a Performance Pad that has a Hot Cue set during pause.

Playback starts from the Hot Cue point and continues until you release the Performance Pad.

- If you do this when a loop is set, loop playback starts (page 79).
- Press the [▶/||] button during Gate playback to continue playback even if you release the Performance Pad.

Deleting a Hot Cue

- 1 Press the [HOT CUE/CALL (GATE CUE)] button.

The unit switches to Hot Cue mode.

- 2 Press a Performance Pad while pressing the [SHIFT] button.

The Hot Cue set to the pad is deleted.

Using the Performance Pads

Calling up Hot Cues

❖ Automatic call-up

You can automatically call up Hot Cues saved on a storage device when a track is loaded.

1 Touch **[A.HOT CUE]** on the waveform screen to turn Auto Hot Cue on.

- **[ON]**: Displays “H” for all tracks and automatically calls up Hot Cues from all tracks when loading them.
- **[OFF]**: Hot Cues aren’t automatically called up when loading a track.
- You can turn Auto Hot Cue on with **[Hot Cue Auto Load]** in the Utility settings (page 131).

❖ Manual call-up

You can call up a Hot Cue manually when **[Hot Cue Auto Load]** is set to **[Off]** and the conditions for the automatic call-up aren’t met.

1 Press the **[HOT CUE/CALL (GATE CUE)]** button.

The unit switches to Hot Cue mode.

2 Press and hold the **[HOT CUE/CALL (GATE CUE)]** button.

Performance Pads that have a Hot Cue set will blink.

3 Press a Performance Pad.

The set Hot Cue is called up.

- The Hot Cue call-up mode turns off in the following conditions.
 - All Hot Cues are called up.
 - The **[HOT CUE/CALL (GATE CUE)]** button is pressed.
 - The loaded track is replaced by another one.

Using the Performance Pads

Using a Hot Cue Bank

You can set Hot Cues to the **[HOT CUE]** (A to H) buttons on the unit using a Hot Cue Bank set with rekordbox for Mac/Windows.

- Hot Cue Banks can't be edited via the unit. You will need to use rekordbox for editing. For details, see the rekordbox Instruction Manual, available at the URL below.

rekordbox.com/manual

1 Press the **[BROWSE]** button.

The **[BROWSE]** screen appears.

2 Select **[HOT CUE]** in the category.

The Hot Cue Bank list is displayed.

3 Select a Hot Cue Bank.

Hot Cues registered in the selected Hot Cue Bank are displayed.

4 Touch a track in the Hot Cue Bank, or select a track then press the rotary selector.

Hot Cues registered in the Hot Cue Bank are set to the specified deck.

Using the Performance Pads

Beat Loop

If you press a Performance Pad, a loop is set with the number of beats or bars assigned to the Performance Pad.

Using Beat Loop

1 Press the [BEAT LOOP (BEAT LOOP 2)] button.

The unit switches to Beat Loop mode.

- Press the [BEAT LOOP (BEAT LOOP 2)] button while in Beat Loop mode to switch between Beat Loop mode and Beat Loop 2 mode.
- Press the [BEAT LOOP (BEAT LOOP 2)] button while pressing the [SHIFT] button while in any mode other than Beat Loop mode to switch to Beat Loop 2 mode.

2 Press a Performance Pad.

Loop playback starts according to the BPM of the track and the number of beats or bars assigned to the Performance Pad. The Performance Pad blinks during loop playback.

- The number of beats or bars for Beat Loop is assigned to the Performance Pads as follows.

Beat Loop mode:

1/4	1/2	1	2
4	8	16	32

- Beat Loop 2 mode:

3/4	1	3/2	3
5	6	7	9

Using the Performance Pads

- Press the blinking Performance Pad or press the **[RELOOP/EXIT]** button to cancel loop playback.
- If the BPM can't be detected, it's set to 120.

Slip Loop

Slip loop playback continues while pressing a Performance Pad regardless of whether Slip is turned on or off.

Using Slip Loop

1 Press the **[SLIP LOOP (KEYSHIFT)]** button.

The unit switches to Slip Loop mode.

2 Press a Performance Pad.

Loop playback starts according to the BPM of the track and the number of beats or bars assigned to the Performance Pad, and continues until you release the Performance Pad.

- The number of beats or bars for Slip Loop is assigned to the Performance Pads as follows.

1/16	1/8	1/4	1/2
1	2	1/3	3/4

- Normal playback continues in the background while the Slip Loop is playing.
- Release the Performance Pad to cancel Slip Loop playback. Normal playback starts from the exact point the track would have reached by then.
- If the BPM can't be detected, it's set to 120.

Using the Performance Pads

Key Shift

You can adjust the key of a track by pressing the Performance Pads.

Using Key Shift

1 Press the [SLIP LOOP (KEYSHIFT)] button in Slip Loop mode.

The unit switches to Key Shift mode.

- Press the [SLIP LOOP (KEYSHIFT)] button while pressing the [SHIFT] button while in any mode other than Slip Loop mode to switch to Key Shift mode.

2 Press a Performance Pad.

You can adjust the key by pressing the Performance Pads.

- Key Shifts are assigned to the Performance Pads as follows.

Key Sync	Semitone Up	+7	+12
Key Reset	Semitone Down	-5	-12

- **[Key Sync]**: Adjusts the key of track playing to match with the key of the track playing on the master player.
- **[Semitone Up/Semitone Down]**: Changes the key by a semitone.
- **[+7/+12/-5/-12]**: Shifts the key from the original key by the specified shift amount.
- **[Key Reset]**: Resets the key shift to the original key.

Beat Jump/Loop Move

You can instantly move the playback point without changing the rhythm of a track that's playing.

Using Beat Jump/Loop Move

1 Press the [BEAT JUMP (BEAT JUMP 2)] button.

The unit switches to Beat Jump mode.

- Press the [BEAT JUMP (BEAT JUMP 2)] button while in Beat Jump mode to switch between Beat Jump mode and Beat Jump 2 mode.
- Press the [BEAT JUMP (BEAT JUMP 2)] button while pressing the [SHIFT] button while in any mode other than Beat Jump mode to switch to Beat Jump 2 mode.

2 Press a Performance Pad.

The playback point jumps by the number of beats or bars assigned to the Performance Pad.

- The number of beats or bars for Beat Jump/Loop Move is assigned to the Performance Pads as follows.

Beat Jump mode:

1/2 beat REV	1/2 beat FWD	1 beat REV	1 beat FWD
2 beats REV	2 beats FWD	4 beats REV	4 beats FWD

Beat Jump 2 mode:

8 beats REV	8 beats FWD	16 beats REV	16 beats FWD
32 beats REV	32 beats FWD	64 beats REV	64 beats FWD

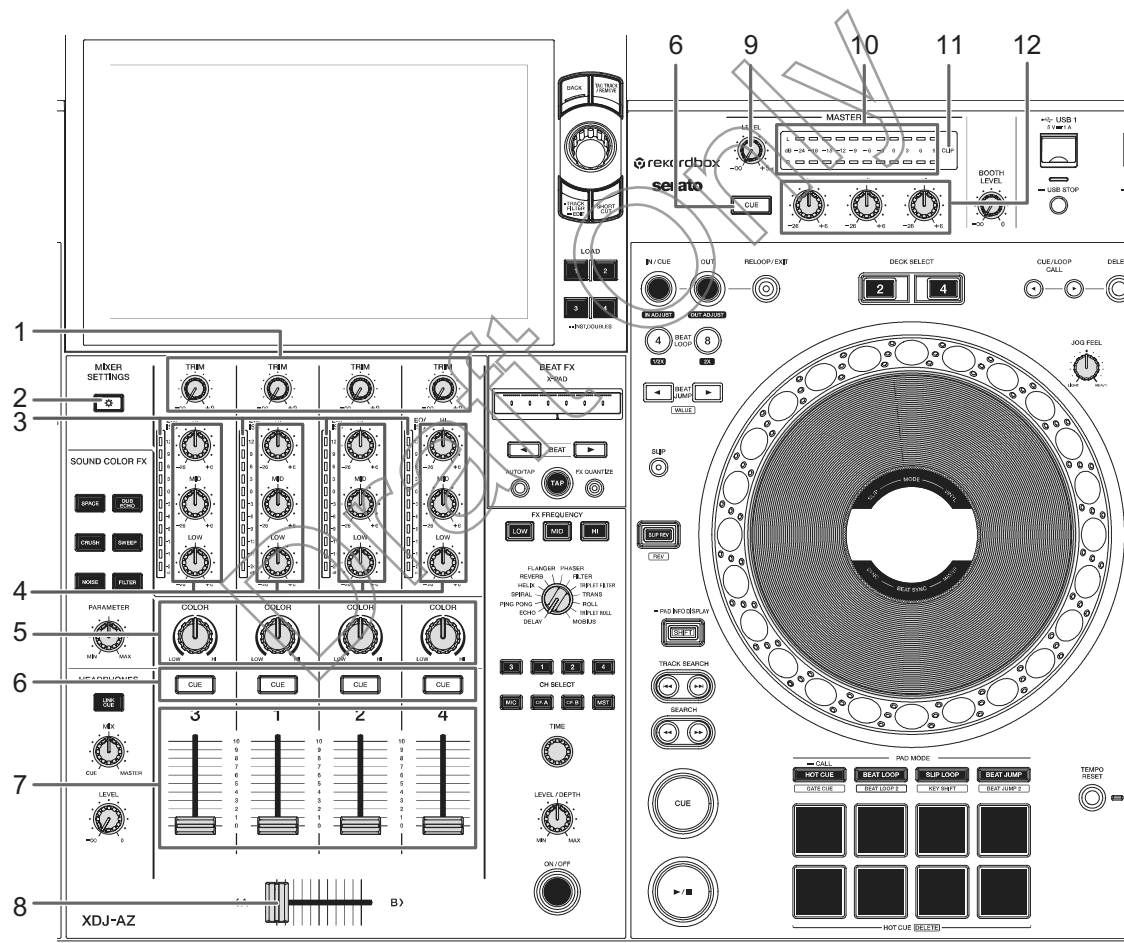
- If you do this during loop playback, a loop is moved by the number of beats.

Audio output

Follow the procedures below to output and adjust sound.

- Outputting sound (page 105)
- Adjusting the sound (page 106)
- Setting the faders (page 107)

Channel section/master section



❖ Channel section

1. TRIM knob

Adjusts the volume for the channel input sound.

2. **MIXER SETTINGS button**
Displays the [MIXER SETTINGS] screen (page 147).
 3. **Channel level indicator**
Displays the volume level before the sound passes through the channel fader.
 4. **EQ/ISO (HI, MID, LOW) knobs**
Adjusts the volume of each frequency band.
Each knob adjusts in the following range.
 - **[HI]**: -∞ dB to +6 dB (ISO)/-26 dB to +6 dB (EQ)
 - **[MID]**: -∞ dB to +6 dB (ISO)/-26 dB to +6 dB (EQ)
 - **[LOW]**: -∞ dB to +6 dB (ISO)/-26 dB to +6 dB (EQ)
 5. **COLOR knob** (page 116)
 6. **CUE button** (page 109)
 7. **Channel fader**
Adjusts the volume for the channel output sound according to the channel fader curve set with [Channel Fader Curve] in the Utility settings or on the [MIXER SETTINGS] screen (pages 134, 148). Moving it up increases the volume, and down decreases the volume.
 8. **Crossfader**
Adjusts the volume balance between the channel output sounds specified with [DECK1/2/3/4 Crossfader Assign] in the Utility settings (page 135) or [Cross Fader Assign] on the [MIXER SETTINGS] screen (page 148) according to the crossfader curve specified with [Crossfader Curve] (pages 134, 148).
- ❖ **Master section**
9. **MASTER LEVEL knob**
Adjusts the volume for the master sound.
 10. **Master level indicator**
Displays the volume level of the master sound output to the [MASTER 1] and [MASTER 2] terminals.
 11. **CLIP indicator**
Blinks when excessive volume is output from the [MASTER 1] or [MASTER 2] terminals.
 12. **Master EQ (HI, MID, LOW) knobs**
Adjusts the volume of master sound.

Outputting sound

Adjusting the channel input volume

- 1 Press the **[MIXER SETTINGS]** button or press and hold the **[MENU]** button.

The **[MIXER SETTINGS]** or **[UTILITY]** screen appears.

- 2 Select the input source in **[DECK3/4 Input Select]**.

- Skip this step when outputting the sound of Deck 1 or Deck 2.

- 3 Turn the **[TRIM]** knob to adjust the volume for the input sound.

The channel level indicator lights up when sound is input to the channel.

Adjusting the channel output volume

- 1 Move the channel fader to adjust the volume for the output sound.

- 2 Press the **[MIXER SETTINGS]** button or press and hold the **[MENU]** button.

The **[MIXER SETTINGS]** or **[UTILITY]** screen appears.

- 3 Select the output destination of the channel in **[Crossfader Assign]** or **[DECK1/2/3/4 Crossfader Assign]**.

- 4 Move the crossfader to adjust the volume balance of the two channels.

- You don't need to adjust the crossfader when the output destination is set to **[THRU]**.

Adjusting the master sound volume

- 1 Turn the **[MASTER LEVEL]** knob to adjust the volume for the master sound.

The master level indicator lights up when the master sound is output.

Adjusting the sound

- 1 Turn the **[EQ/ISO (HI, MID, LOW)]** knobs to adjust the volume of each band.
 - Set the function (equalizer or isolator) to adjust with the **[EQ/ISO (HI, MID, LOW)]** knobs in **[EQ / ISO]** in the Utility settings or on the **[MIXER SETTINGS]** screen (pages 134, 148).
- 2 Turn the **Master EQ [HI, MID, LOW]** knobs to adjust the volume of master sound.
 - Set the function (**[Master Out]** or **[Master and Booth Out]**) to adjust with the Master EQ **[HI, MID, LOW]** knobs in **[Master EQ]** in the Utility settings (page 135).

Setting the faders

Set the channel fader and crossfader.

Setting the channel fader

- 1 Press the **[MIXER SETTINGS]** button or press and hold the **[MENU]** button.

The **[MIXER SETTINGS]** or **[UTILITY]** screen appears.

- 2 Set the channel fader curve in **[Channel Fader Curve]**.






➤ Read more: Channel Fader Curve (pages 134, 148).

Setting the crossfader

- 1 Press the **[MIXER SETTINGS]** button or press and hold the **[MENU]** button.

The **[MIXER SETTINGS]** or **[UTILITY]** screen appears.

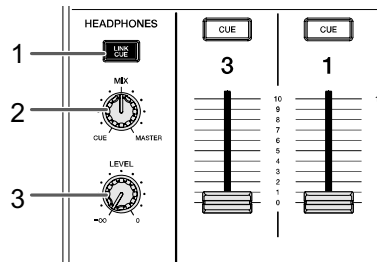
- 2 Select the crossfader curve in **[Crossfader Curve]**.

- : Steeply raises the volume of the sound assigned to the other side as the crossfader is moved from one side (**[A]** or **[B]**) to the other (e.g. moving the crossfader away from the **[A]** side steeply increases the volume of the **[B]** side).
- : Applies the intermediate setting between  and .
- : Gradually raises the volume of the sound assigned to the other side as the crossfader is moved from one side (**[A]** or **[B]**) to the other, and decreases the volume of the sound on the side it's moving away from (e.g. moving the crossfader away from the **[A]** side gradually increases the volume of the **[B]** side while gradually decreasing the volume of the **[A]** side).

➤ Read more: Crossfader Curve (pages 134, 148)

Monitoring sound

Headphones section



1. **LINK CUE** (page 57)

2. **MIX knob**

Adjusts the volume balance between the master sound and the sound of the channel selected with the **[CUE]** button.

- Set the knob to **[CUE]** to monitor only the sound of the selected channel, or set it to **[MASTER]** to monitor only the master sound.

3. **LEVEL knob**

Adjusts the volume for sound output from the **[PHONES]** terminals.

- You can adjust the Link-Cue volume in **[LINK Preview Volume]** in the Utility settings or on the **[MIXER SETTINGS]** screen (pages 135, 148).

Monitoring with headphones

1 Connect headphones to one of the PHONES terminals.

 Read more: Front panel (page 32)

2 Press the [CUE] button on a channel to monitor the channel's sound.

- You can set the sound output (Mono Split or Stereo) in [Headphones Stereo/Mono Split] in the Utility settings or on the [MIXER SETTINGS] screen (pages 135, 148).

3 Turn the [MIX] knob to adjust the volume balance between the channel sound and the master sound.

4 Turn the [LEVEL] knob to adjust the volume.

Monitoring sound with SonicLink headphones

1 Press and hold the [MENU] button.

The [UTILITY] screen appears.

2 Select [SonicLink] in the Mixer category.

The [SonicLink] screen appears.

3 Turn SonicLink on.

The SonicLink headphones indicator blinks slowly.

4 Press and hold the [PAIRING] button.

The unit enters pairing state.

- The SonicLink headphones indicator blinks fast during pairing state.

Monitoring sound

- If you use headphones that have been registered to the unit before, the unit automatically connects to them when you turn them on – there's no need to use the **[PAIRING]** button.

 Read more: Front panel (page 32)

5 Turn the SonicLink headphones on, then perform the pairing procedure.

- For details on the pairing procedure for the SonicLink headphones, refer to the instruction manual for the SonicLink headphones.

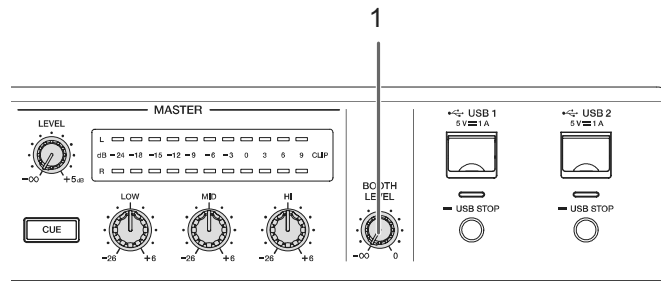
6 Press the [CUE] button of the channel you want to monitor.

- You can set the sound output (Mono Split or Stereo) in **[Headphones Stereo/Mono Split]** in the Utility settings or on the **[MIXER SETTINGS]** screen (pages 135, 148).

7 Turn the [MIX] knob to adjust the volume balance between the channel sound and the master sound.

8 Turn the [LEVEL] knob to adjust the volume.

Booth section



1. **BOOTH LEVEL knob**

Adjusts the volume for the sound output to a booth monitor.

Using a booth monitor

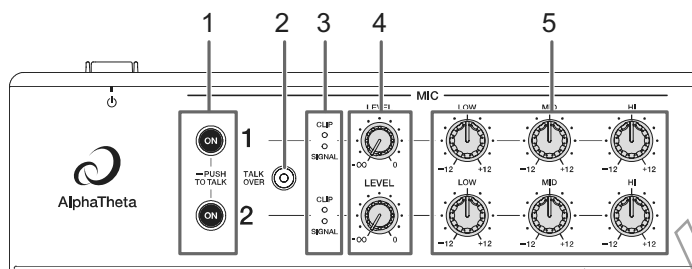
1 **Connect a booth monitor to the [BOOTH] terminals.**

➡ Read more: Rear panel (page 32)

2 **Turn the [BOOTH LEVEL] knob to adjust the volume for the output sound.**

Microphone

MIC section



1. **ON button**

Sets the microphone sound output. The button lights up when the microphone is turned on.

Press and hold to turn Push To Talk on. The microphone is turned on while pressing the button.

2. **TALK OVER button**

Turns microphone talkover on and off. If sound is input to the microphone when it's turned on, the volume other than the microphone channel is attenuated.

- You can change the talkover mode setting and attenuation level in **[Talkover Mode]** and **[Talkover Level]** in the Utility settings (page 136).

3. **CLIP/SIGNAL indicator**

4. **LEVEL knob**

Adjusts the volume of sound input from the **[MIC 1]** or **[MIC 2]** terminal.

5. **MIC EQ (HI, MID, LOW) knobs**

Adjusts the volume of sound input from the **[MIC 1]** or **[MIC 2]** terminal.

Each knob adjusts in the following range.

- **[HI]**: -12 dB to +12 dB (10 kHz)
- **[MID]**: -12 dB to +12 dB (2.5 kHz)
- **[LOW]**: -12 dB to +12 dB (100 Hz)

Using a microphone

- 1 **Connect a microphone to the [MIC 1] or [MIC 2] terminal.**

 Read more: Rear panel (page 32)

- 2 **Press the [ON] button.**

The microphone turns on and the [ON] button lights up.

- 3 **Turn the [LEVEL] knob to adjust the microphone volume level.**

- Note that turning the knob too far clockwise outputs the sound at a high volume.

- 4 **Turn the MIC EQ [HI, MID, LOW] knobs to adjust the volume of each band.**

- 5 **Speak into the microphone.**

Reducing the “howling” noise of a microphone (Feedback Reducer)

When microphone “howling” noise occurs (feedback), the unit detects the relevant frequency and cuts only that frequency band to reduce the “howling” while minimizing the effect on sound quality.

1 Press the **[MIXER SETTINGS]** button or press and hold the **[MENU]** button.

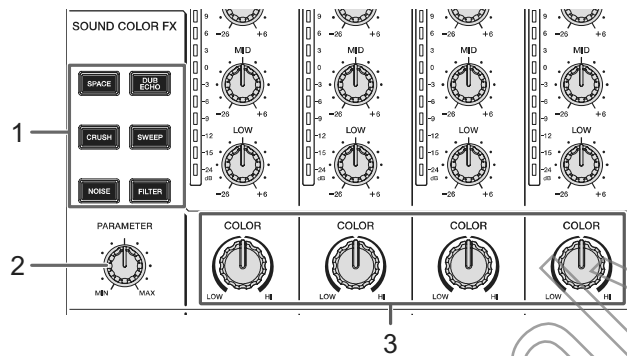
The **[MIXER SETTINGS]** or **[UTILITY]** screen appears.

2 Select a mode in **[Feedback Reducer]** of **[Mic Settings]**.

- **[HEAVY]**: The filter cuts a wide frequency band. Choose this setting when your priority is reducing “howling” noise, e.g. when you’re using a microphone for a speech or to introduce speakers.
- **[LIGHT]**: The filter cuts a narrow frequency band. Choose this setting when you want to prioritize sound quality, e.g. when you’re singing or rapping.
- Select **[Off]** to turn off **[Feedback Reducer]**.

Sound Color FX

Sound Color FX section



1. **SOUND COLOR FX buttons**
Select a SOUND COLOR FX.
2. **PARAMETER knob**
Adjusts a filter or an effect.
3. **COLOR knobs**
Adjusts an effect.

Using Sound Color FX

➡ Read more: Sound Color FX types and settings (page 117)

1 Press a [SOUND COLOR FX] button.

The selected button blinks.

- The effect is applied to CH 1 to CH 4.

2 Turn the [COLOR] knob to adjust the effect.

The effect on the channel you turned the knob for is adjusted.

3 Turn the [PARAMETER] knob to adjust the quantitative parameter for the effect.

- Press the button of the effect you're using again to turn the effect off.

Sound Color FX types and settings

You can adjust the following settings with the knobs.

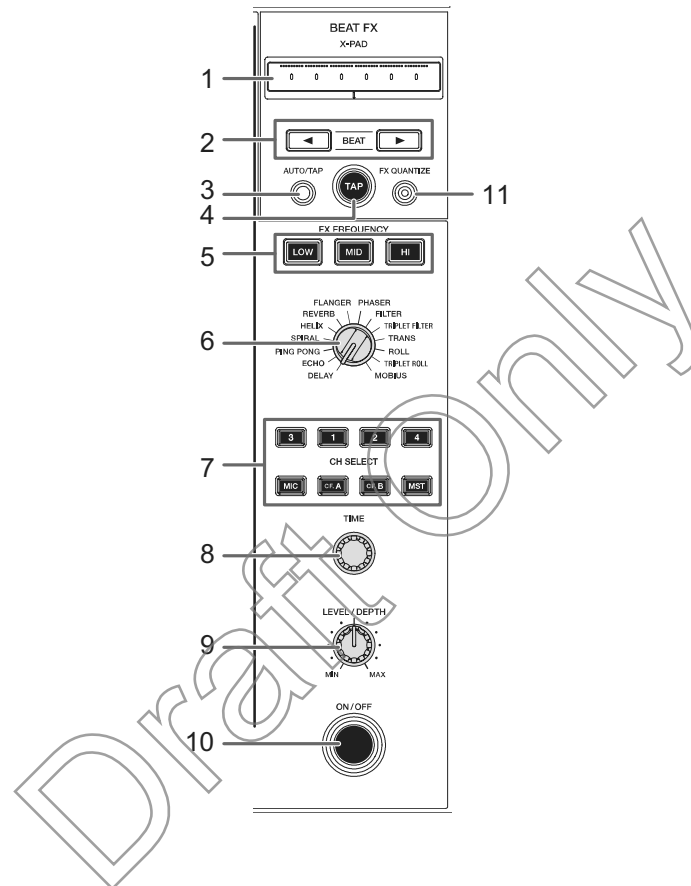
Effect/operation	Description
SPACE	Adds reverberation to the original sound.
• COLOR:	Turn counterclockwise to add reverberation to the middle frequency range and high frequency range. Turn clockwise to add reverberation to the middle frequency range and low frequency range.
• PARAMETER:	Feedback
DUB ECHO	Adds reverberating echo by outputting the sounds slightly delayed from the original sound several times and attenuating them.
• COLOR:	Turn counterclockwise to add reverberating echo to the middle frequency range. Turn clockwise to add reverberating echo to the high frequency range.
• PARAMETER:	Feedback
SWEEP	Adds a notch filter effect or a bandpass filter effect.
• COLOR:	Turn counterclockwise to gradually increase the bandwidth of the notch filter. Turn clockwise to gradually narrow the bandwidth of the bandpass filter.
• PARAMETER:	Center frequency of the filter

Sound Color FX

Effect/operation	Description
NOISE	Outputs filtered white noise mixed with the sound of the channel.
• COLOR:	Turn counterclockwise to lower the cut-off frequency for the filter which passes white noise through. Turn clockwise to raise the cut-off frequency for the filter which passes white noise through.
• PARAMETER:	Volume of the noise
• EQ/ISO (HI, MID, LOW):	Volume of the noise
CRUSH	Outputs a 'crushed' version of the original sound.
• COLOR:	Turn counterclockwise to increase sound distortion. Turn clockwise to pass the crush sound through the high-pass filter.
• PARAMETER:	Crush effect
FILTER	Outputs filtered sound.
• COLOR:	Turn counterclockwise to lower the cut-off frequency of the low-pass filter. Turn clockwise to raise the cut-off frequency of the high-pass filter.
• PARAMETER:	Resonance

Beat FX

Beat FX section



1. **X-PAD**

Touch to turn an effect on and off. You can adjust the time and quantitative parameters when you touch or slide your finger on X-PAD.

2. **BEAT ◀, ▶ buttons**

Sets the number of beats for Beat FX.

3. **AUTO/TAP button**

Sets BPM measuring method (AUTO/TAP).

- **[AUTO]**: Automatically measures BPM of the input sound. It's automatically set to AUTO mode when the unit is turned on.
- **[TAP]**: Manually sets a BPM by tapping the **[TAP]** button.

4. **TAP button**

Manually sets a BPM by tapping the **[TAP]** button when BPM measuring mode is set to **[TAP]**.

5. **FX FREQUENCY (LOW, MID, HI) buttons**

Selects the range (LOW/MID/HI) to apply Beat FX to. The selected button lights up.

6. **BEAT FX selector switch**

Selects a Beat FX.

7. **CH SELECT button**

Selects a channel to apply a Beat FX to.

8. **TIME knob**

Adjusts the time parameter for Beat FX.

9. **LEVEL/DEPTH knob**

- Turn the knob all the way counterclockwise to output the original sound.

10. **ON/OFF button**

Turns Beat FX on and off. The button blinks when the effect is turned on.

11. **FX QUANTIZE button**

Turns on and off Quantize for Beat FX. If you use Quantize, the unit adds an effect by automatically synchronizing it with the beat according to the track's grid information analyzed by rekordbox or this unit.

Using Beat FX

➡ Read more: Beat FX types and settings (page 123)

- 1 Turn the **BEAT FX selector switch** to select a Beat FX.
- 2 Press a **[CH SELECT]** button to apply Beat FX to.
 - To apply Beat FX to the microphone sound, you can select a microphone to apply Beat FX to in **[BEAT FX MIC]** in the Utility settings or on the **[MIXER SETTINGS]** screen (pages 136, 148).
 - **[MIC1]**: Applies Beat FX to MIC 1.
 - **[MIC2]**: Applies Beat FX to MIC 2.
 - **[MIC1+MIC2]**: Applies Beat FX to MIC 1 and MIC 2.
- 3 Press the **[BEAT ◀]** or **[BEAT ▶]** button to set a beat fraction to synchronize the effect with.
- 4 Press the **[FX FREQUENCY (LOW, MID, HI)]** button to select the range to apply Beat FX to.
- 5 Turn the **[TIME]** knob and **[LEVEL/DEPTH]** knob to adjust the effect.
- 6 Press the **[ON/OFF]** button or touch X-PAD to turn the Beat FX on.

The Beat FX is applied to the selected channel.

- Press the **[ON/OFF]** button again or release X-PAD to turn the Beat FX off.
- If you use Quantize for Beat FX, the unit adds an effect by automatically synchronizing it with the beat according to the track's grid information analyzed by rekordbox or this unit.

Setting BPM manually (Tap mode)

1 Tap the [TAP] button more than twice in time with the beat of the track.

BPM is set according to the average time between taps.

- The beat fraction is set to 1/1 when you set BPM with the [TAP] button, and the length of one beat is set as the effect time.
- Turn the [TIME] knob while pressing the [TAP] button to adjust BPM in increments of 1.
- Press the [BEAT ◀] or [BEAT ▶] button while pressing the [TAP] button to adjust BPM in increments of 0.1.

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Beat FX types and settings

You can adjust the following settings with the buttons and knobs.

Beat FX/operation	Description
DELAY ¹ ²	Outputs a delay sound once according to the beat.
• BEAT ◀, ▶:	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME :	Delay time: 1 to 4 000 (ms)
• LEVEL/DEPTH :	Balance between the original sound and the effected sound
• X-PAD :	Delay time
ECHO ¹ ²	Outputs a delay sound several times while attenuating it according to the beat.
• BEAT ◀, ▶:	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME :	Delay time: 1 to 4 000 (ms)
• LEVEL/DEPTH :	Balance between the original sound and the effected sound
• X-PAD :	Delay time
PING PONG ¹ ²	Outputs a delay sound with different delay times for the left and right several times while attenuating it according to the beat, producing a stereo-like effect.
• BEAT ◀, ▶:	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME :	Delay time: 10 to 4 000 (ms)
• LEVEL/DEPTH :	Balance between the original sound and the effected sound
• X-PAD :	Delay time

Beat FX/operation	Description
SPIRAL ¹ ²	Adds reverberation to the input sound.
• BEAT ◀, ▶:	Delay time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME :	Delay time: 10 to 4 000 (ms)
• LEVEL/DEPTH :	Balance between the original sound and the effected sound, and feedback
• X-PAD :	Delay time
HELIX	Records the input sound and outputs the recorded sound repeatedly according to the specified time parameter.
• BEAT ◀, ▶:	Effect time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME :	Effect time: 10 to 4 000 (ms)
• LEVEL/DEPTH :	Ratio of sound overlay <ul style="list-style-type: none"> You can change the attenuation rate by turning the [LEVEL/DEPTH] knob all the way counterclockwise and then clockwise. Turn the knob all the way clockwise to fix the output sound.
• X-PAD :	Effect time
REVERB ¹ ²	Adds reverberation to the input sound.
• BEAT ◀, ▶:	Reverberation level: 1 to 100%
• TIME :	Reverberation level: 1 to 100%
• LEVEL/DEPTH :	Balance between the original sound and the effected sound
• X-PAD :	Cut-off frequency for filter

Beat FX/operation	Description
FLANGER	Adds a cyclic flanger effect according to the beat.
• BEAT ◀, ▶:	Moving cycle of the effect with respect to 1 beat of the BPM (beat fraction): 1/16 to 64 beats
• TIME:	Moving cycle of the effect: 10 to 32 000 (ms)
• LEVEL/DEPTH:	Effect level
• X-PAD:	Moving cycle of the effect
PHASER	Adds a cyclic phaser effect according to the beat.
• BEAT ◀, ▶:	Moving cycle of the effect with respect to 1 beat of the BPM (beat fraction): 1/16 to 64 beats
• TIME:	Moving cycle of the effect: 10 to 32 000 (ms)
• LEVEL/DEPTH:	Effect level
• X-PAD:	Moving cycle of the effect
FILTER	Cyclically changes the cut-off frequency according to the beat.
• BEAT ◀, ▶:	Moving cycle of the effect with respect to 1 beat of the BPM (beat fraction): 1/16 to 64 beats
• TIME:	Moving cycle of the effect: 10 to 32 000 (ms)
• LEVEL/DEPTH:	Effect level
• X-PAD:	Moving cycle of the effect

Beat FX/operation	Description
TRIPLET FILTER	Cyclically changes the cut-off frequency, based on 3 beats, according to the beat.
• BEAT ◀, ▶:	Moving cycle of the effect with respect to 1 beat of the BPM (beat fraction): 1/12 to 12/3 beats
• TIME:	Moving cycle of the effect: 10 to 32 000 (ms)
• LEVEL/DEPTH:	Effect level
• X-PAD:	Moving cycle of the effect
TRANS	Cyclically cuts the sound according to the beat.
• BEAT ◀, ▶:	Cycle of the cut with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME:	Effect time: 10 to 16 000 (ms)
• LEVEL/DEPTH:	Balance between the original sound and the effected sound, and duty
• X-PAD:	Cycle of the cut
ROLL	Records the input sound when the effect is turned on, and outputs the recorded sound repeatedly according to the specified beat fraction.
• BEAT ◀, ▶:	Effect time with respect to 1 beat of the BPM (beat fraction): 1/16 to 16 beats
• TIME:	Effect time: 10 to 4 000 (ms)
• LEVEL/DEPTH:	Balance between the original sound and the effected sound
• X-PAD:	Effect time

Beat FX/operation	Description
TRIPLET ROLL	Records the input sound when the effect is turned on, and outputs the recorded sound repeatedly, based on 3 beats, according to the specified beat fraction.
• BEAT ◀, ▶:	Effect time with respect to 1 beat of the BPM (beat fraction): 1/12 to 12/3 beats
• TIME:	Effect time: 10 to 4 000 (ms)
• LEVEL/DEPTH:	Balance between the original sound and the effected sound
• X-PAD:	Effect time
MOBIUS	Changes the frequency of the sounding oscillator to keep rising or falling in time with the beat.
• BEAT ◀, ▶:	Moving cycle of the effect with respect to 1 beat of the BPM (beat fraction): 1/16 to 64 beats/-64 to -1/16 beats
• TIME:	Moving cycle of the effect: 10 to 32 000/-32 000 to -10 (ms)
• LEVEL/DEPTH:	Volume of the oscillator
• X-PAD:	Waveform of the oscillator

¹ When the Beat FX channel selector is set to a channel from CH 1 to CH 4, you can't monitor the effected sound even if you press the **[CUE]** button for the relevant channel.

² Only the effect sound remains if you set the channel fader to the **[0]** position to cut the input sound (the effect sound remains even after the effect is turned off).

Using DJ software

If you connect a PC/Mac with MIDI software installed, to the unit via a USB cable, you can control the DJ software via the unit.

- To play tracks stored on a PC with the unit, install the dedicated audio driver software. If you use a Mac, you don't have to install the dedicated audio driver software (page 16).
- For details on the unit's MIDI messages, visit the URL below.

alphatheta.com/support/

- Install DJ software and configure the audio and MIDI settings on a PC/Mac beforehand.
- You don't need to make MIDI settings when you use rekordbox or Serato DJ Pro with the unit.
- It's recommended to connect this unit and a PC/Mac directly with a USB cable. When using a USB hub, use a product recommended by the manufacturer of your PC/Mac. We don't guarantee the operation of all USB hubs.

Controlling DJ software

1 Connect a PC/Mac to the unit.

➡ Read more: Rear panel (page 32)

2 Press the [SOURCE] button.

The [SOURCE] screen appears.

3 Select [SOFTWARE CONTROL].

The [SOFTWARE CONTROL] screen appears.

4 Press the [LOAD 1/2/3/4] button.

The deck on which you press the button switches to control mode.

5 Launch the DJ software.

The unit starts communication with the DJ software.

Using DJ software

- Some buttons on the unit can't be used for controlling a DJ application.
- Control mode turns off when a track is loaded to the unit from a device other than the currently communicating device that's running the DJ software.

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Settings

You can change the settings of the unit from the Utility menu, on the **[SHORTCUT]** screen or **[MIXER SETTINGS]** screen.

If you save My Settings (function settings of the unit) to a storage device, you can load them to the unit immediately when you arrive in the booth or take over from another DJ, etc.

Changing the settings

1 Press and hold the **[MENU]** button.

The **[UTILITY]** screen appears.



1. **Category**
2. **Setting items and current setting values**
3. **Setting values**

2 Select a category.

3 Select a setting item.

➡ Read more: Utility settings (page 131)

4 Select a setting value.

- Press the **[MENU]** button to close the **[UTILITY]** screen.

Utility settings

❖ Deck category

*: Factory setting

Setting item	Description
Eject/Load Lock	<p>Eject Lock: Determines whether or not you can unload a loaded track during playback.</p> <p>Load Lock: Determines whether or not you can load another track during playback.</p> <ul style="list-style-type: none"> Setting values: Unlock[*], Lock [Eject Lock]: <ul style="list-style-type: none"> [Unlock]: You can unload a loaded track during playback. [Lock]: You can't unload a loaded track during playback. [Load Lock]: <ul style="list-style-type: none"> [Unlock]: You can load another track during playback. [Lock]: You can't load another track during playback.
Quantize Beat Value (Deck)	<p>Sets the number of beats for Quantize.</p> <ul style="list-style-type: none"> Setting values: 1/8 Beat, 1/4 Beat, 1/2 Beat, 1 Beat[*]
Hot Cue Auto Load	<p>Determines whether or not Hot Cues/Loops are automatically called up when you load a track (page 97).</p> <ul style="list-style-type: none"> Setting values: Off, On[*]
Hot Cue Color	<p>Turns on and off the lighting color setting for the [HOT CUE] (A to H) buttons (page 94).</p> <ul style="list-style-type: none"> Setting values: Off[*], On
Overwrite Current Cue with Hot Cue (Smart Cue)	<p>Determines whether or not a cue point is automatically set when a Hot Cue/Loop is set or playback starts from a Hot Cue/Loop (pages 76, 94, 95).</p> <ul style="list-style-type: none"> Setting values: Off[*], On









Setting item	Description
Auto Cue Level	<p>Sets the sound pressure level that Auto Cue recognizes as silence.</p> <ul style="list-style-type: none"> Setting values: Memory Cue*, Hot Cue, -78dB, -72dB, -66dB, -60dB, -54dB, -48dB, -42dB, -36dB [Memory Cue]: Sets the saved cue/loop point closest to the beginning of a track to an Auto Cue point. [Hot Cue]: Sets the saved Hot Cue/Loop point closest to the beginning of a track to an Auto Cue point.
Vinyl Speed Adjust	<p>Sets the adjustment method for the playback starting and stopping speeds in Vinyl mode (page 75).</p> <ul style="list-style-type: none"> Setting values: Touch&Release, Touch*, Release
Vinyl Speed Adjust Time	<p>Sets the Vinyl Speed Adjust speed (page 75).</p> <ul style="list-style-type: none"> Setting values: 1, 2, 3*, 4, 5
Play Mode	<p>Sets playback mode.</p> <ul style="list-style-type: none"> Setting values: Continue, Single* [Continue]: Automatically loads the next track when playback reaches the end of a track. [Single]: Stops playback when playback reaches the end of a track. The next track isn't automatically loaded.
Jog Ring Brightness	<p>Sets the brightness of the jog ring illumination.</p> <ul style="list-style-type: none"> Setting values: Off, 1, 2*
Jog Ring Indicator	<p>Determines whether or not to blink the jog ring illumination when playback reaches the end of a track.</p> <ul style="list-style-type: none"> Setting values: Off, On*

Setting item	Description
PRO DJ LINK Mode	<p>Sets whether or not to connect the unit with a PRO DJ LINK compatible player.</p> <ul style="list-style-type: none"> Setting values: Off*, On When set to [On], you can't use Deck 3 and Deck 4 on the unit. You can't connect the unit with a PRO DJ LINK compatible player while the internal wireless connection (Wi-Fi) on the unit is being used.

❖ Mixer category

*: Factory setting

Setting item	Description
Channel Input Select Memory	<p>Determines whether or not to save the [DECK3 Input Select] and [DECK4 Input Select] settings.</p> <ul style="list-style-type: none"> Setting values: Off*, On The setting isn't saved when [Bluetooth] is selected. Instead, [DECK/□] is selected when the unit is turned on. If the setting is saved when [PHONO] is selected, sound may be output at a high volume depending on the signal input to the unit when it's turned on. Make sure the input signal is appropriate for the settings to avoid this.
DECK3 Input Select	<p>Sets the input source for Deck 3 from devices connected to the unit.</p> <ul style="list-style-type: none"> Setting values: DECK/□, LINE, PHONO, Bluetooth [DECK/□]: Selects the deck of the unit or a PC/Mac connected to the USB port of the unit. [LINE]: Selects a multi player, etc., connected to the [LINE/PHONO] terminals on the unit. [PHONO]: Selects a turntable, etc., connected to the [LINE/PHONO] terminals on the unit. [Bluetooth]: Selects a PC/Mac or mobile device connected to the unit via Bluetooth.

Setting item	Description
DECK4 Input Select	<p>Sets the input source for Deck 4 from devices connected to the unit.</p> <ul style="list-style-type: none"> Setting values: DECK/  , LINE, PHONO, Bluetooth [DECK/ ]: Selects the deck of the unit or a PC/Mac connected to the USB port of the unit. [LINE]: Selects a multi player, etc., connected to the [LINE/PHONO] terminals on the unit. [PHONO]: Selects a turntable, etc., connected to the [LINE/PHONO] terminals on the unit. [Bluetooth]: Selects a PC/Mac or mobile device connected to the unit via Bluetooth.
CH3 Control Tone	<p>Sets the time code signal to send to CH 3 from devices connected to the [PHONO] or [LINE] input terminals.</p> <ul style="list-style-type: none"> Setting values: LINE*, PHONO
CH4 Control Tone	<p>Sets the time code signal to send to CH 4 from devices connected to the [PHONO] or [LINE] terminals.</p> <ul style="list-style-type: none"> Setting values: LINE*, PHONO
EQ / ISO	<p>Sets the function (equalizer or isolator) to adjust with the [EQ/ISO (HI, MID, LOW)] knobs.</p> <ul style="list-style-type: none"> Setting values: EQ*, ISO
Channel Fader Curve	<p>Sets the channel fader curve (page 107).</p> <ul style="list-style-type: none"> Setting values:  Curve1,  Curve2*,  Curve3
Crossfader Curve	<p>Sets the crossfader curve (page 107).</p> <ul style="list-style-type: none"> Setting values:  Curve1*,  Curve2,  Curve3

Setting item	Description
Master EQ	<p>Sets the function ([Master Out] or [Master and Booth Out]) to adjust with the Master EQ [HI, MID, LOW] knobs (page 106).</p> <ul style="list-style-type: none"> Setting values: Master Out*, Master and Booth Out [Master Out]: Applies Master EQ only to the master sound. [Master and Booth Out]: Applies Master EQ to the master sound and booth monitor sound.
DECK1 Crossfader Assign	Assigns the channel output sound to the crossfader.
DECK2 Crossfader Assign	<ul style="list-style-type: none"> Setting values: A, THRU*, B
DECK3 Crossfader Assign	<ul style="list-style-type: none"> [A]: Assigns to the [A] (left) side. [THRU]: Bypasses the crossfader.
DECK4 Crossfader Assign	<ul style="list-style-type: none"> [B]: Assigns to the [B] (right) side.
SonicLink	<p>Turns SonicLink on and off.</p> <ul style="list-style-type: none"> Setting values: Off, On*
Headphones Stereo/Mono Split	<p>Sets the output method ([Mono Split] or [Stereo]) for the headphones monitor sound.</p> <ul style="list-style-type: none"> Setting values: Stereo*, Mono Split
LINK Preview Volume	<p>Sets the attenuation level of the Link Cue sound.</p> <ul style="list-style-type: none"> Setting values: -9dB, -6dB, -3dB, 0dB*
USB Output Level	<p>Sets the attenuation level of the sound output from the USB port (Type-C).</p> <ul style="list-style-type: none"> Setting values: -19dB*, -15dB, -10dB, -5dB
Mic Output to Booth	<p>Determines whether or not to output the microphone sound to the [BOOTH] terminals.</p> <ul style="list-style-type: none"> Setting values: Off, On*

Setting item	Description
Mic Output to Master REC	<p>Determines whether or not to output the microphone sound to Master Rec (recording sound).</p> <ul style="list-style-type: none"> Setting values: Off, On*
Mic Output to USB	<p>Determines whether or not to output the microphone sound to the USB port (Type-C).</p> <ul style="list-style-type: none"> Setting values: Off, On*
BEAT FX MIC	<p>Sets the microphone to apply Beat FX to (page 121).</p> <ul style="list-style-type: none"> Setting values: MIC1, MIC2, MIC1+2*
Feedback Reducer	<p>Sets Feedback Reducer that cuts only that frequency band to reduce the “howling” while minimizing the effect on sound quality when microphone “howling” noise occurs (feedback) (page 114).</p> <ul style="list-style-type: none"> Setting values: Off, Light, Heavy*
Talkover Mode	<p>Sets Talkover mode.</p> <ul style="list-style-type: none"> Setting values: Advanced*, Normal [Advanced]: Outputs sound by attenuating only the mid-frequency range of the sound from channels other than the Mic channels according to the setting of the [LEVEL] knob. [Normal]: Outputs sound by attenuating the sound from channels other than the Mic channels according to the [LEVEL] knob setting.
Talkover Level	<p>Sets the sound attenuation level for Talkover.</p> <ul style="list-style-type: none"> Setting values: -24dB, -18dB*, -12dB, -6dB

❖ Audio Output category

*: Factory setting

Setting item	Description
Master Attenuator	<p>Sets the attenuation level of the sound output from the [MASTER 1] and [MASTER 2] terminals.</p> <ul style="list-style-type: none"> Setting values: -12dB, -6dB, 0dB*
Master Peak Limiter	<p>Sets whether or not to reduce sudden and unpleasant digital clips that occur on the master output.</p> <ul style="list-style-type: none"> Setting values: Off, On*
Master Mono / Stereo	<p>Sets the output method (monaural or stereo) for the master sound.</p> <ul style="list-style-type: none"> Setting values: Mono, Stereo*
Booth Monitor Attenuator	<p>Sets the attenuation level of the sound output from the [BOOTH] terminals.</p> <ul style="list-style-type: none"> Setting values: -12dB, -6dB, 0dB*
Booth Monitor Mono/ Stereo	<p>Sets the output method (monaural or stereo) for the sound output from the [BOOTH] terminals.</p> <ul style="list-style-type: none"> Setting values: Mono, Stereo*

❖ Display category

*: Factory setting

Setting item	Description
On Air Display	<p>Determines whether or not to display On Air Display.</p> <ul style="list-style-type: none"> Setting values: Off, On*
Waveform Current Position	<p>Sets where to display the current playback point (center or left) on the waveform.</p> <ul style="list-style-type: none"> Setting values: Left*, Center

Setting item	Description
	<p>Selects time scale or phrase data to display under the playing address on the main display.</p> <ul style="list-style-type: none"> Setting values: Time Scale, Phrase*
Waveform Divisions	<ul style="list-style-type: none"> [Time Scale]: Displays scale marks at 30-second intervals. [Phrase]: Displays the phrase data analyzed by rekordbox. If phrase data isn't saved, time scale is displayed.
Overall Waveform Display	<p>Selects 2-deck display or 4-deck display for the time display and waveform display.</p> <ul style="list-style-type: none"> Setting values: 2deck*, 4deck
Image On-Jog Display	<p>Sets an image to display on the artwork display on the jog wheel.</p> <ul style="list-style-type: none"> Setting values: Artwork*, Custom Image [Artwork]: Displays the artwork of the loaded track. [Custom Image]: Displays a JPEG saved in the root directory of the storage device that the loaded track is saved on. Images larger than 800 x 800 pixels can't be displayed on this unit.
Slip Flashing	<p>Determines whether or not the indicators blink for buttons that can be used for Slip when you press the [SLIP] button.</p> <ul style="list-style-type: none"> Setting values: On*, Off
LCD Brightness (Main Display)	<p>Sets the brightness of the main display.</p> <ul style="list-style-type: none"> Setting values: 1, 2, 3*, 4, 5
LCD Brightness (Jog Display)	<p>Sets the brightness of the deck display.</p> <ul style="list-style-type: none"> Setting values: 1, 2, 3*, 4, 5

❖ Network category

Setting items	Description
Wi-Fi Setting	Sets up the connection via a wireless router (access point) (page 141).
Wi-Fi Frequency	Sets the Wi-Fi frequency band. • Setting values: 5GHz (Recommended)* , 2.4GHz/5GHz
Wi-Fi Address	Displays IP address and MAC address for the wireless LAN (Wi-Fi) connection.
Ethernet Info	Displays IP address and MAC address for the wired LAN connection.

❖ Bluetooth category

Setting items	Description
Bluetooth Setting	Sets up the connection via Bluetooth (page 143).

❖ General category

*: Factory setting

Setting item	Description
Language	Sets the display language.
Screen Saver	Sets the screen saver. • Setting values: Off , On* • When set to [On] , the screen saver starts if: – You don't use the unit for more than 5 minutes when a track isn't loaded. – You don't use the unit for more than 100 minutes during pause, during cue standby, or after playback reaches the end of a track. • Use the unit to cancel the screen saver.
Power Management	Sets the Power Management function (page 140). • Setting values: Never , 20min*

Setting item	Description
Restore Defaults	Restores the settings to the factory settings. <ul style="list-style-type: none"> Setting values: Cancel*, Ok
Serial No.	Displays the serial number.
License	Displays the license information of the unit.
Version No.	Displays the version of the software on the unit.

Power Management

When [**Power Management**] is set to [**20min**], the unit automatically enters standby mode after 20 minutes without being used in the following ways.

- No audio signal is input to the unit.
- The unit isn't connected in the PRO DJ LINK network.
- No storage device is connected to the unit.
- No PC/Mac is connected to the unit via the USB port on the rear of the unit.

Press the [**QUANTIZE**] button to exit standby mode.

- The factory setting is [**20min**].
- Set [**Power Management**] to [**Never**] if you don't need to use the Power Management function.

Wireless LAN (Wi-Fi®) connection

Connecting the unit to a wireless network

1 Press and hold the [MENU] button.

The [UTILITY] screen appears.

2 Select [Wi-Fi Setting] in the Network category.

The [Wi-Fi Setting] screen appears.

3 Touch [Wi-Fi] to turn it on.

The unit searches the network and available SSID are listed.



1.  (Wi-Fi connection icon)

2. **Wi-Fi On/Off**

3. **SSID list**

4 Touch the network (SSID) you want to use.

The password input screen appears.

5 Enter a password and touch [CONNECT].

Settings

If the connection succeeds, [**CONNECTED**] is displayed in the network name (SSID) field and it's displayed at the top of the list.

- You don't need to do this if you're using an access point that's connected with the unit previously.
- Touch the network (SSID) you're using to view its information on the network information screen. If you turn on [**AUTO-CONNECT**] on the network information screen, the unit automatically connects to the access point the next time you use it.
- To delete the networks (SSID) saved to the unit, touch [**SAVED NETWORKS**] at the bottom of the list. Select the networks (SSID) to delete in the list and touch [**FORGET THIS NETWORK**] on the network information screen.

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Bluetooth[®]/MD connection

You can input the sound of your PC/Mac or mobile device to the unit via Bluetooth.

Pairing with a Bluetooth device

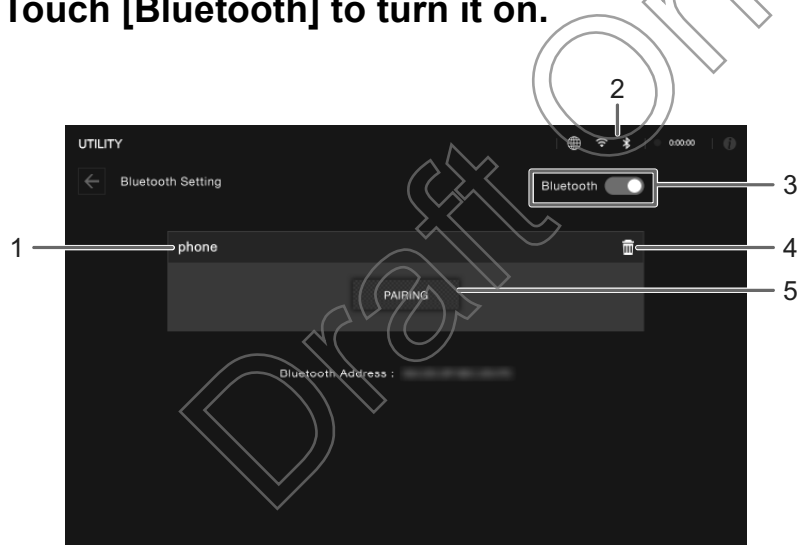
1 Press and hold the [MENU] button.



The [UTILITY] screen appears.

2 Select [Bluetooth Setting] in the Bluetooth category.

The [Bluetooth Setting] screen appears.

3 Touch [Bluetooth] to turn it on.



1. Name of the connected device
2.  (Bluetooth connection icon)
3. Bluetooth On/Off
4.  (Remove device)
5. PAIRING

4 Touch [PAIRING].


The unit enters pairing state.

- The Bluetooth indicator blinks while the unit is in pairing state (for approximately 2 minutes).

5 Perform the pairing procedure on a Bluetooth device.

6 Allow the connection on the unit.

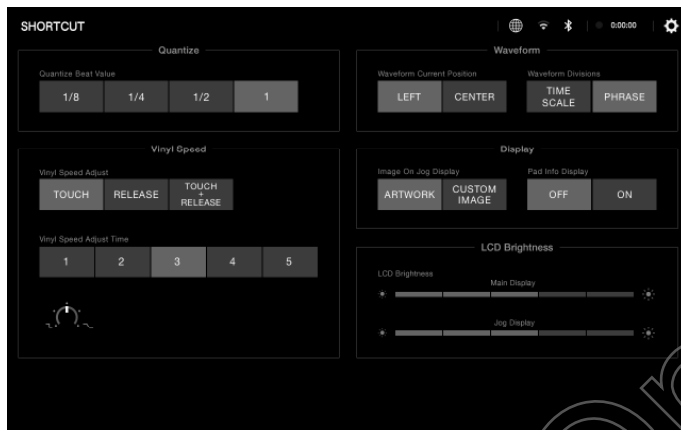
The Bluetooth indicator on the unit stops blinking and lights up when the connection is established.

- Perform the pairing procedure on a Bluetooth device while the unit is in pairing state. If the unit can't pair with a Bluetooth device within 2 minutes, the Bluetooth indicator turns gray.
- For details on the pairing procedure for the Bluetooth device, refer to the device's instruction manual.
- If you use a Bluetooth device registered to the unit, the unit automatically connect the device when Bluetooth is turned on.
- You can only connect the unit to one Bluetooth device at a time. If the unit pairs with a second device, the registration of the first device will be lost. To register the first device again, perform pairing with the device.
- Touch  to connect with other Bluetooth device than the registered one.


Changing the settings on the Shortcut screen

1 Press the [SHORTCUT] button.

The [SHORTCUT] screen appears.



2 Select a setting value.

 Read more: Setting items on the Shortcut screen (page 146)

- Press the [**SHORTCUT**] button again to close the [**SHORTCUT**] screen.

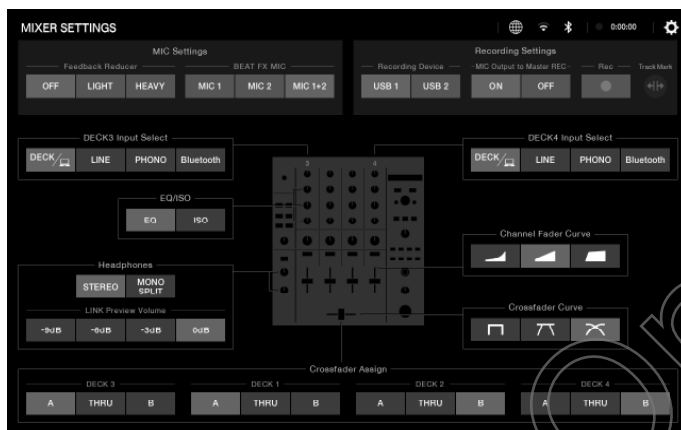
Setting items on the Shortcut screen

Setting item	Description
Quantize	
Quantize Beat Value	Same as the Utility settings (page 131)
Vinyl Speed	
Vinyl Speed Adjust	Same as the Utility settings (page 131)
Vinyl SpeedAdjust Time	
Waveform	
Waveform Current Position	Same as the Utility settings (page 131)
Waveform Divisions	
Display	
Image On-Jog Display	Same as the Utility settings (page 131)
Pad Info Display	Determines whether or not to display the pad information on the jog wheel display.
LCD Brightness	
Main Display	Same as the Utility settings (page 131)
JOG Display	

Changing the settings on the Mixer Settings screen

1 Press the [MIXER SETTINGS] button.

The [MIXER SETTINGS] screen appears.



2 Select a setting value.

📖 Read more: Setting items on the Mixer Settings screen (page 148)

- Press the [MIXER SETTINGS] button again to close the [MIXER SETTINGS] screen.

Setting items on the Mixer Settings screen


Setting item	Description
Mic Settings	
Feedback Reducer	Same as the Utility settings (page 131)
BEAT FX MIC	
Recording Settings	
Recording Device	Sets a recording device (page 72).
MIC Output to Master REC	Same as the Utility settings (page 131)
Rec	Starts recording (page 72).
Track Mark	Split a track while recording (page 72).
DECK3 Input Select	
DECK4 Input Select	
EQ / ISO	
Headphones Stereo/Mono Split	Same as the Utility settings (page 131)
Channel Fader Curve	
Crossfader Curve	
LINK Preview Volume	
Cross Fader Assign	

Calling up My Settings saved on a USB device

You can call up My Settings from a USB device.

- You can call up My Settings from a storage device (connected to a player), rekordbox, or CloudDirectPlay connected in the Pro DJ Link network.

1 Connect a USB device to the unit.

 Read more: Connecting storage devices (page 49)

2 Press the [SOURCE] button.

The [SOURCE] screen appears.


3 Select a device.

4 Touch .

The Device Settings screen appears.

5 Touch [LOAD] in [MY SETTINGS].

My Settings are called up.

- You can't call up My Settings when a track is playing. Pause the playback before calling up the settings.
- Touch  again to close the Device Settings screen.

Specifications

General

Power requirements.....	AC 110 V – 240 V, 50 Hz / 60 Hz
Power consumption	60 W
Power consumption (standby)	0.3 W
Main unit weight	13.5 kg / 29.8 lbs.
Max. external dimensions	(W × D × H) 895 × 504.1 × 133.4 mm / ##" × ##" × ##"
Tolerable operating temperature	+5 °C – +35 °C (+41 °F – +95 °F)
Tolerable operating humidity	5 % – 85 % (no condensation)

Audio Section

Sampling rate	44.1 kHz
MASTER D/A converter	32bit
Other A/D and D/A converters	24bit
Frequency characteristic	
USB, LINE, AUX (LINE/PORTABLE), MIC 1, MIC 2	20 Hz – 20 kHz
S / N ratio (rated output, A-WEIGHTED)	
USB	115 dB
LINE	96 dB
PHONO	85 dB
MIC	79 dB
Total harmonic distortion (20 Hz – 20 kHz BW)	
USB	0.0018 %
LINE	0.005 %
Standard input level / Input impedance	
LINE	-12 dBu / 47 kΩ
PHONO	-52 dBu / 47 kΩ
MIC	-57 dBu / 3 kΩ
Standard output level / Load impedance / Output impedance	
MASTER 1	+6 dBu / 10 kΩ / 360 Ω or less
MASTER 2	+2 dBu / 10 kΩ / 700 Ω or less
BOOTH	+6 dBu / 10 kΩ / 700 Ω or less
PHONES	+8 dBu / 32 Ω / 1 Ω or less
Rated output level / Load impedance	
MASTER 1	+25 dBu / 10 kΩ
MASTER 2	+21 dBu / 10 kΩ

Specifications

Crosstalk

LINE 84 dB

Channel equalizer characteristic

HI..... -26 dB – +6 dB (20 kHz)

MID..... -26 dB – +6 dB (1 kHz)

LOW -26 dB – +6 dB (20 Hz)

Microphone equalizer characteristic

HI..... -12 dB – +12 dB (10 kHz)

MID..... -12 dB – +12 dB (2.5 kHz)

LOW -12 dB – +12 dB (100 Hz)

Master equalizer characteristic

HI..... -26 dB – +6 dB (20 kHz)

MID..... -26 dB – +6 dB (1 kHz)

LOW -26 dB – +6 dB (20 Hz)

Input / Output terminals

LINE / PHONO input terminals

RCA pin jacks 2 sets

MIC input terminals

XLR connector & 1/4" TRS jack 2 sets

MASTER 1 output terminal

XLR connector 1 set

MASTER 2 output terminal

RCA pin jacks 1 set

BOOTH output terminal

1/4" TRS jack 1 set

PHONES output terminal

1/4" stereo jack 1 set

3.5 mm stereo mini jack 1 set

USB ports

USB Type-A..... 2 sets

Power supply..... 5 V / 1 A or less

USB Type-C 1 set

LINK port (PRO DJ LINK)

LAN port (100BASE-TX) 1 set

Wireless LAN section

Supported standards..... IEEE 802.11 a / b / g / n / ac

Frequency band used 2.4 GHz / 5 GHz

Specifications

Bluetooth section

Wireless system.....Bluetooth ver. 5.3
Maximum transmission distance Approximately 20 m* in unobstructed circumstances
Frequency band used2.4 GHz
Compatible codecs SBC, AAC

* Transmission distances are a guideline. Transmission distance may change depending on the surrounding environment.

SonicLink section

Maximum transmission distance Approximately 5 m* in unobstructed circumstances
Frequency band used2.4 GHz

* Transmission distances are a guideline. Transmission distance may change depending on the surrounding environment.

We don't guarantee that this unit will connect and operate with all wireless LAN routers and Bluetooth devices.

When using Bluetooth, Wireless LAN (Wi-Fi), and SonicLink:

To avoid radio wave interference that may occur when using Bluetooth or SonicLink with Wireless LAN (Wi-Fi) at the same time, turn Wireless LAN (Wi-Fi) off or set **[Wi-Fi Frequency]** to **[5GHz (Recommended)]** in the Utility Settings.

The specifications and design of this product are subject to change without notice.

Additional information

Troubleshooting

If you think something is wrong with the unit, check the information below and refer to the [FAQ] for the XDJ-AZ at the URL below.

alphatheta.com/support/

- Inspect devices connected with the unit.
- The unit may restore proper operation after you turn it off and on.

If the problems continue, read the Precautions for Use and consult an authorized service company or your dealer.

Error display

❖ E-8302 (Error type: CANNOT PLAY TRACK)

- The unit can't read audio files from the storage device. The audio files may be corrupted. Check if the files can be played with another player that supports files in the formats supported by this unit.

❖ E-8304/E-8305 (Error type: UNSUPPORTED FILE FORMAT)

- The loaded audio file is in a format that isn't supported by this unit. Play an audio file in a format that's supported by this unit (page 11).

Wireless LAN (Wi-Fi)

❖ The unit can't connect to an access point.

- Check if the network (SSID), password, and encryption method are set correctly. Match the settings on this unit with the network settings.

❖ The access point can't be found.

- If the unit and the wireless router are placed far apart, bring them closer together.
- If there is an obstacle between this unit and the wireless router, remove it.

Bluetooth

❖ The unit can't connect with a Bluetooth device.

- Turn on the unit and the Bluetooth device again, and perform the pairing procedure.

❖ Sound is interrupted.

- If the unit and the Bluetooth device is placed far apart, bring them closer together.
- If there is an obstacle between this unit and the Bluetooth device, remove it.

CloudDirectPlay

❖ Tracks aren't displayed or can't be loaded.

- Tracks aren't displayed on the browse screen if rekordbox for Mac/Windows or rekordbox for iOS/Android hasn't been synchronized with the library in your cloud storage. Wait until the synchronization completes.
- Check if tracks are uploaded to Dropbox/Google Drive.
Only tracks uploaded to Dropbox/Google Drive are displayed on the browse screen. You can't load tracks that haven't been uploaded to Dropbox/Google Drive. Upload tracks to Dropbox/Google Drive using rekordbox for Mac/Windows or rekordbox for iOS/Android beforehand.
- You can't load tracks to the unit when Dropbox/Google Drive is under maintenance or failure occurs in Dropbox/Google Drive. Load them after the maintenance completes or after the issue is fixed.

❖ Not enough space on the USB device.

- When using CloudDirectPlay, tracks loaded from Dropbox/Google Drive are temporarily saved on the connected USB device. Enough free space is needed for saving the loaded tracks on the USB device. The reference file size for a track is as follows (it depends on the length of the track and the file format).
 - mp3 format: 12 MB (for a 6-minute track with 320 kbps)
 - WAV format: 66 MB (for a 6-minute track with CD sound quality)

StreamingDirectPlay

❖ Can't use Beatport Streaming.

- Check the internet connection.
- Use a USB device with enough free space for temporarily saving the loaded tracks. You can't use Beatport Streaming service with a USB device with insufficient free space.

❖ Tracks aren't displayed on the track list

- You need an applicable subscription to use Beatport Streaming.

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LCD display

- Small black or shining points may appear on the LCD display. This is a phenomenon inherent to LCD displays and not a malfunction.
- When using the unit in cold places, the LCD display may be dark for a while after the power is turned on. Normal brightness will restore after a while.
- When the LCD display is exposed to direct sunlight, the light will reflect off it, making it difficult to see. Block the direct sunlight to improve visibility of the display.

Cleaning

Wipe with a dry soft cloth.

- Do not use organic solvents, acids or alkalis for cleaning.

Touchscreen

- Operate the touchscreen with your fingertip. Do not press it with excessive force.
- Do not operate the touchscreen with hard and sharp-pointed objects such as a ballpoint pen, mechanical pencil, or sharp fingernail.

Trademarks and registered trademarks

- rekordbox™ is a trademark or registered trademark of AlphaTheta Corporation.
- PRO DJ LINK™ is a trademark or registered trademark of AlphaTheta Corporation.
- Mac, macOS and Finder are trademarks of Apple Inc., registered in the U.S. and other countries and regions.
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- ASIO is a trademark or registered trademark of Steinberg Media Technologies GmbH.
- Serato DJ Pro is a registered trademark of Serato Limited.
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This product has been licensed for nonprofit use. This product has not been licensed for commercial purposes (for profit-making use), such as broadcasting (terrestrial, satellite, cable or other types of broadcasting), streaming on the Internet, Intranet (a corporate network) or other types of networks or distributing of electronic information (online digital music distribution service). You need to acquire the corresponding licenses for such uses. For details, see <http://www.mp3licensing.com>.

Cautions on copyrights

rekordbox restricts playback and duplication of copyright-protected music contents.

- When coded data, etc., for protecting the copyright is embedded in the music contents, it may not be possible to operate the program normally.
- When rekordbox detects that coded data, etc., for protecting the copyright is embedded in the music contents, processing (playback, reading, etc.) may stop.

Recordings you have made are for your personal enjoyment and according to copyright laws may not be used without the consent of the copyright holder.

- Music recorded from CDs, etc., is protected by the copyright laws of individual countries and by international treaties. It is the full responsibility of the person who has recorded the music to ensure that it is used legally.
- When handling music downloaded from the Internet, etc., it is the full responsibility of the person who has downloaded the music to ensure that it is used in accordance with the contract concluded with the download site.

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