

# DENON DJ

# MCX8000

User Guide

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## Introduction

### Box Contents

MCX8000

USB Cable

Power Adapter

Software Download Card

Quickstart Guide

Safety & Warranty Manual

### Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit [denondj.com](http://denondj.com).

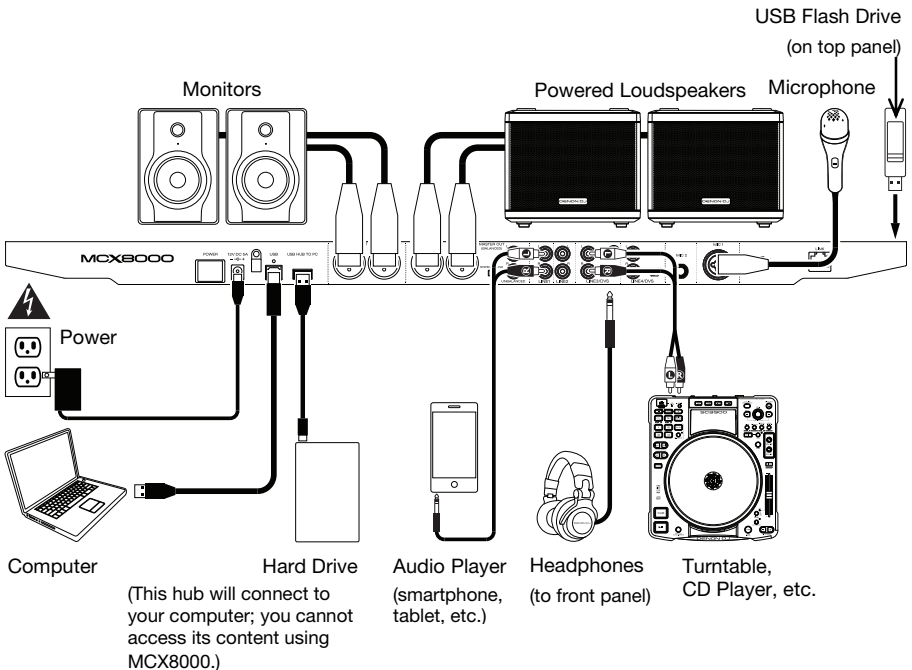
## Setup

**Important:** Occasionally, we may update MCX8000's firmware to improve its performance. Visit [denondj.com](http://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.

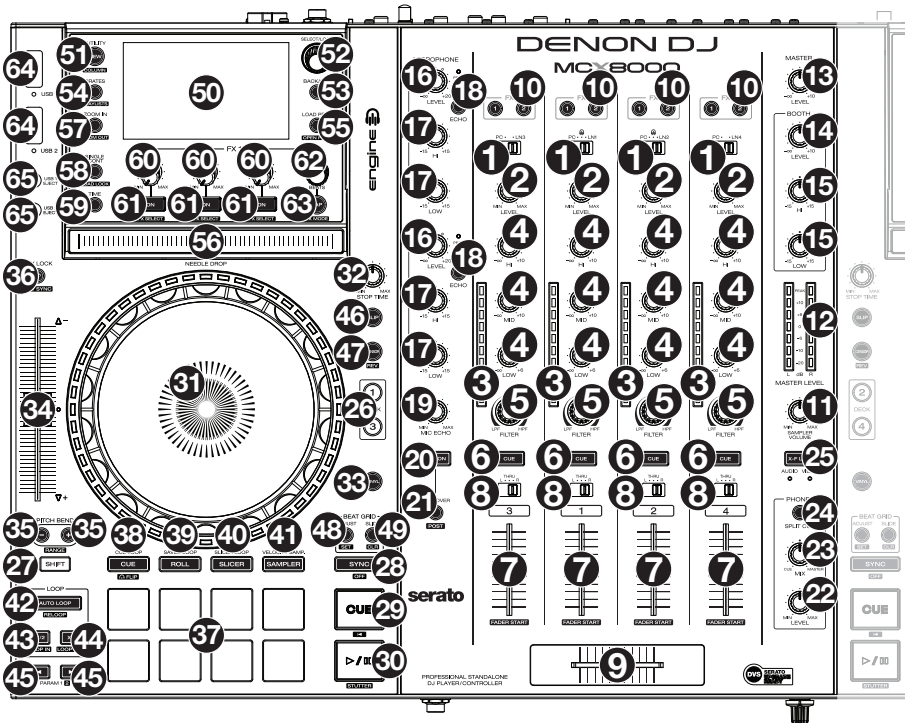
1. Visit [denondj.com](http://denondj.com) and log into your account. (Create an account if this is your first Denon DJ product.)
2. In your account, download and install the latest versions of Engine and Serato DJ.
3. **Windows users only:** In your account, download and install the latest Windows driver.
4. Connect input sources (microphones, CD players, etc.) to MCX8000.
5. Connect output devices (headphones, power amplifiers, loudspeakers, etc.) to MCX8000.
6. Plug all devices into power sources, and turn on devices in proper order:
  - When starting a session, turn on (1) input sources, (2) MCX8000, (3) output devices.
  - When ending a session, turn off (1) output devices, (2) MCX8000, (3) input sources.
7. **To use Serato DJ:** Using a Hi-Speed USB 2.0 cable (included), connect the **USB port** on MCX8000 to your computer. Open Serato DJ and go! For more information on how to use Serato DJ with MCX8000, visit [serato.com/dj/support](http://serato.com/dj/support) and select **Denon DJ MCX8000**.

**To use Engine** (standalone playback): Insert a USB flash drive (with an Engine-configured music library) to one of MCX8000's **USB ports**.



## Features

## Top Panel



- 1. Input Selector:** Set this switch to the desired audio source from this channel: **PC** (a track playing on that layer in Serato DJ), **Line** (a device connected to the Line Input on the rear panel), or **Engine** (a track on a connected USB flash drive; Decks 1 and 2 only). 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 **PC**.
- 2. Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
- 3. Channel Level Meters:** These LEDs display the audio signal level of the channel.
- 4. Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.
- 5. 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.
- 6. Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.
- 7. Channel Fader:** Use this fader to adjust the channel's volume level.

Press and hold **Shift** and move the fader to activate Fader Start in Serato DJ or Engine.

8. **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**).
9. **Crossfader:** Use this crossfader to mix between the two active decks.
10. **Channel FX:** Use these buttons to apply Effect A and/or B to the corresponding channel while using Serato DJ. While using Engine or when the **Input Selector** is set to **Line**, Decks 1 and 3 can use FX 1 only, and Decks 2 and 4 can use FX 2 only.
11. **Sampler Volume:** Turn this knob to adjust the volume level of the sampler in Serato DJ.
12. **Master Level Meters:** These LEDs display the audio signal level of the master mix (sent out of the **Master Outputs**). These levels are post-**Master Level**, so they are an accurate measurement of the audio signal sent out of the **Master Outputs**.
13. **Master Level:** Turn this knob to adjust the volume level of the **Master Outputs**.
14. **Booth Level:** Turn this knob to adjust the volume level of the **Booth Outputs**.
15. **Booth EQ:** Turn these knobs to boost or cut the high and low frequencies for the **Booth Outputs**.
16. **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**.
17. **Mic EQ:** Turn these knobs to boost or cut the high and low frequencies for the corresponding microphones.
18. **Echo On/Off:** Press this button to activate or deactivate the echo effect on the microphones' audio signal.
19. **Mic Echo Level:** Turn this knob to adjust the amount of the echo effect on the microphones' audio signal.
20. **Mic On/Off:** Press this button to activate or deactivate the microphones.
21. **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 microphone.  
Press and hold **Shift** and then press this button to activate or deactivate the "post" feature. When on, the microphones' signal will not be sent to the **Booth Outputs**.
22. **Phones Level:** Adjusts the volume of the headphones.
23. **Phones Mix:** Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.
24. **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.
25. **X-F Link:** Press this button to link or unlink the Serato Video crossfader to the audio crossfader.
26. **Deck:** Selects which virtual deck is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.
27. **Shift:** Press and hold this button to access secondary functions of other controls.

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

While using Engine, press this button to automatically match the corresponding deck's tempo with the tempo of the opposite deck. The **Sync** button on the master deck will flash.

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

**Important:** Sync is not possible between Serato DJ and Engine. Trying to sync a deck playing a track in Serato DJ to a deck playing a track in Engine can produce unexpected results.

29. **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.

30. **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.

31. **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.

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

33. **Vinyl:** Press this button to activate or deactivate a "vinyl mode" for the platter. When activated while using Serato DJ or Engine, you can use the **platter** to "scratch" the track as you would with a vinyl record.

While deactivated while using Engine, moving the **platter** will preview a small section of audio from that location repeatedly. This is useful for auditioning a precise location in the track.

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

35. **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**.

36. **Key Lock / Key Sync:** Press this button to activate or deactivate Key Lock. When Key Lock is activated, the track's key will remain the same (0%) 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 Serato Pitch 'n Time DJ Expansion Pack.



37. **Pads:** These pads have different functions on each deck depending on the current Pad Mode. These modes are described in [Using Serato DJ > Playing Tracks > Pad Modes](#) (Serato DJ) and [Using Engine > Playing Tracks > Pad Modes](#) (Engine).
38. **Cue / Cue Loop / Flip:** This Pad Mode button switches the pads between three modes: Cue Mode, Cue Loop Mode, and Flip Mode. When the button is unlit, the first press will always select Cue Mode.
- See [Using Serato DJ > Playing Tracks > Pad Modes](#) to learn about these pad modes in Serato DJ.
- See [Using Engine > Playing Tracks > Pad Modes > Cue Mode](#) to learn about Cue Mode in Engine.
39. **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.
- See [Using Serato DJ > Playing Tracks > Pad Modes](#) to learn about these pad modes in Serato DJ.
- See [Using Engine > Playing Tracks > Pad Modes > Roll Mode](#) to learn about Roll Mode in Engine.
40. **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.
- See [Using Serato DJ > Playing Tracks > Pad Modes](#) to learn about these pad modes in Serato DJ.
- See [Using Engine > Playing Tracks > Pad Modes > Slicer Mode](#) to learn about Slicer Mode in Engine.
41. **Sampler / Velocity Samp.:** This Pad Mode button switches the pads between two modes in Serato DJ: Sampler Mode and Velocity Sampler Mode. When the button is unlit, the first press will always select Sampler Mode.
- See [Using Serato DJ > Playing Tracks > Pad Modes](#) to learn about these pads modes in Serato DJ.
42. **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.
43. **X1/2 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.
- While the loop is active, press and hold **Shift** and then press this button to adjust the Loop In point by moving the **platter**. Press and hold **Shift** and then press this button again to return to the active loop.
44. **X2 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.
- While the loop is active, press and hold **Shift** and then press this button to adjust the Loop Out point by moving the **platter**. Press and hold **Shift** and then press this button again to return to the active loop.
45. **◀/▶ / 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.

46. **Slip:** Press this button to activate or deactivate the Slip feature. 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).

47. **Censor / Rev:** Press this button to activate or 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.

48. **Adjust/Set:** Press and hold this button and move the **platter** to “warp” the entire beatgrid in Serato DJ.

Press and hold **Shift** and then press this button to set a beat marker at the audio playhead's current location in Serato DJ.

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

49. **Slide/Clr:** When using the beatgrid in Serato DJ, press and hold this button and move the platter to “slide” the entire beatgrid to the left or right.

Press and hold **Shift** and then press this button to delete the entire beatgrid.

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

50. **Display:** Use the screens to view performance information, waveforms, and your library.

See [Using Serato DJ > Navigating & Loading Tracks](#) to learn how to read the display in Serato DJ.

See [Using Engine > Navigating & Loading Tracks](#) to learn how to read the display in Engine.

51. **View/Utility/Column:** Press this button to switch between viewing your track list (Library View in Serato DJ or track list in Engine) and viewing the deck controls (Performance View).

Press and hold this button to open the Utility menu. See [Using the Utility Menu](#) to learn about this.

Press and hold **Shift** and then press this button to change the column type in Library View in Serato DJ.

52. **Select/Load Knob:** Turn this knob to navigate through lists. Press the knob to select an item or load the currently selected track to the deck.

Press and hold **Shift** and then turn this knob to browse quickly through the tracks in your Library View (Serato DJ) or track list (Engine).

**Tip:** Press this knob twice quickly to load the same track to both decks (“instant doubles”).

53. **Back/Clr:** Press this button to move to the previous window in the display.

When viewing a list, press this button to clear all filters.

54. **Crates/Playlists:** While using Serato DJ, press this to show the different panels. Press and hold **Shift** and then press this button to change the view layout.

While using Engine, press this to view your crates. Press and hold **Shift** and then press this button to view your playlists.

**Important:** We recommend using the Engine software on your computer to configure the music library on your USB flash drive before connecting it to MCX8000. Analyzing your music library in Engine will enable you to use hot cue points, crates, and playlists as well as view color-coded waveforms. See [Using Engine > Getting Started](#) to learn how to do this.

55. **Load Prep / Open Prep:** Press this button to load the currently selected track to the Prepare Crate (Serato DJ) or Prepare list (Engine).

While using Serato DJ, press and hold **Shift** and then press this button to select the Prepare Crate (Serato DJ) or Prepare list (Engine).

**Tip:** Press and hold **Shift** and press this button to remove a track from the Prepare Crate (Serato DJ) or Prepare list (Engine).

56. **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.

**Important:** During playback, place the palm of your hand on the platter (while using Engine) or press and hold **Shift** (while using Engine or Serato DJ) while touching the **Needle Drop** strip to use it. This feature is to prevent the track from skipping to another location if you accidentally touch it.

57. **Zoom In/Out:** Press this button to zoom into the waveform in the display.

Press and hold **Shift**, and then press this button to zoom out of the waveform in the display.

58. **Single/Cont / Load Lock:** Press this button to switch between Single Mode (tracks will play one at a time) or Continuous Mode (once a track is done, the next track in the playlist, crate, or folder will start playing).

While using Engine, press and hold **Shift** and then press this button to enable or disable Load Lock. When enabled, the deck will not load a track during playback (to prevent you from unintentionally interrupting the current track). See [Using Engine > Playing Tracks](#) to learn more.

59. **Time:** Press this button to switch between showing the Time Remaining and Time Elapsed.

60. **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. See [Using Serato DJ > Playing Tracks > Effects](#) to learn more.

While using Engine, the effects are limited to Echo, Phaser, and Noise. See [Using Engine > Playing Tracks > Effects](#) to learn more.

61. **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. See [Using Serato DJ > Playing Tracks > Effects](#) to learn more.

While using Engine, the effects are limited to Echo, Phaser, and Noise. See [Using Engine > Playing Tracks > Effects](#) to learn more.

62. **FX Beats:** Turn this knob to adjust the rate of time-based effects on that deck.

Press this knob to set the Effect Beats Multiplier to **1 beat**.

63. **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 the rate to the Deck's BPM.

64. **USB 1/2 Ports:** Connect standard USB flash drives to these USB ports. When you set the **input selector** on Channels 1 or 2 to **Engine** (the center position), you can use the display on each deck to select and load tracks on your USB flash drives to each deck.

**Important:** We recommend using the Engine software on your computer to configure the music library on your USB flash drive before connecting it to MCX8000. Analyzing your music library in Engine will enable you to use hot cue points, crates, and playlists as well as view color-coded waveforms. See [Using Engine > Getting Started](#) to learn how to do this.

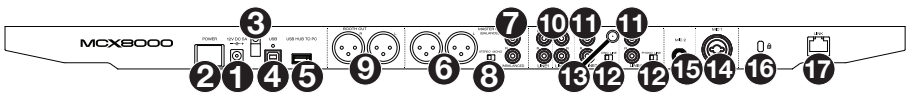
65. **USB 1/2 Eject:** Press each button to “eject” your USB flash drive from the corresponding **USB port**. Engine will prevent a USB drive from ejecting if MCX8000 is playing a track from it; stop the track in order to safely eject the USB drive.

## 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 (12V DC, 5A, center-positive) to connect this input to your power source.
2. **Power Button:** Press this button to power MCX8000 on or off. Power on MCX8000 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 MCX8000.
3. **Cable Restraint:** You can secure the power cable to this restraint to help prevent disconnecting it accidentally.
4. **USB Port:** Use a Hi-Speed USB 2.0 cable (included) to connect this USB port to an available USB port on your computer. This connection sends and receives audio and control information to and from the computer.
5. **USB Hub to PC:** You can connect an optional USB hard drive (not included) to this powered USB port. This hub will connect to your computer; you cannot access its content using MCX8000.

6. **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.
7. **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.
8. **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).
9. **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.
10. **Line Inputs (RCA, unbalanced):** Use standard RCA cables to connect these line-level inputs to an external audio source.
11. **Line/Phono Inputs (RCA, unbalanced):** Use standard RCA cables to connect these line-level or phono-level inputs to an external audio source.
12. **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**.
13. **Grounding Terminal:** If using phono-level turntables with a grounding wire, connect the grounding wire to these terminals. If you experience a low “hum” or “buzz”, this could mean that your turntables are not grounded.  
**Note:** Some turntables have a grounding wire built into the RCA connection and, therefore, nothing needs to be connected to the grounding terminal.
14. **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.
15. **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.
16. **Kensington® Lock:** Use this slot to secure MCX8000 to a table or other surface.
17. **Link:** Use a standard Ethernet cable to connect this port to a computer. MCX8000 will send time, BPM, and other track data to your software over this connection.

## Using Serato DJ

### Mixing with Serato DJ

**Important:** In order for the **Sync** buttons on MCX8000 to work, both active decks must be controlling decks in Serato DJ. Trying to sync a deck playing a track in Serato DJ to a deck playing a track in Engine can produce unexpected results.

To set a channel on MCX8000 to control a deck in Serato DJ, set a channel's **Input Selector** to **PC**. That channel will now control the mixing levels for that deck in the software (its controls will send MIDI information to your computer only).

### Selecting Decks in Serato DJ

To set a deck on MCX8000 to control a deck in Serato DJ, press the corresponding **Deck** button on MCX8000 (1/3 or 2/4).

The left deck on MCX8000 can control Deck 1 or 3 (1/3) in the software; the right deck can control Deck 2 or 4 (2/4).

### Navigating & Loading Tracks

While using Serato DJ with MCX8000, you can switch the display between two views: the **Library View** and the **Performance View**.

The **Library View** lets you browse your tracks on your computer—individual tracks as well as crates and playlists. This section explains how to navigate the track list and load tracks to the deck.

See the following [Playing Tracks](#) section to learn more about using the Performance View.

| 3AM Atmosphere                  |                |     |
|---------------------------------|----------------|-----|
| Don't Stop Lookin Out           | Deni and Davi  | 95  |
| No Yeah (Vocal Remix)           | Dres Fairchild | 126 |
| Can't Breathe                   | Ladybird       | 98  |
| True to Myself                  | Large Format   | 110 |
| City Lights Let Me Live         | Emerald Blocks | 94  |
| Who I Be Talkin To (Clean Edit) | Emerald Blocks | 112 |
| Strictly Badness                | Max Beta       | 112 |

To show the **Library View** in the display, turn the **Select/Load Knob**, or press **View**.

To exit the **Library View**, press **View**. If you turned the **Select/Load Knob** to enter the Library View, you can also wait 3 seconds until it returns to the Performance View.

To move to the previous window, press **Back/Clr**. 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 expand or collapse a “parent” crate or iTunes playlist folder**, press **Back/Clr**.

**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 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 activate or deactivate Autoplay**, press **Single/Cont** on either deck. This is a “global” setting in Serato DJ.

See the Serato DJ manual to learn more about Autoplay.

**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.

## Performance View

The Performance View lets you view the currently loaded track’s information, monitor its playback, and control its effects. This section explains the different parts of the Performance View.

**To show the Performance View in the display**, press **View**. If you turned the **Select/Load Knob** to enter the Library View, you can also wait 3 seconds until it returns to the Performance View.

The Performance View includes the following items:



1. **Deck:** This is the currently selected deck in the software, which is controlled by the left or right deck on MCX8000. Press the **Deck** button to switch between the layers. The left deck on MCX8000 controls Deck 1 or 3 in the software; the right deck controls Deck 2 or 4.
2. **Title:** This field shows the track's title.
3. **Key:** This field shows the track's key.
4. **Original BPM:** This field shows the track's original BPM, unaffected by any pitch adjustment.
5. **Current BPM:** This field shows the track's current BPM, which includes any current pitch adjustment.
6. **Time:** This field shows the current time position of the audio playhead in the track. This will show the Remaining or Elapsed time, depending on the current time mode. Press the Time button to switch between Remaining or Elapsed.
7. **Pitch Range:** This field shows range of the deck's pitch fader. Press and hold **Shift** and use the **Pitch Bend**  $-/+$  buttons to cycle through the options.
8. **Pitch Adjustment:** This field shows the track's current pitch adjustment. This is the difference between its **original BPM** and **current BPM**.
9. **Track Overview:** This smaller waveform represents the entire current track. You can use the **Needle Drop** strip to jump to a specific point in the track.
  - The **waveform color-coding** indicates the frequency of the audio signal:
    - **Red** represents low-frequency (bass) content.
    - **Green** represents mid-range-frequency content.
    - **Blue** represents high-frequency (treble) content.
  - The **audio playhead** (the current track position) is represented by a white triangle pointing downward ( $\nabla$ ).



- **Hot cue points** are represented by triangles (▲) whose color depends on the hot cue point number.
  - **Loops** are represented by a light-blue-shaded region. A loop that is brightly lit is active, while one that is dimly lit is inactive.
10. **Audio Waveform:** This large waveform represents a section of the current track. You can use the **Zoom In / Zoom Out** button to adjust the view.
- The **waveform color-coding** indicates the frequency of the audio signal:
    - **Red** represents low-frequency (bass) content.
    - **Green** represents mid-range-frequency content.
    - **Blue** represents high-frequency (treble) content.
  - The **audio playhead** (the current track position) is represented by a vertical white line in the center of the waveform.
  - **Beat markers** (if there is a beatgrid) are represented by vertical white lines throughout the waveform.
  - **Hot cue points** are represented by triangles (▲ and ▼) whose color depends on the hot cue point number.
  - **Loops** are represented by a light-blue-shaded region. A loop that is brightly lit is active, while one that is dimly lit is inactive.
11. **Auto-Loop Length:** This field shows the current auto-loop length as a division or multiple of the current BPM. Press the **X1/2** or **X2** buttons to decrease or increase the value.
12. **Effect Name:** This area shows the name of the currently loaded effect/effects. To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press **Tap / FX Mode** on the desired deck.
- In Multi-FX Mode, this area will show three effects with one parameter knob each. Press the **FX On / Select** button under an effect to activate it, and turn the corresponding **FX Level** knob to adjust its level. You can use only one effect at a time.
- In Single-FX Mode, this area will show one effect name with three parameter knobs.
- To move to the next effect (in either mode), and hold **Shift** and press **On / FX Select** under the effect slot on the desired deck. Alternatively, press and hold **Shift** and turn the **FX Level** knob under the effect slot on the desired deck.
13. **Effect Parameter:** This field shows the parameter/parameters of the currently loaded effect/effects. To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press **Tap / FX Mode** on the desired deck.
- In Multi-FX Mode, this area will show three effects with one parameter knob each, which corresponds to the main parameter of that effect. To adjust each effect, turn the **FX Level** knob under the effect parameter.
- In Single-FX Mode, this area will show one effect name with three parameter knobs. To adjust each parameter, turn the **FX Level** knob under the effect parameter.
14. **Effect Beats Multiplier:** This field shows the rate of time-based effects on that deck as a division or multiple of the current BPM. Turn the **FX Beats** knob to adjust it.

## 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 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 MCX8000 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

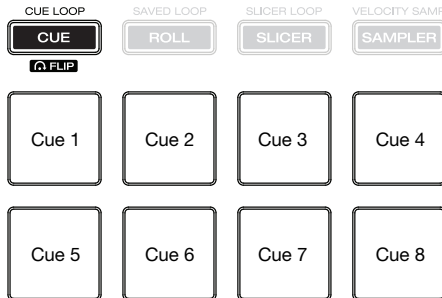
In Cue Mode, each pad assigns a hot cue point or returns the track to that hot cue point.

**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.



## 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 and auto-loop**, 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.

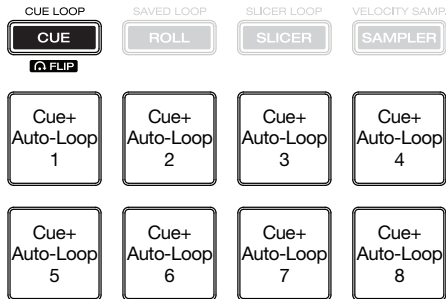
**To delete an assigned hot cue point and auto-loop**, press and hold **Shift** and press the corresponding pad.

**To set the length of the auto-loop**, select it in the software. See the Serato DJ manual to learn how to do this.

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

**To shift the loop 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.



## 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.

**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 restart Flip playback**, press the ▶ button.

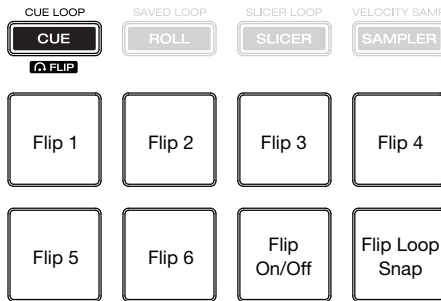
**To immediately stop playback of a Flip**, press and hold **Shift** and then press the corresponding pad (1–6). Alternatively, press **Pad 7**.

**To activate or deactivate a Flip loop**, press and hold **Shift** and then press the ◀ button.

**To exit Flip Mode and exit Flip playback**, press and hold **Shift** and then press the ▶ button.

**To automatically “snap” the length of a Flip so it aligns with the beatgrid**, press **Pad 8**.

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



## 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.

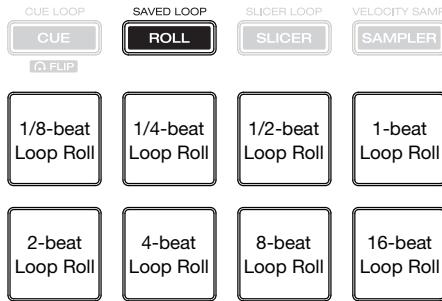
In Roll Mode, each pad triggers a momentary Loop Roll.

**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.

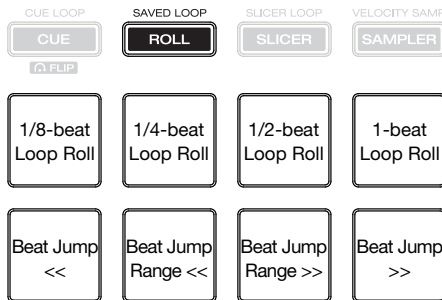
**To trigger a Loop Roll,** press the corresponding pad (1–4).

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

**To halve or double the Beat Jump Range,** press **Pad 6** or **7**, respectively.

**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.





## Saved Loop Mode

In Saved Loop Mode, each pad will return the track to one of your saved loops. The pad layouts for the two banks are identical.

**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.

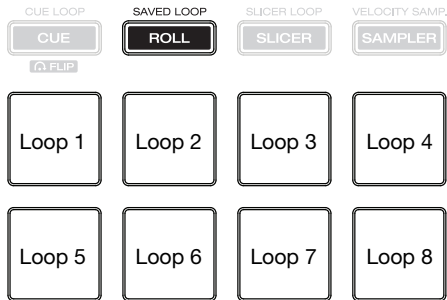
**To immediately activate and trigger a saved loop**, press and hold **Shift** and press the corresponding lit pad.

**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 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.



## 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.

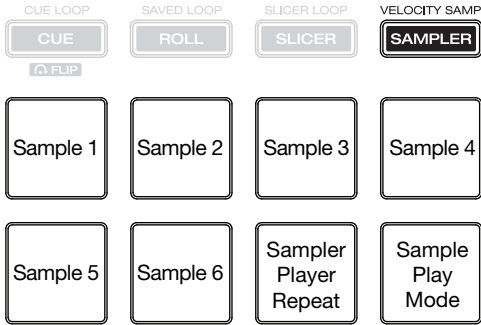
**To stop playback of a sample**, press and hold **Shift** and then press the corresponding flashing pad (**1–6**).

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

**To activate or deactivate Sampler Player Repeat for a sample**, press and hold **Pad 7** and then press the corresponding lit pad (**1–6**). See the Serato DJ manual to learn more about looping samples.

**To cycle through the play modes for a sample**, press and hold **Pad 8** and then press the corresponding lit pad (**1–6**). See the Serato DJ manual to learn more about sample play modes.

**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.

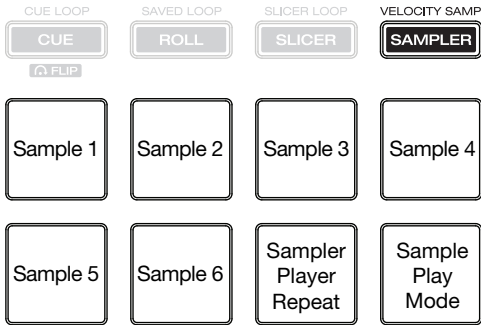
**To stop playback of a sample**, press and hold **Shift** and then press the corresponding flashing pad (**1–6**).

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

**To activate or deactivate Sampler Player Repeat for a sample**, press and hold **Pad 7** and then press the corresponding lit pad (**1–6**). See the Serato DJ manual to learn more about looping samples.

**To cycle through the play modes for a sample**, press and hold **Pad 8** and then press the corresponding lit pad (**1–6**). See the Serato DJ manual to learn more about sample play modes.

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



## Pitch Play Mode

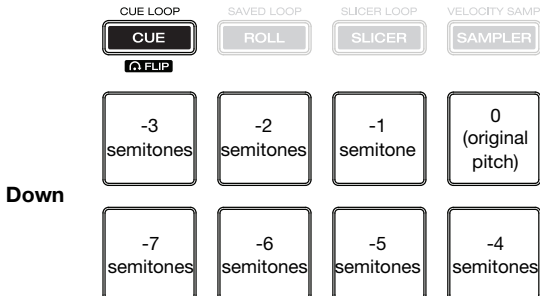
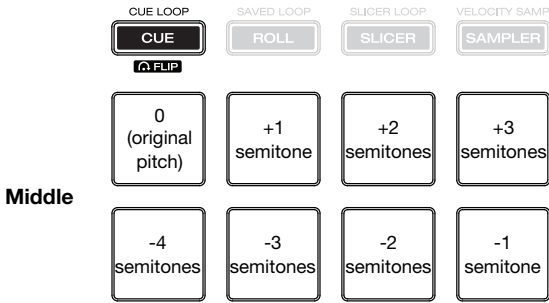
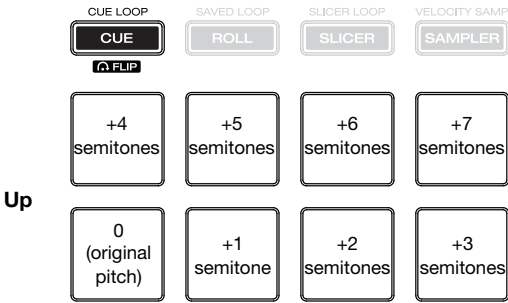
In Pitch Play Mode, each pad plays the track from a hot cue point at a different transposition (adjustable by semitones). You can use this if you have installed the Serato Pitch 'n Time DJ Expansion Pack. See [Cue Mode](#) to learn how to assign hot cue points.

**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 (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:

- 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.
- 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.

**To turn an effect on or off**, press **On** under the effect slot 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).



## Using Engine

### Getting Started

To prepare a USB hard drive or flash drive to use with an Engine-compatible player, we recommend using the Engine computer software to create an **Engine Target database** on your USB drive. When MCX8000 plays the tracks on that USB drive, it will reference its Engine database information, resulting in a smoother performance. Analyzing your music library in Engine also enables you to use hot cue points, crates, and playlists as well as view color-coded waveforms. Each USB drive can have an independent Engine Target database on it, so if your player lets you connect multiple USB drives, you can use it to access multiple Engine Targets.

An Engine database includes information to enable the following features:

|           |                |             |               |               |
|-----------|----------------|-------------|---------------|---------------|
| Crates    | Cue Points     | Loop Points | BPM           | Filter Search |
| Playlists | Hot Cue Points | Beat Points | Waveform Data | Word Search   |

See the *Engine User Guide* to learn how to create and manage an Engine Target database.

See [Technical Specifications > Playable Media](#) for a list of supported file formats, file sizes, etc.

#### Important:

An Engine Target database requires approximately **500 MB** of free space on your USB drive.

We recommend using a **FAT32** partition type for the best performance.

### Mixing with Engine

**Important:** In order for the **Sync** buttons on MCX8000 to work, both active decks must be controlling decks in Engine. Trying to sync a deck playing a track in Serato DJ to a deck playing a track in Engine can produce unexpected results.

**To set a channel on MCX8000 to control a deck using Engine**, set the **Input Selector** on Channel 1 or Channel 2 to the **Engine** icon (Ⓔ). That channel will now control the mixing levels for that deck using Engine.

### Navigating & Loading Tracks

While using Engine on MCX8000, you can switch the display between two views: the **track list** and the **Performance View**.

The track list lets you browse your Engine Target databases (track libraries) on a connected USB drive, including individual tracks as well as crates and playlists. This section explains how to navigate the track list and load tracks to the deck.

See the following [Playing Tracks](#) section to learn more about using the Performance View.

To show your track list in the display, turn the **Select/Load Knob** or press **View**. The track list includes the following items:

- **Drives:** The list of USB drives connected to MCX8000.
  - **All:** All tracks in the Engine Target database on the USB drive. Just before seeing the list of tracks, you will see a list of categories by which you can sort them. See the following **Categories** to learn about this feature.
  - **Crate:** The top level of crates in the Engine Target database on the USB drive. Enter a crate to view its tracks or sub-crates, if any. Just before seeing the list of tracks, you will see a list of categories by which you can sort them. See the following **Categories** to learn about this feature.
  - **Playlist:** The playlists in the Engine Target database on the USB drive.
  - **History:** A list of already-played tracks in the Engine Target database on the USB drive. These tracks are automatically added in their playback order. You can view the playback history for the last **100** tracks.
  - **Folder:** The top level of folders on the USB drive. Enter a folder to view its files or sub-folders, if any.

**Important:** If you load any files while browsing the track list in this way, you can play only Engine-compatible files, but they do not have to be part of the Engine Target database. Note that you will not be able to use any cue points, hot cue points, or loop points within the track previously created Serato DJ; you must first add it to your Engine Library and/or Engine Target and analyze it.

To exit the track list and enter **Performance View**, press **View**.

To move through the track list, turn the **Select/Load Knob**.

**Tip:** Press and hold **Shift** and then turn the **Select/Load Knob** to quickly navigate the track list by the first letter of the title track (the letter will appear in the display).

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

See the following **Crates** section to learn how to navigate crates and sub-crates.

See the following **Playlists** section to learn how to navigate playlists.

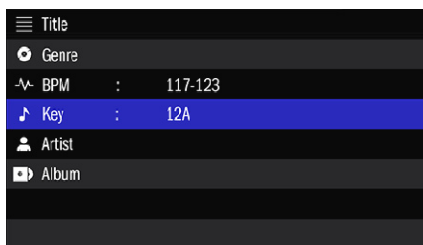
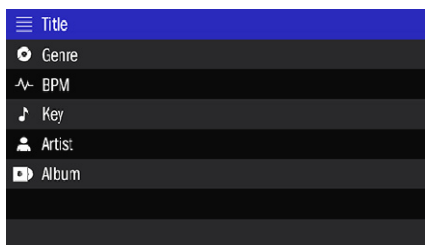
To move to the next-highest level in the track list, press **Back/Clr**. You will move to the next-highest level of the Engine Target database (e.g., the “parent” crate or folder, the category list, etc.).

**Tip:** To move directly to the highest level of the track list, press and hold **Back/Clr** for 1 second.

To load a track to a deck, turn the **Select/Load Knob** to select a track, and then press the **Select/Load Knob** to load it.

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

## Categories



Before seeing a list of tracks under **All** or a crate, you will see a list of categories by which you can filter them: **Title**, **Genre**, **BPM**, **Key**, **Artist**, and **Album**.

These categories enable you to display tracks only when they belong to the category/categories you select. You can select an option in one or more categories.

### To select an option in a category:

1. Turn the **Select/Load Knob** to select a category, and then press the **Select/Load Knob** to enter the category.
2. The display will show a list of options, depending on the category you entered:
  - **Title:** All available tracks based on the other 5 categories.
  - **Genre:** The genres of all tracks in the Engine Target database. Tracks without a genre ID3 tag will appear as **<unknown>**.
  - **BPM:** A list of BPM ranges. Tracks without a BPM ID3 tag will appear as **Unanalyzed**.
  - **Key:** The keys of all tracks in the Engine Target database. Tracks without a key ID3 tag will appear as **<unknown>**.
  - **Artist:** The artists of all tracks in the Engine Target database. Tracks without an artist ID3 tag will appear as **<unknown>**.
  - **Album:** The albums of all tracks in the Engine Target database. Tracks without an album ID3 tag will appear as **<unknown>**.

Turn the **Select/Load Knob** to select an option, and then press the **Select/Load Knob** to apply it. The display will immediately show all relevant tracks.

**To load a track to a deck**, turn the **Select/Load Knob** to select a track, and then press the **Select/Load Knob** to load it.

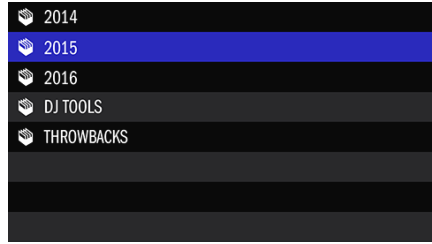
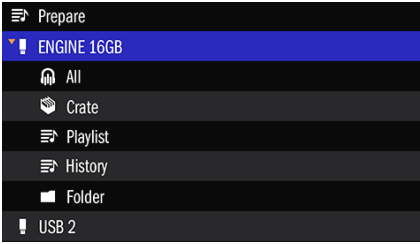
**To return to list of options**, press **Back/Clr**.

**To return to the list of categories**, press **Back/Clr** again. The category will show the currently selected option.

**To select options in other categories**, repeat Steps 1–2.

**To clear a category**, select a category that shows the selected option next to it, and then press **Back/Clr**. The option will disappear.

## Crates



Using the computer version of Engine software, you can manage the tracks in your Engine Target databases by sorting them into “crates.” A crate will reference the tracks in it as well as the tracks in any sub-crates below it. You can create up to 8 levels of sub-crates. Multiple sub-crates can be created on the same level.

The tracks in each crate will be sorted by their titles.

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

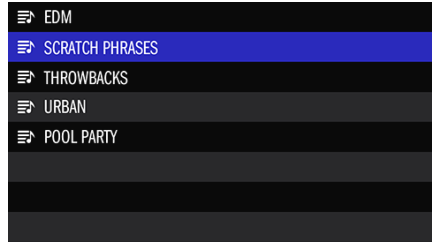
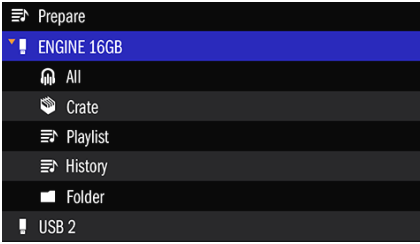
After you enter a crate:

- If the crate has no sub-crates, you will see a list of categories by which you can sort them. See the [Categories](#) section to learn about this feature.
- If the crate has sub-crates, you will see the list of sub-crates under the “parent” crate. You can then use the **Select/Load Knob** to select the “parent” crate or one of the sub-crates.

**To load a track to a deck**, turn the **Select/Load Knob** to select a track, and then press the **Select/Load Knob** to load it.

See the *Engine User Guide* to learn how to manage crates in your Engine Target database.

## Playlists



Using the computer version of Engine software, you can use playlists to manage tracks in your Engine Target database and the order in which they play.

You can add up to **1,000** tracks to each playlist. A track can appear on a playlist multiple times.

The tracks in a playlist will appear in the order they were added to it.

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

**To load a track to a deck**, turn the **Select/Load Knob** to select a track, and then press the **Select/Load Knob** to load it.

See the *Engine User Guide* to learn how to manage playlists in your Engine Target database.

## Playing Tracks

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

**To switch between Single and Continuous play, press **Single/Cont** on the desired deck.**

When the button is lit, the deck is in Continuous Play Mode; after a track ends, the next track in the track list will start playing. Continuous Play Mode will last for **60** tracks. After that, playback will stop.

When the button is unlit, the deck is in Single Play Mode; after a track ends, the deck will stop and the audio playhead will return to the initial cue point.

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

**To jump to a specific location in the track:**

- If the track is stopped, touch the desired part of the **Needle Drop** strip.
- If the track is playing, place the palm of your hand on the **platter** or press and hold **Shift**. While doing that, touch the desired part of the **Needle Drop** strip. (This feature is to prevent the track from skipping to another location if you accidentally touch it.)

**To zoom into the audio waveform, press **Zoom In**.** This affects both decks.

**To zoom out of the audio waveform, press and hold **Shift** and then press **Zoom Out**.** This affects both decks.

**To enable or disable Load Lock, press and hold **Shift** and press **Single/Cont / Load Lock**.**

When enabled, the deck will not load a track during playback (to prevent you from unintentionally interrupting the current track).

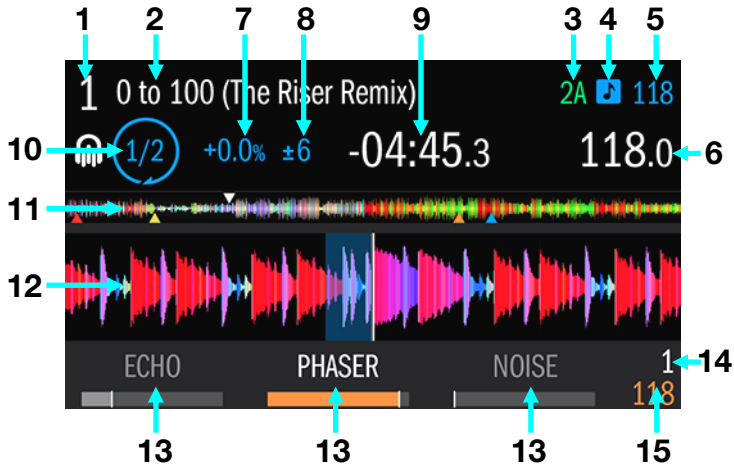
When disabled, if you load a track as another track is playing on that deck, the currently playing track will stop, and the new track will load.

## Performance View

The Performance View lets you view the currently loaded track's information, monitor its playback, and control its effects. This section explains the different parts of the Performance View and how to DJ with Engine while in this view.

To show Performance View in the display, press **View** so it is not showing the track list.

The Performance View includes the following items:



- Deck Number:** This field indicates which deck on MCX8000 you are viewing, 1 or 2.
- Title:** This field shows the track's title.
- Key:** This field shows the track's key. It will be empty if the track does not have a key ID3 tag.
- Key Lock:** This icon indicates whether Key Lock is on (**blue**) or off (**grey**).
- Original BPM:** This field shows the track's original BPM, unaffected by any pitch adjustment. It will be empty if the track does not have a BPM ID3 tag.
- Current BPM:** This field shows the track's current BPM, which includes any current pitch adjustment. It will be empty if the track does not have a BPM ID3 tag.
- Pitch Adjustment:** This field shows the track's current pitch adjustment shown as a percentage. This is the difference between its **original BPM** and **current BPM**. It will be empty if the track does not have a BPM ID3 tag.
- Pitch Fader Range:** This field shows range of the deck's pitch fader: **±6**, **10**, **16**, or **100%**. Press and hold **Shift** and use the **Pitch Bend -/+** buttons to cycle through the options.
- Time:** This field shows the current time position of the audio playhead in the track. This will show the Remaining or Elapsed time, depending on the current time mode. Press the Time button to switch between Remaining or Elapsed.

10. **Auto-Loop Length:** This field shows the current auto-loop length as a division or multiple of the current BPM. Press the **X1/2** or **X2** buttons to decrease or increase the value.
11. **Track Overview:** This smaller waveform represents the entire current track. You can use the **Needle Drop** strip to jump to a specific point in the track.
- The **waveform color-coding** indicates the frequency of the audio signal:
    - **Red** represents low-frequency (bass) content.
    - **Green** represents mid-range-frequency content.
    - **Blue** represents high-frequency (treble) content.
  - The **audio playhead** (the current track position) is represented by a white triangle pointing downward (▽).
  - The **cue point** is represented by a white triangle pointing upward (△).
  - **Hot cue points** are represented by triangles (▲) whose color depends on the hot cue point number.
  - **Loops** are represented by a light-blue-shaded region. A loop that is brightly lit is active, while one that is dimly lit is inactive.
12. **Audio Waveform:** This large waveform represents a section of the current track. You can use the **Zoom In / Zoom Out** button to adjust the view.
- The **waveform color-coding** indicates the frequency of the audio signal:
    - **Red** represents low-frequency (bass) content.
    - **Green** represents mid-range-frequency content.
    - **Blue** represents high-frequency (treble) content.
  - The **audio playhead** (the current track position) is represented by a vertical white line.
  - The **cue point** is represented by a pair of white triangles (▽ and △).
  - **Hot cue points** are represented by triangles (▲) whose color depends on the hot cue point number.
  - **Loops** are represented by a light-blue-shaded region. A loop that is brightly lit is active, while one that is dimly lit is inactive.
13. **Effects:** These fields show the available effects and their level meters. The active effect's meter will be **orange**, while the inactive effects will be **grey**. Press the **FX On / Select** button under an effect to activate it, and turn the corresponding **FX Level** knob to adjust its level. You can use only one effect at a time.
14. **Effect Beats Multiplier:** This field shows the rate of time-based effects on that deck as a division or multiple of the current BPM. Turn the **FX Beats** knob to adjust it.
15. **Effect Rate:** This field shows the rate of time-based effects on that deck. The value is based on the track's current BPM, but you can use the **Tap** button to manually enter a different value.



## Pitch Functions

**To adjust the speed (pitch) of a track**, move the **pitch fader** on the corresponding deck. The **Current BPM** field will show the new BPM, and the **Pitch Adjustment** field will show the change as a percentage.

**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**.

The **Current BPM** and **Pitch Adjustment** fields will not show any change.

**To adjust the range of the pitch fader**, press and hold **Shift** and then press one of the **Pitch Bend -/+** buttons. The **Pitch Range** field will show the new pitch range.

**To activate or deactivate Key Lock on a track**, press **Key Lock** on the corresponding deck.

When Key Lock 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. The **Key Lock** button will be lit, and the **Key Lock** icon will be **blue**.

When Key Lock is deactivated, the track's key will change when you change its pitch. The **Key Lock** button will be unlit, and the **Key Lock** icon will be **grey**.

## 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 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 MCX8000 using Engine have different functions depending on the current Pad Mode: **Cue Mode**, **Roll Mode**, and **Slicer Mode**. These modes are described on the following pages.

**Cue Mode**

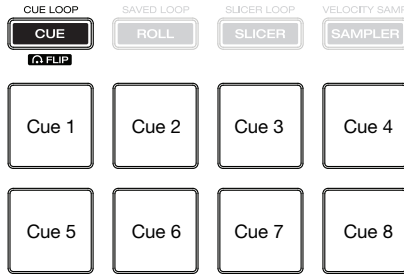
In Cue Mode, each pad assigns a hot cue point or returns the track to that hot cue point.

**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.



**Roll Mode**

In Roll Mode, **Pads 1–4** (the top row) trigger a momentary Loop Roll while **Pads 5–8** (the bottom row) will let you Beat Jump or adjust the Beat Jump Range.

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

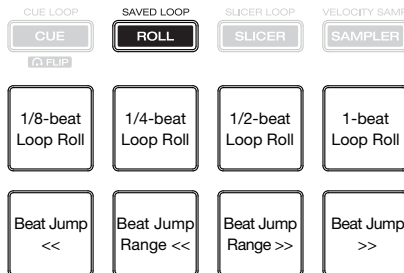
**To trigger a Loop Roll**, press the corresponding pad (1–4).

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

**To halve or double the Beat Jump Range**, press **Pad 6** or **7**, respectively. Alternatively, press **X1/2** or **X2**, respectively.

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

**To perform a backward or forward Beat Jump**, press and hold **Shift** and then press the ◀ or ▶ button, respectively. You can move up to 4 seconds in either direction from the initial location.



## Slicer Mode

**Important:** Your track must have a BPM for this mode to work.

In Slicer Loop Mode, **Pads 1–4** (the top row) represent four 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 four-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).

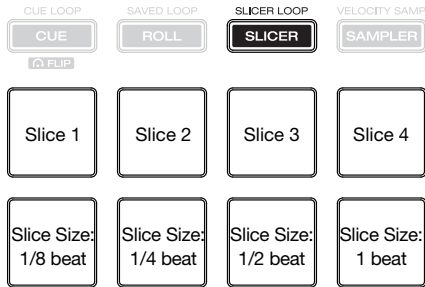
**Important:** Slicer Mode in Engine is limited to 4 beats.

**To enter Slicer Mode**, press **Slicer / Slicer Loop** so that it lights **red**. A 4-beat auto-loop will be automatically created and activated at the current location.

**To play a slice**, press the corresponding pad (**1–4**).

**To change the slice quantization size**, press the corresponding pad (**5–8**).

**To shift the loop the left or right**, use the **◀▶** buttons.



## Effects

While using Engine on a deck, you can apply **Echo**, **Phaser**, or **Noise** effects.

**To turn an effect on or off**, press **FX On / Select** button under the effect slot on the desired deck. The active effect's meter will be **orange**, while the inactive effects will be **grey**. You can use only one effect at a time.

**To adjust the level of an effect**, 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.

**Tip:** To set the Effect Beats Multiplier to **1 beat**, press the **FX Beats** knob.

**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 and use the BPM information from the track.

## Using the Utility Menu

The Utility menu contains settings that determine some of MCX8000 default functions. Some are relevant to overall operation, while others are relevant only to Engine.

**To enter the Utility menu**, press and hold **View/Utility/Column** for 2 seconds.

**To exit the Utility menu**, press **View/Utility/Column**.

### To change a setting:

1. Turn the **Select/Load Knob** to move through the list of settings. The currently selected one is highlighted.
2. When you have selected a setting you want to edit, press the **Select/Load Knob**. The option will then be highlighted.
3. Turn the **Select/Load Knob** to cycle through the list of options for that setting.
4. When you have selected the desired option, press the **Select/Load Knob**. The new setting is saved automatically.

**To change other settings**, repeat Steps 1–4.

The Utility menu settings are described below. Note that you will need to power-cycle (power off and then power on) MCX8000 for some new settings to take effect.

### Global Settings

- **Display Brightness:** This setting determines the brightness of MCX8000's two displays. The range is **10–100%** in 10% increments.
- **Jog Indicator Type: Deck 1–4:** This setting determines how the lights around the platter on each deck will indicate its rotation and speed.
  - **Single LED OFF:** All lights around the platter will be lit while a single **unlit** one appears to “move” through them.
  - **Single LED ON:** All lights around the platter will be unlit while a single **lit** one appears to “move” through them.

| * Utility                  |                |
|----------------------------|----------------|
| Global Settings            |                |
| Display Brightness         | 100%           |
| Jog Indicator Type: Deck 1 | Single LED OFF |
| Jog Indicator Type: Deck 2 | Single LED OFF |
| Jog Indicator Type: Deck 3 | Single LED OFF |
| Jog Indicator Type: Deck 4 | Single LED OFF |

## Engine Settings

**Important:** These settings affect only how MCX8000 functions while using Engine.

- **Auto Cue Level:** This setting determines the location of the initial cue point at the start of a track. The initial cue point will be placed where the track's signal level first exceeds **-48dB**, **-54dB**, or **-60dB**. When set to **Off**, the initial cue point will be placed at the very start of the track.
- **Default Time Display:** This setting determines whether the Time field in Performance View shows the **Remaining Time** or **Elapsed Time** by default. (You can press **Time** to switch between these settings.)
- **Play On Load:** When this setting is **On**, a track will always automatically start playing when you load it to a deck. When this setting is **Off**, a track will load to a deck and remain stopped until you manually start playback.
- **Disable Slip on Load:** When this setting is **On**, loading a track to a deck will deactivate the Slip function (if it is active) on that deck. When this setting is **Off**, the Slip function will remain activated or deactivated; you must press the **Slip** button to activate or deactivate it manually.
- **Load Lock:** This setting determines if the Load Lock feature is **on** or **off** by default. See [Using Engine > Playing Tracks](#) to learn about this.
- **Default Auto Loop Beat:** This setting determines the default length of an auto-loop.
- **Hot Cue Mode:** This setting determines how the pads function while in Cue Mode:
  - **Momentary:** Pressing and holding a pad will play the track from the assigned hot cue point. When you release the pad, the audio playhead will return to the hot cue point and playback will stop.
  - **Trigger:** Pressing a pad once will play the track from the assigned hot cue point.

| Engine Settings        |        |
|------------------------|--------|
| Auto Cue Level         | -48dB  |
| Default Time Display   | Remain |
| Play On Load           | OFF    |
| Disable Slip on Load   | ON     |
| Load Lock              | ON     |
| Default Auto Loop Beat | 4 Beat |

- **Needle Drop Mode:** This setting determines how the Needle Drop strip functions:
  - **Play:** While playback is stopped, touching the Needle Drop strip will immediately start playback at that location in the track.
  - **Scan:** While playback is stopped, touching the Needle Drop strip will preview a small section of audio from that location repeatedly. This is useful for auditioning a precise location in the track.
- **Filter BPM Range:** This setting determines how many options there are when filtering tracks by BPM in the track list: **0, ±3, ±5, ±10** BPM.

|                    |                      |
|--------------------|----------------------|
| Needle Drop Mode   | Play                 |
| Filter BPM Range   | ±3                   |
| Track End Warning  | 30sec                |
| Clear Play History | Cancel               |
| System Information |                      |
| Engine Version     | 0140                 |
| Display Version    | Left:8661 Right:8661 |

#### Examples:

When set to **±10**, the available options when viewing the BPM category may be: **100–120, 110–130, 120–140**, etc. Each option will span a range of **20** BPM (**10** BPM in either direction) and increase by increments of **10**.

When set to **±3**, the available options when viewing the BPM category may be: **105–111, 108–114, 111–117**. Each option will span a range of **6** BPM (**3** BPM in either direction) and increase by increments of **3**.

- **Track End Warning:** This setting determines when the deck will indicate that the currently playing track is nearing its end: **10, 20, 30, 40, 50, or 60sec** or **Off**. When the amount of remaining time in a track reaches this interval, the lights around the platter will flash to warn you that it will end soon.
- **Clear Play History:** Select **OK** to clear the History track list. Select **Cancel** to leave the History track list as it is.

### System Information

- **Engine Information:** This field shows the current version of the Engine operating system your MCX8000 is using.
- **Display Version:** This field shows the current version of display firmware your MCX8000 is using.

- MCU Version:** This field shows the current version of microcontroller unit (MCU) firmware your MCX8000 is using.
- Network Address:** This field shows the current network address of your MCX8000. This information is relevant only when using its Link (Ethernet) port to control lighting and video via StageLinQ.
- MAC Address:** This field shows the current media access control (MAC) address of your MCX8000. This information is relevant only when using its Link (Ethernet) port to control lighting and video via StageLinQ.
- FTP Server:** Select **ON** to allow MCX8000 to connect to a wireless network, which will enable you to transfer files to and from a connected USB drive (this requires a third-party FTP client program). Select **OFF** to leave MCX8000 disconnected from the network.
- Syslog Server:** This field shows the current address of the syslog server. When MCX8000 is connected to a wireless network, it will periodically send information about its operation to the server for development use.

|                      |                   |
|----------------------|-------------------|
| MCU Version          | 2059              |
| Network Address      | 0.0.0.0           |
| MAC Address          | 00.05.CD.C0.CE.97 |
| FTP Server           | OFF               |
| Syslog Server        | 0.0.0.101         |
| Maintenance Settings |                   |
| MIDI Trans Interval  | 4msec             |

### Maintenance Settings

- MIDI Trans Interval:** In the rare instance that your connected computer cannot correctly receive real-time MIDI messages from MCX8000 (while using Serato DJ), this setting determines a specific interval at which MCX8000 will send its MIDI messages. The available range is **3–10msec**. We recommend using the default value, **4msec**.
- Touch Sensitivity Left/Right:** These settings determine how sensitive the left and right platters are to your touch. This customizes the platters' touch-capacitive circuitry to your body's natural electrical capacitance and ambient conditions. Adjust these settings only if the platters are not responding to your touch or are responding before you actually make physical contact with them.
- Factory Default:** Select **OK** to return MCX8000 and its Utility menu settings to the original default values/settings. Select **Cancel** to leave all settings as they are.
- Update Firmware:** Select **OK** to update MCX8000's firmware with the file on a connected USB drive. Select **Cancel** to retain the current firmware. These options are available only when a connected USB drive contains a valid MCX8000 firmware file. Visit [denondj.com](http://denondj.com) to check for available firmware updates and instructions.

|                         |           |
|-------------------------|-----------|
| Syslog Server           | 0.0.0.101 |
| Maintenance Settings    |           |
| MIDI Trans Interval     | 4msec     |
| Touch Sensitivity Left  | 0         |
| Touch Sensitivity Right | 0         |
| Factory Default         | Cancel    |
| Update Firmware         |           |



## Technical Specifications

Specifications are subject to change without notice.

|                                   |                             |   |
|-----------------------------------|-----------------------------|---|
| <b>Playable Media</b>             | <b>Type</b>                 | USB mass-storage devices (flash memory, external HDD enclosures) connected to top-panel <b>USB Ports 1/2</b>  |
|                                   | <b>File Systems</b>         | FAT16<br>FAT32  |
|                                   | <b>File Formats</b>         | AAC (CBR/VBR, 44.1 kHz, stereo 64–320 kbps)<br>AIF/AIFF (44.1 kHz, 16-/24-bit stereo)<br>MP3 (CBR/VBR, 44.1 kHz, stereo 32–320 kbps)<br>WAV (44.1 kHz, 16-/24-bit stereo) |
|                                   | <b>Storage Capacity</b>     | 2 TB maximum per USB port   |
|                                   | <b>Engine Database Size</b> | ≤ 100,000 playable files<br>≤ 512 crates with 7 subcrate layers<br>≤ 512 playlists  |
| <b>Channels</b>                   | <b>Channels 1 &amp; 2</b>   | PC (Serato DJ), Engine, or Line   |
|                                   | <b>Channels 3 &amp; 4</b>   | PC (Serato DJ), Line, or Phono (DVS)  |
| <b>USB Audio / MIDI Interface</b> | <b>Sampling Rate</b>        | 44.1 kHz  |
|                                   | <b>Bit Depth</b>            | 24-bit  |
| <b>Frequency Response</b>         | 20 Hz – 20 kHz (±1 dB)      |   |
| <b>Dynamic Range</b>              | > 108 dB (A-weighted)       |   |
| <b>Signal-to-Noise Ratio</b>      | > 88 dB (A-weighted)        |   |
| <b>Headroom</b>                   | <b>Line Input</b>           | > 18 dB   |
|                                   | <b>Mic Input</b>            | > 20 dB   |
|                                   | <b>Outputs</b>              | > 20 dB   |
| <b>Mic Input</b>                  | <b>EIN</b>                  | < -119 dBu (Rs = 150 Ω, DIN)  |
|                                   | <b>CMRR</b>                 | > 80 dB (1 kHz, unity)  |
| <b>Channel Separation</b>         | < -110 dB (1 kHz, unity)    |   |
| <b>THD</b>                        | <b>Line/Phono</b>           | < 0.01%   |
|                                   | <b>Mic</b>                  | < 0.05%   |

|   |   |   |
|---|---|---|
| <b>Analog Input</b>                           | <b>Mic Inputs</b>                         | -40 dBu (unity); -60 dBu (minimum)  |
|   | <b>Line Inputs</b>                        | +18 dBV (maximum); 0 dBV (unity)  |
| <b>Analog Output</b>                          | <b>Master Outputs</b> (balanced)          | +24 dBu (maximum); +4 dBu (unity)   |
|   | <b>Master Outputs</b> (unbalanced)        | +20 dBu (maximum); 0 dBu (unity)  |
|   | <b>Booth Outputs</b> (balanced)           | +24 dBu (maximum); +4 dBu (unity)   |
|   | <b>Headphones Outputs</b>                 | > 150 mW @ 40 Ω   |
| <b>Connections</b>                            | <b>Audio Outputs</b>                      | <ul style="list-style-type: none"> <li>2 XLR outputs (master left/right, balanced)</li> <li>1 RCA output pair (master left/right, unbalanced)</li> <li>2 XLR outputs (booth left/right, balanced)</li> <li>1 1/4" (6.35 mm) stereo output (headphones)</li> <li>1 1/8" (3.5 mm) stereo output (headphones)</li> </ul> |
|   | <b>Audio Inputs</b>                       | <ul style="list-style-type: none"> <li>2 RCA input pairs (line-level, unbalanced)</li> <li>2 RCA input pairs (phono- or line-level, unbalanced)</li> <li>1 XLR+1/4" (6.35 mm) input (Microphone 1)</li> <li>1 1/4" (6.35 mm) input (Microphone 2)</li> </ul>  |
|   | <b>Other</b>                              | <ul style="list-style-type: none"> <li>2 USB ports (for USB drives, 5 V, 1 A)</li> <li>1 USB port (to computer)</li> <li>1 USB hub port (to computer, 5 V, 500 mA)</li> <li>1 Ethernet port</li> <li>1 power adapter input</li> </ul>   |
| <b>Power</b>                                  | <b>Power Adapter</b>                      | 12 V DC, 5 A, center-positive   |
|   | <b>Input Voltage</b>                      | 100–240 VDC, 50/60 Hz   |
|   | <b>Consumption</b>                        | Maximum: 26.6 W @ 264 V / 50 Hz, 253 mA   |
| <b>Dimensions</b><br>(width x depth x height) | 28.7" x 17.0" x 2.8"<br>728 x 432 x 71 mm |   |
| <b>Weight</b>                                 | 18.4 lbs.                                 |   |
|   | 8.34 kg                                   |   |

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