ONE MKII

User Guide

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Thank you for purchasing ONE MKII. At Rane, performance and reliability mean as much to us as they do to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be.

Box Contents

ONE MKII

IEC Power Cable

(2) Black Felt Slip Mats

(4) Washers

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DeoxIT Fader Lube (2ml)

Serato P'nT DJ Expansion Pack Voucher

Rane Sticker Sheet

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Setup Card

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Safety & Warranty Manual

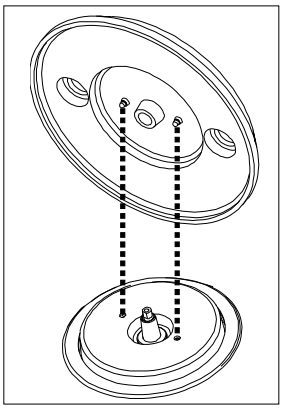
Support

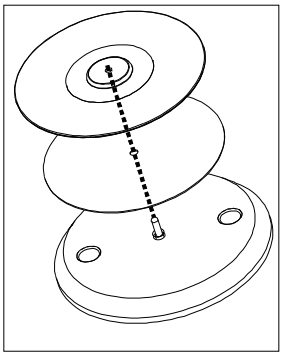
For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit rane.com.

For additional product support, visit rane.com/support.

Setup

1. Assemble the Platter System





1. Remove the ONE MKII base from the packaging. Remove the platter assemblies from the package (on top of ONE MKII). Place ONE MKII on a flat, stable surface for assembly and operation.
2. Place the platters onto each deck of the ONE MKII base by aligning the pins in the bottom of the platter with the holes in ONE MKII's motor. Press it down firmly. Check to make sure that it rotates uniformly and does not wobble excessively.

   Note: If you would like to adjust the slip friction of the disc, consider placing 1-4 of the included washers over the spindle, underneath the slipmat. The more you elevate the **Control Disc** with the washers, the more spinback you will get.
3. Place the slipmat onto the platter. Then place the **Control Disc** over the spindle (with the attached **Quick Release Adapter** on top). To lock the **Control Disc** to the spindle, pinch the top of the spindle while slowly rotating the disc until you hear it click. It locks when the groove in the spindle lines up directly opposite to the button on the side of the **Quick Release Adapter**.

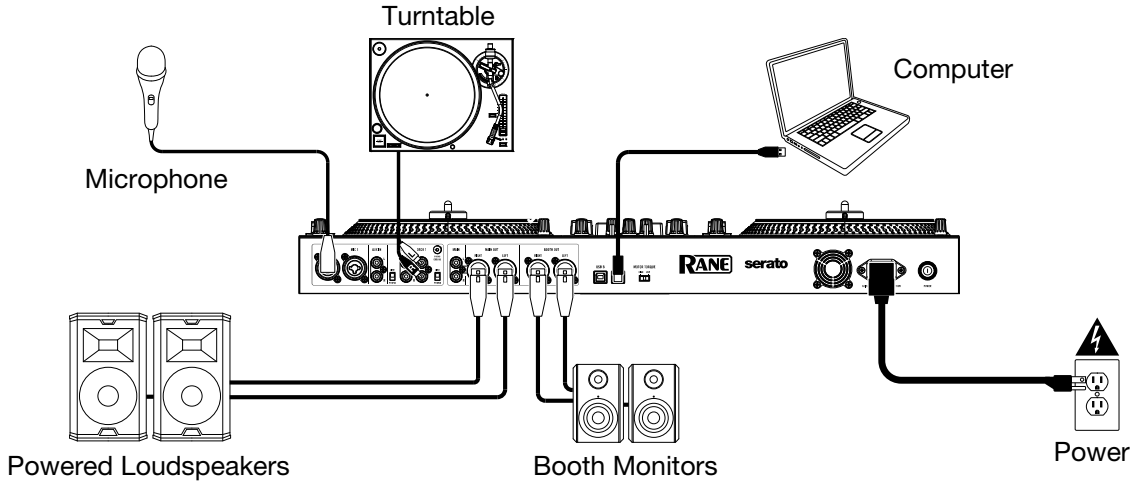
2. Connect and Start DJing!

1. Make sure you have downloaded and installed the latest version of your DJ software.
2. Place ONE MKII on a flat, stable surface.
3. While the power is switched off, plug the included power cable into ONE MKII first, then plug the cable into a power outlet.
4. Power on ONE MKII using the **power switch**.
5. Use a standard USB cable (included) to connect the **USB Port** to an available USB port on your computer or a powered hub connected to the computer.
6. Open Serato DJ Pro and go!

   For more information on how to use Serato DJ Pro with the ONE MKII, please visit support.serato.com.

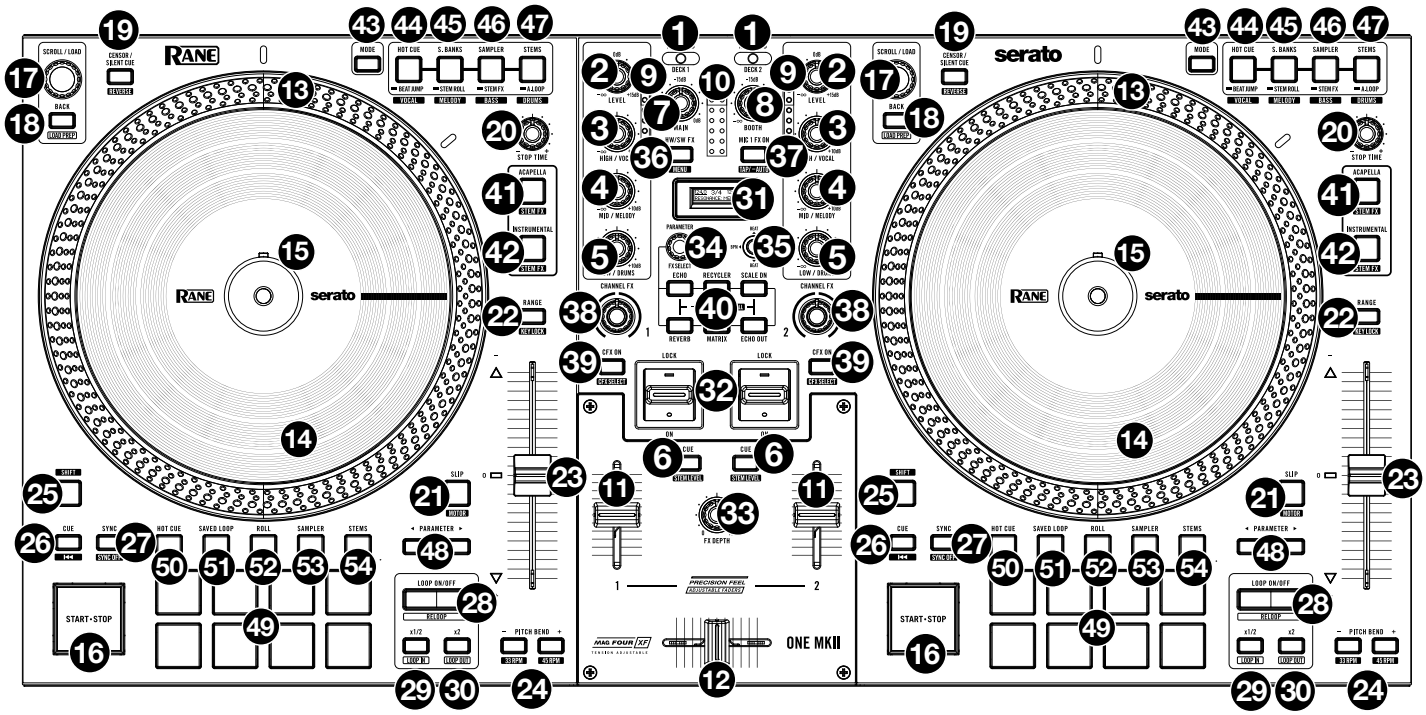
Connection Diagram

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



Features

Top Panel



Mixer

1. **Deck Source:** Set this switch to the desired audio source from this channel: **USB A** or **B** (a computer connected to USB A or B port), or **Line** (a device connected to the **Deck Phono/Line In** on the rear panel).

   Notes:

   If you select **Line**, set the **Phono/Line** selector switches on the rear panel properly.

   A deck's controls will send MIDI information only when its **deck source selector** is set to **USB A** or **B**.

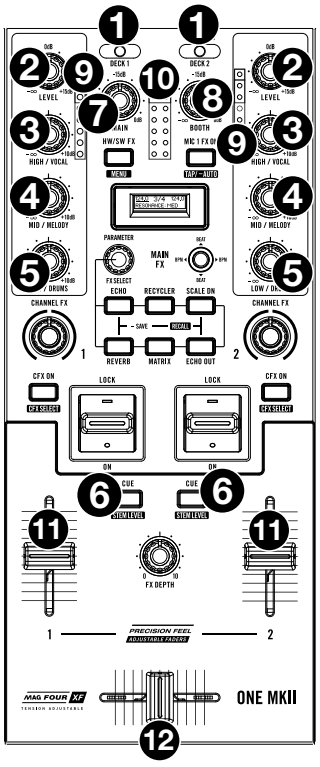
   If you are using DVS with ONE MKII, connect your turntables to the phono input, but set the Deck Source selector to **USB A** or **B**, whichever your computer is connected to.

2. **Deck Level:** Turn this knob to set the pre-fader, pre-EQ audio level of the corresponding channel. The meter next to this knob indicates the signal's volume level.
3. **Deck EQ High:** Turn this knob to adjust the high (treble) frequencies.

   Press and hold **Shift** and press the **Cue** button to activate Stem Level mode in Serato for the respective channel. Turn the **High EQ** knob to control the vocal stem level.
4. **Deck EQ Mid:** Turn this knob to adjust the mid-range frequencies.

   Press and hold **Shift** and press the **Cue** button to activate Stem Level mode in Serato for the respective channel. Turn the **Mid EQ** knob to control the melody + bass stem level.
5. **Deck EQ Low:** Turn this knob to adjust the low (bass) frequencies.

   Press and hold **Shift** and press the **Cue** button to activate Stem Level mode in Serato for the respective channel. Turn the **Low EQ** knob to control the drums stem level.

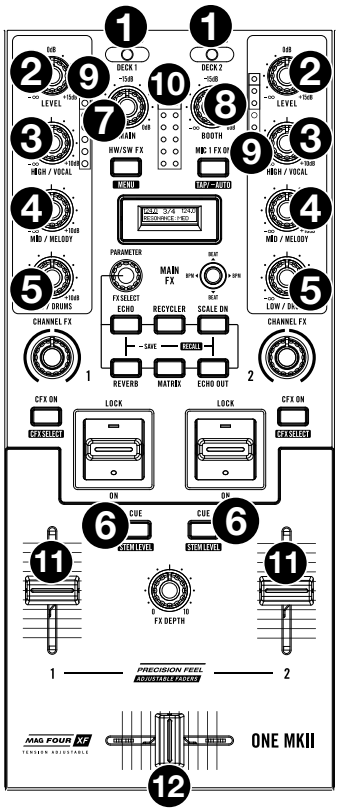


Note: All EQ controls are full-kill.

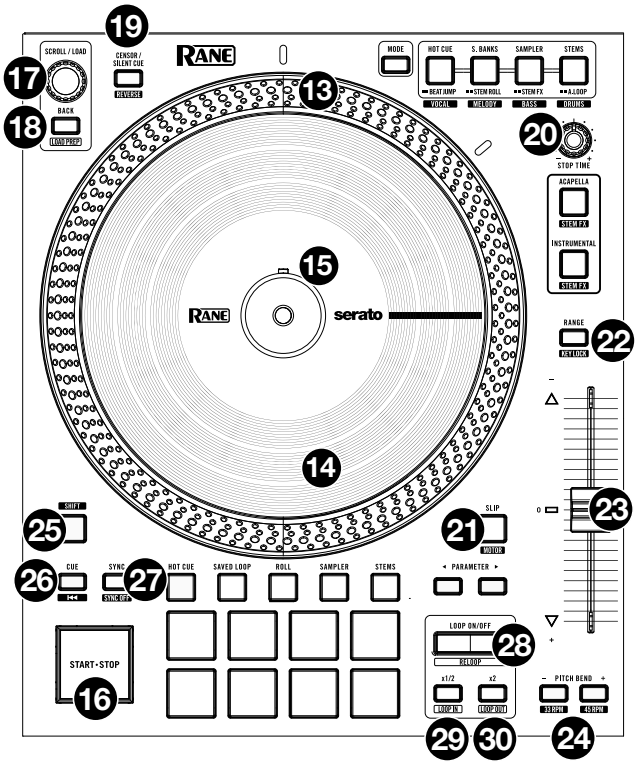
6. **Deck Cue / Stem Level:** Press these buttons to send this deck's pre-fader signal to the cue channel for monitoring. When engaged, the buttons will be lit. To cue multiple channels simultaneously, press the Deck Cue buttons for both decks.

   Hold **Shift** and press **Cue** to activate Stem Level mode in Serato for the respective channel.
7. **Main:** Turn this knob to adjust the output volume of the program mix. The meters next to this knob indicate the audio signal level of the program mix.
8. **Booth:** Turn this knob to adjust the output volume of the **Booth Outs**.
9. **Channel Meter:** Each Deck channel has a mono meter to assist in setting levels. These meters are pre-level knobs and feature peak hold.
10. **Main Meters:** Displays the Main mix level. These meters use peak hold. Signal levels can be monitored pre or post the Main Level knob set from the device menu. The default is pre–Main Level knob.
11. **Channel Volume Fader:** Move this fader to adjust the volume level of the corresponding channel. The deck contour adjustment points can be adjusted in the device menu.

    Set the preferred tension of the channel faders by removing the fader plate and adjusting the magnetic set screw. Turn to the right to tighten, turn left to loosen.
12. **Crossfader:** Move this fader to mix between the decks.



Deck



13. **High Torque Direct Drive Platter:** A powerful motor turns this aluminum platter with speed position dots. Use the **Motor Torque** switch on the rear panel to adjust the torque of the platters.

    Note: The platter itself should not be held in position for sustained periods while powered to rotate.

14. **Control Disc with Slipmat:** This 7.2″ (18.2 cm) disc controls the audio playhead in your DJ software. Place the included slipmat under the **Control Disc** (or a different slipmat can be used, if preferred).

    Note: The **Control Disc** can be user-replaced by attaching the **Quick Release Adapter** to your own modified disc. The replacement disc must have three 6 mm holes, and the included disc should be used as a reference.

15. **Quick Release Adapter:** This secures the **Control Disc** to the **platter**. It comes attached to the top of the **Control Disc**. To remove the **Control Disc** or slipmat from the platter, hold in the button on the side of the **Quick Release Adapter** while lifting the disc off the spindle. After placing the disc back on the spindle, pinch the top of the spindle while slowly rotating the disc until you hear it click. It locks when the groove in the spindle lines up directly opposite to the button on the side of the **Quick Release Adapter**.

16. **Start/Stop:** Press this button to start and stop playback of the current deck.

17. **Scroll/Load / Instant Doubles:** Turn this knob to browse through lists and press it to select an item or load the currently selected track to the deck.

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

18. **Back / Load Prep:** Press this button to view the previous screen in the software.

    Hold Shift and press this button to load the currently selected track to the Prepare Crate.

19. **Censor/Silent Cue / Reverse:** Press and hold this button to activate **Censor**, which temporarily reverses the playback of the track. Release the button to resume normal playback from where it would have been if you had never engaged the Censor function (i.e., as if the track had been playing forward the whole time). The primary function of this button can be changed to Silent Cue in the device menu.

    Press and hold **Shift** and press this button to activate **Reverse**, which will reverse the playback of the track. Press the button again to resume normal playback from wherever the audio playhead stops.

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

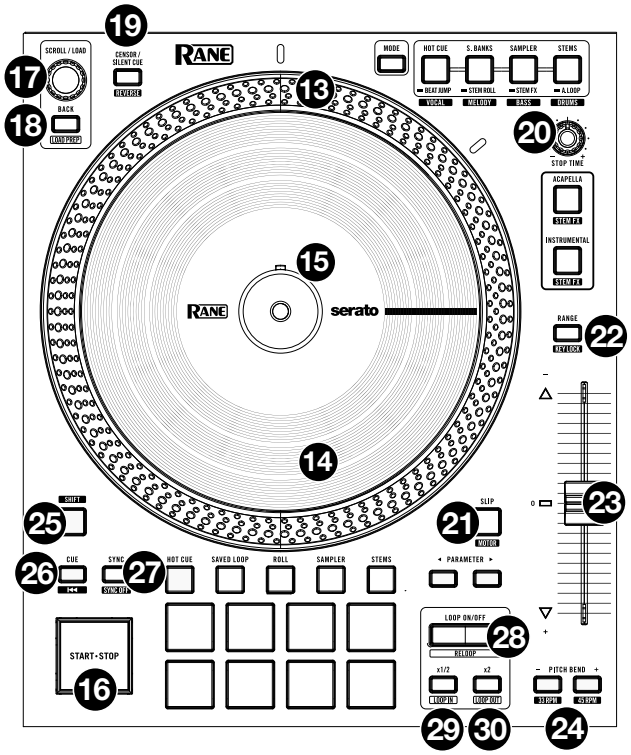
21. **Slip / Motor:** Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to Hot Cue Points, trigger Loop Rolls, or use the platters, while the track’s timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and press this button to activate or deactivate the corresponding **platter**’s motor. This will not affect the track’s playback.

22. **Pitch Range / Keylock:** Press one of these buttons to adjust the range of the Pitch Fader to **±8%**, **±16%**, and **±50%**.

    Press and hold **Shift** and then press this button to activate or deactivate Keylock: the key of the song will lock to whatever position the pitch fader is at when Keylock is activated. This feature allows you to change the speed of the song without changing the key.

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



24. **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 press **Pitch Bend –** to set the motor speed to 33 RPM.

    Press and hold **Shift** and press **Pitch Bend +** to set the motor speed to 45 RPM.

25. **Shift:** Press and hold this button to access secondary functions of other controls on ONE MKII.

26. **Cue / Previous:** When the Deck is paused, you can set a Temporary Cue Point by moving the **platter** to place the playhead at the desired location and then pressing the **Cue Button**.

    During playback, you can press the **Cue Button** to return the track to this Temporary Cue Point. If you did not set a Temporary Cue Point, then it will return to the beginning of the track.

    If the Deck is paused, you can press and hold the **Cue Button** to play the track from the Temporary Cue Point. Releasing the **Cue Button** will return the track to the Temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the **Cue Button**, then press and hold the **Play Button**, and then release both buttons.

    Press and hold **Shift** and then press this button to "stutter-play" the track by returning to the beginning of the track and restarting playback.

27. **Sync / Sync Off:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase.

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

28. **Loop On/Off / 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.

    Note: Roll sizes will affect loop sizes in the software and loop based on the last roll size.

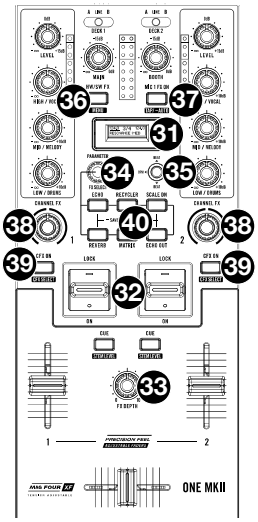
29. **Loop In / x1/2:** Press this button to create a Loop In point at the current location.

    Press and hold **Shift** and press this button to halve the length of the current loop.

30. **Loop Out / x2:** Press this button to create a Loop Out point at the current location.

    Press and hold **Shift** and press this button to double the length of the current loop.

FX



31. **FX Display:** This display shows effect parameters and the device menu settings. The top line shows the BPM of each channel and the global beat value. The lower line shows the available effect parameters. When effects are selected or armed, the display also shows the effect name.
32. **Effects Toggle:** Move these toggle switches away from you to activate the software effects—the toggle will latch to that position. Pull the toggle back to the center position to deactivate the effects.

    Pull and hold this toggle toward you to activate the software effects momentarily, and release the toggle to deactivate the effects—the toggle will return to the center position.
33. **FX Depth:** Turn this knob to adjust the amount of output signal from the BPM effect module.
34. **FX Parameter:** Turn this encoder to adjust the selected parameter value. Push the encoder button to bank through available parameters of the assigned effect. While the device menu is open, turn this control to adjust setting values.

    Press and hold **Shift** and turn this encoder to adjust the tempo of the selected BPM in tenth increments.

    Press and hold one of the 6 FX buttons and turn this encoder to scroll through the available effects. Push the encoder to load the selected effect.
35. **FX Joystick:** Move the joystick left or right to select the left and right BPM for manual BPM adjustments. Move the joystick up or down to increase or decrease the time division. When the device settings menu is open, move the joystick to navigate through menu options and push the joystick button to select an option. Push the joystick button in the main performance view to recall user-defined or factory default beat values (when the effect has not been saved) for the selected effect.

    Press and hold **Shift** and move the joystick will copy the highlighted tempo and apply it to the left or right BPM, depending on the direction the joystick is moved.
36. **HW/SW FX / Menu:** Press this button to toggle between internal hardware and software effects. All main effects are post-fader.

    Press and hold **Shift** and press this button to open the device menu.
37. **Mic 1 FX On / Tap:** Press and release this button to activate effects for Mic channel 1. Press and hold this button while turning the Parameter knob to adjust the Mic FX Depth. Press and hold this button while moving the FX joystick up/down to change microphone 1's effect between Echo and Reverb.

    Press and hold **Shift** and press this button 3 consecutive times to manually override the FX BPM. Press and hold **Shift** and press this button for 4 seconds to reset the BPM back to the software BPM.
38. **Channel FX Knob:** Adjust these knobs to control the amount of the selected software FX. Turning the knob to the left or right applies a different variation of the selected FX.
39. **CFX On / CFX Select:** Press these buttons to turn the software Channel FX on/off. The Channel FX are software driven and only available for USB sources. When channels are in the Line position, the internal filter will be applied regardless of which Channel FX is assigned.

    Press and hold **Shift** and then press the Channel FX button to change the assigned Channel FX for both Channel FX knobs. Press this button combination to show the currently selected Channel FX on the main display for 2 seconds. Press the button combination again to cycle to the next Channel FX. The last shown FX will be automatically assigned to both Channel FX knobs until the Channel FX is changed again.
40. **FX 1–6:** Press any of these buttons to activate or deactivate the corresponding internal or software effect. To change the assigned FX, press and hold one of the 6 FX buttons, then turn the **Parameter/ FX Select knob**. Push the knob to load the selected FX to the slot.

Note: To store and recall your effect settings, press and hold one of the six FX buttons for 3 seconds. The display will show 'FX SAVED'. All saved effects and their parameters will be recalled after powering off and on.

41. **Acapella / Stem FX:** Press this button to activate an instant acapella from the track currently loaded to the deck.

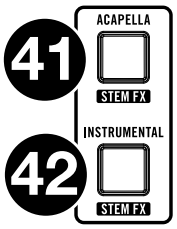
    Note: The primary and Shift functions can be swapped in the device menu to trigger the stems Echo Out FX (without Shift).

    Press and hold **Shift** and press this button to trigger the instrumental echo out FX.

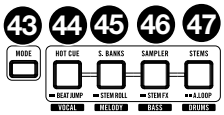
42. **Instrumental / Stem FX:** Press this button to activate an instant instrumental from the track currently loaded to the deck.

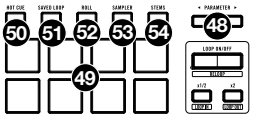
    Press and hold **Shift** and press this button to trigger the acapella echo out FX.

    Note: The primary and Shift functions can be swapped in the device menu to trigger the stems Echo Out FX (without Shift).



Pad Controls





43. **Mode:** Press and hold this button and press one of the 4 secondary performance pad buttons to enter the respective pad mode.
44. **Secondary Performance Pad Button 1:** Press this button to enter Hot Cue mode.

    Double-press this button to change it to the secondary pad mode Beat Jump. See the *Secondary Pad Area* section for more details on this and stem controls.
45. **Secondary Performance Pad Button 2:** Press this button to enter Scratch Banks mode. See the *Secondary Pad Area* section for more details on this and stem controls.

    Double-press this button to change it to the secondary pad mode Stem Roll.
46. **Secondary Performance Pad Button 3:** Press this button to enter Sampler mode. See the *Secondary Pad Area* section for more details on this and stem controls.

    Double-press this button to change it to the secondary pad mode Stem FX.
47. **Secondary Performance Pad Button 4:** Press this button to enter Stems mode. See the *Secondary Pad Area* section for more details on this and stem controls.

    Double-press this button to change it to the secondary pad mode Auto Loop.
48. **Parameter ◀/▶:** Use these buttons for various functions in each pad mode. Press and hold **Shift** and use these buttons to access secondary parameters.
49. **Performance Pads:** These pads have different functions on each deck depending on the current pad mode.

    Note: See *Operation > Pad Modes* to learn how to use the pads in each mode, described below.
50. **Hot Cue / Pitch Play:** Press this button to enter **Hot Cue** mode. Double-press the button to enter **Pitch Play** mode to get a range of different keys for the active hot cue.

    Press and hold **Shift** and press this button to access the custom user pad mode where all 8 pads and the parameter buttons can be assigned to various software features.

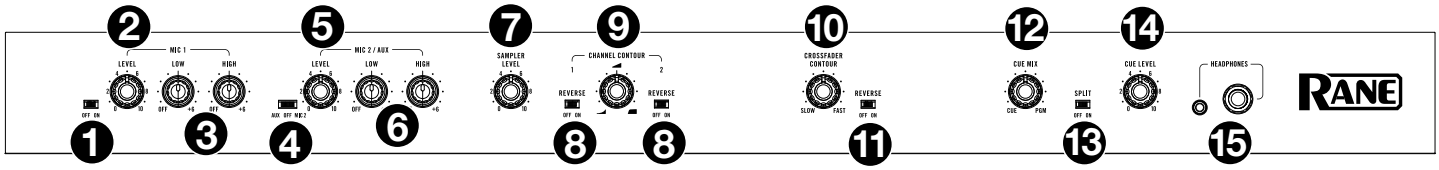
    Note: The Serato **Pitch N Time** plugin (see included voucher) is required to use Pitch Play mode.
51. **Saved Loop / Autoloop:** Press this button to enter **Saved Loop** mode. Each of the performance pads will trigger a saved loop. Quickly double tap this button to enter Saved Autoloop mode. Each of the performance pads will trigger an Autoloop at a fixed size.
52. **Roll / Stems Roll:** Press this button to enter **Roll** mode. Hold pads 1-8 to activate a loop roll of varying sizes. Release the pad to exit the Loop Roll. Use the Parameter buttons to change the eight selected loop size options. Enable the Show Beat Jump Controls option in software for the bottom four pads to control beat jump functions.

    Double-press this button to enter Stem Roll pad mode to apply a roll to an individual or multiple stem parts. Stem Roll pads (1-4) are latching on/off toggles, allowing you to select which stem part(s) are included in the roll. Stem Roll pads (5-8) are momentary/latching triggers to trigger a roll at different time divisions. The left parameter button sets pads 5-8 as momentary and the right parameter button set pads 5-8 to latching triggers.
53. **Sampler / Scratch Bank:** Press this button to enter **Sampler** mode. Pads 1-8 will trigger samples loaded into the Serato DJ Pro Sampler slots. Use the Parameter buttons to move through banks A to D. This is useful for preparing and performing with song samples for scratching. Quickly double tap the button to enter **Scratch Bank** mode. Scratch Banks allow you to assign scratch samples and tracks in your Serato DJ Pro library to a pad. Press an unlit pad to load the selected track to the corresponding pad. When that pad is pressed again, the corresponding track will be loaded to the deck. This allows you to quickly change the track on the deck.
54. **Stems / Stem FX:** Press this button once to enter Stems pad mode. In this mode, pads 1-4 can be used to mute stem elements, and pads 5-8 are used to activate stem FX.

    Double-press this button to enter Stem FX pad mode. Stem FX pad mode is a new performance pad mode that allows the user to apply an effect to an individual or multiple stem parts.

    Stems FX pads (1-4) are latching on/off toggles, allowing you to select single or multiple stem parts to be active in the Stem FX. Stems FX pads (5-8) are latching on/off toggles where either an Echo Out, Roll Out, Breaker, or Delay FX can be applied to the selected stem parts. The parameter buttons can be used to adjust the Stem FX rate.

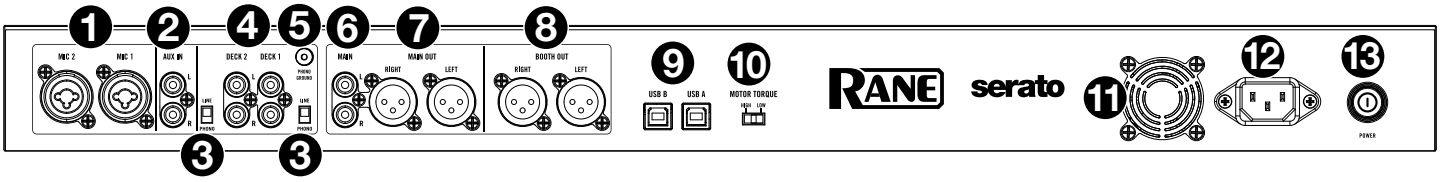
Front Panel



1. **Mic 1 – Off/On:** When set to **Off**, the **Mic 1 Input** is disabled. When set to **On**, the **Mic 1 Input** on the rear panel is active, and its audio signal is routed directly to the program mix and cue mix.
2. **Mic 1 Level:** Turn this knob to adjust the gain of the **Mic 1 Input**.
3. **Mic 1 EQ:** Turn these knobs to adjust the balance of low (bass) and high (treble) frequencies of the audio signal coming from the **Mic 1 Input**.
4. **Mic 2 – Aux/Off/Mic 2:** When set to **Aux**, the **Aux In** on the rear panel is active. When set to **Off**, the **Aux Input** and **Mic 2 Input** are both disabled. When set to **Mic 2**, the **Mic 2 Input** on the rear panel is active, and its audio signal is routed directly to the program mix and cue mix. Both audio signals are routed directly to the program mix and cue mix when active.
5. **Mic 2 / Aux Level:** Turn this knob to adjust the gain of the **Mic 2 Input** or **AUX Input**.
6. **Mic 2 / Aux EQ:** Turn these knobs to adjust the balance of low (bass) and high (treble) frequencies of the audio signal coming from the **Mic 2 Input** or **AUX Input**.
7. **Sampler Level:** This knob controls the amount of attenuation of the Sampler.
8. **Channel Fader Reverse Switch:** Set this switch to **On** to reverse the direction of the deck faders. Set it to **Off** to use the conventional fader direction.
9. **Deck/Channel Fader Contour:** Adjusts the curve of the channel fader:
   - **Logarithmic Curve** - Turning the knob to the left increases the volume sharply near the top of the channel fader's range, allowing for finer control at lower levels.
   - **Linear Curve** - Placing the knob in the center position increases volume evenly as the channel fader is moved upward, providing a consistent response throughout.
   - **Exponential Curve** - Turning the knob to the right increases the volume rapidly from the bottom of the channel fader's range, ideal for quick transitions or cutting effects.
10. **Crossfader Contour:** Adjusts the slope of the crossfader curve. Set the preferred tension of the crossfader by removing the fader plate and adjusting the set screw. Turn to the right to tighten, turn left to loosen.

    Turn the contour 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. The crossfader cut-in points can be adjusted in the device menu.
11. **Crossfader Reverse:** Set this switch to **On** to reverse the direction of the crossfader. Set it to **Off** to use the conventional fader direction.
12. **Cue Mix:** Turn to mix between the cue channel and program mix in the **headphone outputs**. When all the way to the left, only the cue channel will be heard. When all the way to the right, only the program mix will be heard.
13. **Cue Split:** When this switch is in the **On** position, the headphone audio will be "split" such that the cue channel are summed to mono and sent to the left headphone channel while the program mix is summed to mono and sent to the right channel. When the switch is in the **Off** position, the cue channel and program mix will be "blended" together. In both cases, use the **Cue Mix** knob to control the blend of the two signals.
14. **Cue Level:** Turn this knob to adjust the volume level of the cue channel.
15. **Headphone Outputs** (1/4", 1/8" / 6.35 mm, 3.5 mm, TRS)**:** Connect your 1/4" or 1/8" (6.35 mm or 3.5 mm) headphones to this output for cueing and mix monitoring.

Rear Panel



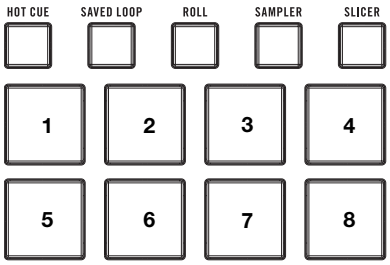
1. **Mic Inputs 1–2** (XLR / 1/4”/6.35 mm, TRS)**:** Connect microphones to these mono inputs. Their mono audio signals are split and routed directly to the stereo program mix and cue channel.
2. **Aux In** (RCA)**:** Connect these inputs to an external line-level audio source. Remember to set the **Mic 2/AUX** switch to **Aux** to play its audio signal.
3. **Line/Phono Selectors:** Set this switch to the appropriate position, depending on the device connected to the **Phono/Line Ins** of the corresponding deck. If you are using phono-level turntables, set this switch to **Phono** to provide the additional amplification needed for phono-level signals. If you are using a line-level device, such as a line-level turntable, CD player or sampler, set this switch to **Line**.
4. **Deck Phono/Line In** (RCA)**:** Connect these inputs to an external audio source or to a turntable, CD player, or other line-level device. Remember to set the corresponding **Phono/Line** selector to the appropriate position and to set the **deck source** knob for that deck to **Phono/Line** to play its audio signal on that deck.
5. **Phono Ground:** If you are using phono-level turntables with a grounding wire, connect the grounding wire to this terminal. 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.
6. **Main Out** (RCA)**:** Connect these outputs to another mixer, recording device, etc. The program mix will be sent to these outputs.
7. **Main Out** (XLR)**:** Connect these outputs to loudspeakers or an amplifier system. Use the **Main** knob on the top panel to control the volume level.
8. **Booth Out** (XLR)**:** Connect these outputs to booth monitors or a booth amplifier system. Use the **Booth** knob on the top panel to control the volume level.
9. **USB Ports** (USB Type-B)**:** Use USB cables to connect these USB ports to available USB ports on your computer. These connections send and receive audio and MIDI control information to and from the computer.

   Note: Make sure you have downloaded and installed the Rane Control Panel from rane.com.
10. **Motor Torque:** Flip this switch to adjust the torque of the platters. At the high setting, the platters will have the heavier, stronger feel of “modern” turntables. At the lower setting, they are lighter and more graceful—the feel of a “classic” turntable.
11. **Cooling Fan:** Keep the area in front of this vent clear from obstructions. The fan behind the vent cools the ONE MKII, preventing overheating.
12. **Power Input:** While ONE MKII is powered off, connect the included power cable to this input and then to a power outlet.
13. **Power Button:** Use this button to power ONE MKII on or off. Power on ONE MKII 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 ONE MKII.

Operation

Pad Modes



The Pad Mode buttons choose what mode the performance pads are set to. Pressing a Pad Mode button once accesses the initial pad mode. Pressing it two consecutive times (within one second) will enter the secondary pad mode. The pads will remain dim when unselected, at full brightness when a pad mode is selected, and flashing between dim and full brightness when a secondary pad mode is selected.

Pressing and holding one of the Pad Mode buttons and then pressing another one will enter combination pad mode. The first button pressed is accessed on the top row of pads (1-4) and the second pad mode is accessed from the lower pads (5-8). While in combination pad mode, the parameter buttons control the first pad mode.

Hot Cue

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

To enter Hot Cue Mode, press **Hot Cue**.

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 (with the corresponding color, if available).

To jump to a hot cue point, press a **lit Pad**.

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

Saved Loop

In Saved Loop Mode, each pad triggers a loop previously saved in your software.

To enter Saved Loop Mode, press **Saved Loop**.

To play a loop, press a **lit Pad**. Each deck's eight pads will correspond to Saved Loops 1–8 in your software, and the color of each pad will correspond to the color assigned to each loop in your software.

Roll

In Roll Mode, each pad triggers a momentary loop roll. Releasing the pad stops the loop roll and resumes normal playback where the playhead would be if you had not triggered the loop roll (i.e., as if the track had been playing forward the whole time).

Note: Disable **Show Beat Jump Controls** in the Serato **Setup** menu to access 8 loop rolls at once. You can also view and edit the set loop sizes in the software.

To enter Roll Mode, press **Roll**.

To trigger a loop roll, press and hold a **Pad**.

To change which eight lengths for loop rolls are shown (in the software), press either of the **Parameter** ◀/▶ buttons. The pad layout will shift to match it.

To shift the loop roll backward or forward, press **Shift** and the **Parameter** ◀/▶ buttons, respectively.

Sampler

In Sampler Mode, each pad triggers a sample, which you can assign in the software.

To enter Sample Mode, press **Sample**.

Stems

Press this button once will enter Stems pad mode.

In this mode, pads 1-4 can be used to mute stem elements, and pads 5-8 are used to activate stem FX.

Pitch Play

In Pitch Play Mode, each pad plays the track from a hot cue point at a different transposition (adjustable by semitones). The Serato Pitch 'n Time DJ Expansion Pack (see included voucher) must be installed to use this mode. See *Hot Cue* to learn how to assign hot cue points.

To enter Pitch Play Mode, press **Hot Cue** a second time.

To select which hot cue point to use, press **Shift**⬆ and a **dimly lit Pad**.

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

To adjust the key of the current track down or up, press **Shift** and the **Parameter** ◀/▶ buttons, respectively.

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 here). The pad with no transposition (the original pitch) will be lit **white**.

Up

+4 semitones	+5 semitones	+6 semitones	+7 semitones
0 (original pitch)	+1 semitone	+2 semitones	+3 semitones

Middle

0 (original pitch)	+1 semitone	+2 semitones	+3 semitones
-4 semitones	-3 semitones	-2 semitones	-1 semitone

Down

-3 semitones	-2 semitones	-1 semitone	0 (original pitch)
-7 semitones	-6 semitones	-5 semitones	-4 semitones

Auto Loop

In Auto Loop Mode, each pad triggers or releases an auto-loop of a different length.

To enter Auto Loop Mode, press **Roll** a second time.

Auto Loop Sizes

1/4 Beat	1/2 Beat	1 Beat	2 Beats
4 Beats	8 Beats	16 Beats	32 Beats

Stem Roll:

In Stem Roll Pad Mode, you can apply a roll to individual or multiple stem parts.

To enter Stem Roll mode, double-press the **Roll pad mode** button.

Stem Roll pads (1-4) are latching on/off toggles, allowing you to select which stem part(s) are included in the roll. Stem Roll pads (5-8) trigger a stem roll at different time divisions.

The **left parameter** button sets pads 5-8 as momentary and the **right parameter** button set pads 5-8 to latching triggers.

Pads 1-4

Vocal	Melody	Bass	Drums
Roll 1	Roll 2	Roll 3	Roll 4

Pads 5-8

Scratch Bank

In Scratch Bank Mode, each pad loads a song to the selected deck. You can assign the song and set the starting point in the software. This is useful for preparing and performing with song samples for scratching.

To enter Scratch Bank Mode, press **Sample** a second time.

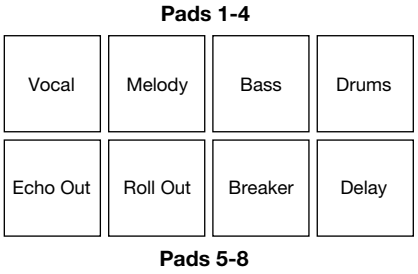
Stem FX:
Stem FX Pad Mode allows you to apply various FX to individual or multiple stem parts.

To enter Stem FX mode, double-press the **Stem pad mode** button.

Upon entering Stem FX pad mode pads 1-4 select which stem part(s) are included in the FX, while pads 5-8 trigger the FX.

Stem FX pads (1-4) are latching on/off toggles, allowing you to select single or multiple stem parts to be active in the Stem FX. Stem FX pads (5-8) are latching on/off toggles, where either an Echo Out, Roll Out, Breaker, or Delay FX can be applied to the selected stem parts.

The **parameter** buttons can be used to adjust the **Stem FX rate**.

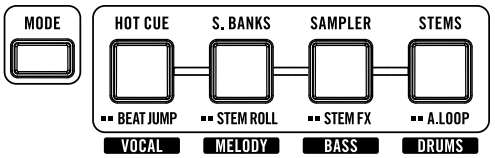


Custom User Mode:
Custom User Mode allows you to map the 8 pads to any MIDI mappable functions in Serato DJ.

To Enter Custom User Mode, hold **Shift** and press the **Hot Cue pad mode** button.

Secondary Pad Area

ONE MK II features a secondary area for triggering performance pads 1-4, allowing you to have two performance pad modes available at once. This secondary pad group has two layers of pad mode options. By default on power up, Hot Cue mode is active for the secondary pad buttons. Pressing the buttons will trigger Hot Cues (1-4).



To change the function of the Pad Mode buttons, press and hold the **Mode** button, and press one of the four Pad Mode buttons once to select Hot Cue, S.Bank, Sampler, or Stems mode.

Double-press one of the four buttons to select Beat Jump, Stem Roll, Stem FX, or A.Loop:

Secondary Performance Pad Button 1:

Press this button while pressing the **Mode** button to change to Hot Cue mode.

Double-press this button while pressing the **Mode** button to change the pad mode function of the secondary performance pad buttons to control **Beat Jump 1-4**.

Secondary Performance Pad Button 2:

Press and hold **Mode** and press this button to change the pad mode function of the secondary performance pad buttons to control **Scratch Banks 1-4**.

Press and hold **Mode** and double-press this button to change the pad mode function of the secondary performance pad buttons to control **Stem FX 5-8**.

Secondary Performance Pad Button 3:

Press and hold **Mode** and press this button to change the pad mode function of the secondary performance pad buttons to control **Sampler 1-4**.

Press and hold **Mode** and double-press this button to change the pad mode function of the 4 secondary performance pad buttons to control **Stem Roll 5-8**.

Secondary Performance Pad Button 4:

Press and hold **Mode** and press this button to change the pad mode function of the secondary performance pad buttons to control **Stems 1-4**.

Press and hold **Mode** and double-press this button to change the pad mode function of the secondary performance pad buttons to control **Autoloops 1-4**.

Stem Controls

Stems are a type of audio file that breaks down a complete track into individual mixes. Stems break down into four parts: Vocal, Melody, Bass, and Drums. This allows you to further control your production mix. When properly mixed, song stems that are played back simultaneously should sound as close as possible to the finished version of a track.

Instant Stems: Press **Acapella** to filter out the instrumental and only play the vocals for the current track.

Press **Instrumental** to filter out the vocals and create an instrumental for the current track.

Press and hold **Shift** and press one of the stem buttons to perform an Echo Out effect.

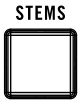
Stem Level: Press and hold **Shift** and then press the **Cue** button to activate Stem Level mode in Serato for the respective channel.

Turn the **High EQ** knob to control the vocal stem level.

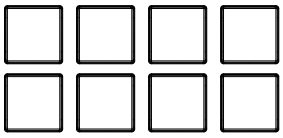
Turn the **Mid EQ** knob to control the melody + bass stem level.

Turn the **Low EQ** knob to control the drums stem level.

Press the **Stems** button once to enter Stems pad mode. In this mode, pads 1-4 can be used to mute stem elements, and pads 5-8 are used to activate stem FX. Double-press this button to enter Stem FX pad mode to apply an effect to an individual or multiple stem parts.



Stems FX pads (1-4) are latching on/off toggles, allowing you to select single or multiple stem parts to be active in the Stem FX. **Stems FX pads (5-8)** are latching on/off toggles where either an Echo Out, Roll Out, Breaker, or Delay FX to be applied to the selected stem parts. Use the parameter buttons to adjust the Stem FX rate.



Device Menu

The ONE MKII system menu allows you to customize crossfader, microphone, display, and other device settings.

To access the device menu settings, press and hold **Shift** and press the **HW/SW FX button**.

To navigate the menu, use the **joystick** or the **FX Parameter encoder**.

To confirm value changes, push the **FX Parameter encoder**.

To exit the device menu settings, use the joystick to navigate back to the root. Alternatively, press **HW/SW FX** or one of the 6 **FX slot buttons** to exit the device menu.

Menu:

- ACAP/INST FX
  - Selection: PRIMARY, SHIFT
    - Default=SHIFT
- SILENT CUE
  - SWAP CENSOR - Selection: YES, NO
    - Default=NO
- CROSSFADER
  - CUT IN LEFT - Selection: 0-10
    - Default=3
  - CUT IN RIGHT - Selection: 0-10
    - Default=3
  - RESTORE DEFAULTS - Selection: CANCEL, RESTORE
    - Default=CANCEL
- FADER FX
  - Selection: ON, OFF
    - Default=ON
- MAIN METER
  - SIGNAL OUTPUT - Selection: POST MAIN, PRE MAIN
    - Default= POST MAIN
- MICROPHONE
  - EFFECT - Selection: ECHO, REVERB
    - Default=ECHO
  - FX DEPTH - Percent: 0-100%
    - Default=50%
  - ECHO FDBK - Percent: 0-100%
    - Default=80%
  - REVERB SIZE - Percent: 0-100%
    - Default= 40%
  - REVERB PRDLY (pre-delay) - Selection: 0-120ms
    - Default= 60ms
  - TALKOVER ON - ON, OFF
    - Default= OFF
  - TALKOVER LVL - Selection: LOW (-10dB), MED (-20dB), HIGH (-40dB)
    - Default=-20dB
  - TALKOVER HLD - Selection: 0.5-2.0s
    - Default=1.0s
  - TO BOOTH - Selection: ON, OFF
    - Default=ON

- TO HEADPHONE - Selection: ON, OFF
    - Default=OFF
- TO COMPUTER - Selection: ON, OFF
    - Default=ON

- FILTER (LN/PHONO)
    - RESONANCE - Selection: 1-10
        - Default: 7
- FIRMWARE
    - CONTROLLER x.x.x.xxx
    - DSP: x.x.x.xxx
    - MOTOR: x.x.x.xxx
    - MAG FADER: x.x.x.xxx
- FX RESET
    - FX RESET - Selection: RESTORE, CANCEL
        - Default=CANCEL
            - Visual Confirmation: RESTORED (after executing the restore command)
- FACTORY RESET
    - FACTORY RESET - Selection: RESTORE, CANCEL
        - Default=CANCEL
            - Visual Confirmation: RESTORED (after executing the restore command)

Appendix

Internal Hardware Effects

Press any of these buttons to activate or deactivate the corresponding internal or software effect.

To change the assigned FX, press and hold one of the 6 **FX** buttons, then turn the **Parameter/ FX Select knob**. Push the knob to load the selected FX to the slot.

Note: To store and recall your effect settings, press and hold one of the six **FX** buttons for 3 seconds. The display will show 'FX SAVED'. All saved effects and their parameters will be recalled after powering off and on.

Effects Notes:

- Beat time divisions are unique per effect.
- Each effect will initially load at their default values (seen in the table below).
- During a session, the parameter and beat values can be changed. The values for the last used state are recalled when changing between effects.
- All saved effects (FX buttons 1-6) and their user-defined parameter/beat values (not the last used settings) are loaded on startup. If an effect assigned to one of the FX buttons 1-6 has not been saved, the factory effect and its default parameter/beat values are loaded for that effect slot.

Default FX:

FX1	Echo
FX2	Recycler
FX3	Scale Down
FX4	Reverb
FX5	Matrix
FX6	Echo Out

Hardware FX

	Name	Description	Trigger	Beats	Parameters	Depth
1	ECHO FX 1 Default	This effect adds echos of the original signal at the specified beat time. Turn FX Depth to adjus balance of original and effect mix signal.	Paddle	**Beats**: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16 Default: 1/2	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 244Hz Feedback: 0-100% Default: 80%	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
2	CYCLONE	This effect adds delays of the original signal at the specified beat time or delay time. Turn FX Depth to adjust balance of original and effect mix signal Turn Depth to Max position to hold the current delay sample infinitely.	Paddle	Beats: 1/64, 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4 Default: 3/4	Delay Time: 5-400ms Default: 300ms	**Depth = 0-100%** - The effect wet mix is applied on a linear scale. As the effect wet mix is increased, the program signal is reduced. Turn Depth to Max position to hold the current delay sample.
3	REVERB FX 4 Default	This effect adds reflections of the original signal in a simulated environment. Turn FX Depth to adjust the balance of original and effect mix signal.	Paddle	Room size: Small (SML), Large (LRG) Default: LRG	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 244Hz Decay: 0-100% Default: 70%	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
4	DUCK ECHO	This effect creates echos of the original signal at the specified beat time when a channel or crossfader is moved to the minimum position. Turn FX Depth to adjust the balance of original and effect mix signal.	Channel fader of the assigned deck is lowered or crossfader if the crossfader trigger is assigned.	Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16 Default: 1/2	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 244Hz Feedback: 0-100% Default: 80% X-Fader Trigger: Yes, No Default: Yes	**Depth = 0-100%** - The effect level is applied on a linear scale.
5	SCALE DN FX 3 Default	This effect samples the original signal and repeats at the specified beat time while pitching the sample down based on the selected scale. Turn the FX Depth to the right to shorten the sample length.	Paddle	Beats: 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2 Default: 1/2	Scale: Major, Minor, Whole, Penta Default: Major	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When Depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the length of the repeated sample is reduced.

6	STTR OUT	This effect samples the original signal and repeats the sample at the specified rhythmic pattern and then fades out. Turning the FX Depth to the right shortens the sample length.	Paddle	Pattern: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10T, 11T, 12T, 13T Default: 5	Bars: 1, 2, 3 Default: 2	**Depth = 0-100%** - The effect wet mix is applied on a linear scale. As the effect wet mix is increased, the length of the repeated sample is reduced.
7	HOLD ECHO	This effect adds echos of the original signal at the specified beat time. When FX Depth is centered the echo will repeat or 'hold' infinitely. Turning the FX Depth to the right increases the echo feedback.	Paddle	Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16 Default: 1	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 244Hz	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, echo feedback is increased.
8	PITCH DN	This effect samples the original signal and repeats at the specified beat time while pitching the sample down by semitone steps. Turning the FX Depth to the right shortens the sample length.	Paddle	Beats: 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2 Default: 1/4	Length: 1-9 Default: 7	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the length of the repeated sample is reduced.
9	RIDER	This effect samples the original signal and repeats at the specified beat time while pitching the sample down and up repeatedly based on the selected scale. Turning the FX Depth to the right shortens the sample length.	Paddle	Beats: 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2 Default: 1/2	Scale: Major, Minor, Oct1, Oct2, Penta Default: Major	**Depth = <50% -** The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the length of the repeated sample is reduced.

10	RISER	This effect samples the original signal at the specified beat time and repeats it while increasing the repeat speed, and pitching the sample up, and then fading out. Turning the FX Depth adjusts the rise speed.	Paddle	Beats: 1/4, 1/2, 3/4, 1, 2 Default: 3/4	Length: 1-9 Default: 7	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the speed of rise can be adjusted.
11	RECYCLER FX 2 Default	This effect adds echos of the original signal at the specified beat time or delay time. Turning the FX Depth adjusts the balance of original and effect signal in the mix and increases feedback.	Paddle	Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4 Default: 3/4	Resonance: Low, Med, High Default: Med	**Depth = 0-100%** - The effect wet mix is applied on a linear scale. As the effect wet mix is increased, feedback is also increased.
12	BRAKE	This effect simulates a vinyl turntable stop. When the FX Depth is centered the brake length is as shown by the beat's value. Turning the FX Depth left or right will decrease or increase the brake length respectively.	Paddle	Beats: 1/2, 1, 2, 4, 8, 16, 32 Default: 2	N/A	**Depth = < 50% -** the Brake speed is slower than the speed as shown by the beat's value. Beats values less than the current beats selection are scaled linearly from 50-0%. **Depth = 50% -** the Brake speed is as shown by the beat's value. **Depth = >50% -** the Brake speed is faster than the speed as shown by the beat's value. Beats values greater than the current beats selection are scaled linearly from 50-100%.
13	BACKSPIN	This effect simulates a turntable backspin. When FX Depth is centered the backspin length is as shown by the beat's value. Turning the FX Depth left or right will decrease or increase the backspin length respectively.	Paddle	Length (in beats): 2, 4, 8 Default: 8	N/A	**Depth = < 50% -** the Backspin speed is slower than the speed as shown by the beat's value. Beats values less than the current beats selection are scaled linearly from 50-0%. **Depth = 50% -** the Backspin speed is as shown by the beat's value. **Depth = >50% -** the Backspin speed is faster than the speed as shown by the beat's value. Beats values greater than the current beats selection are scaled linearly from 50-100%.

14	PHASER	This effect adds a copy of the original signal with its phase shifted slightly to create a subtle, modulatory effect. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Beats: 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64 Default: 16	Feedback: 0-100% Default: 47%	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
15	FLANGER	This effect adds a slightly delayed copy of the original signal to create a comb-filter effect. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Beats: 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64 Default: 16	1. Feedback: 0-100% Default: 34% 2. Polarity: Positive (POS), Negative (NEG) Default: POS	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
16	DELAY	This effect adds repeated instances of the original at the specified beat time. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4 Default: 1	N/A	**Depth = 0-100% -** The effect wet mix is applied on a linear scale. As the effect wet mix is increased, the program signal is reduced.
17	BIT CRUSH	This effect produces distortion by reducing the resolution or bandwidth of the original audio signal. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Average: 8, 16, 32, 64 Default: 16	Bit Depth: 8, 16 Default: 8	**Depth = 0-100% -** The effect wet mix is applied on a linear scale.
18	PUMPER	This effect momentarily attenuates the original signal at at the specified beat time. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16, 32 Default: 1	1. Offset: -1/2, -1/4, -1/8, -1/16, 0 Default: -1/2 2. Depth: -40dB to -2dB Default: -20dB	**Depth = 0-100% -** The effect wet mix is applied on a linear scale.
19	ROLL	This effect samples the original signal and repeats it at the specified beat time. Turning the FX Depth to the right will shorten the roll length.	Paddle	Beats: 1/64, 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4 Default: 1/2	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 40Hz	**Depth = 0% -** The effect is not heard, and the effect buffer is reset if the effect was previously engaged. **Depth = <50% -** The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is decreased linearly. **Depth = 50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the length of the repeated sample is reduced.

20	MATRIX FX 5 Default	This effect performs a rapid sweep through beat values lower than the specified beat size and then echos out at the specified beat time division. Turning the FX Depth to the MAX position will hold the current echo infinitely.	Paddle	Beats: 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4 Default: 1/2	Length: 1-9 Default: 5	**Depth = 0-100%** - The effect wet mix is applied on a linear scale. As the effect wet mix is increased, the program signal is reduced.
21	ECHO OUT FX 6 Default	This effect creates an echo tail of the original signal at the specified beat size while muting the original signal. Turning Depth to the Max position will hold the echo tail infinitely.	Paddle	Beats: 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3 Default: 1/2	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 144Hz	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When the depth knob is turned to the right of the center, the tail length (feedback) is increased.
22	BEATBREAK	This effect samples the 4 beats of each bar of the original signal and replays them (within the same bar) according to the selected pattern. Turning the FX Depth adjusts the balance of original and effect signal in the mix.	Paddle	Pattern: 1-10 Default: 1	HPF Cut Off: 40Hz, 80Hz, 140Hz, 244Hz, 427Hz, 748Hz, 1308Hz, 2287Hz, 4000Hz Default: 244Hz	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
23	CHOPPA	This effect mutes and unmutes the deck's audio signal in a way that emulates crossfader movements.	Paddle	Pattern: 1-8 Default: 7	Reverse: On, Off Default: Off	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
24	MUTE	This effect allows you to temporarily cut the audio signal similar to a classic transform switch.	Paddle	N/A	Mute Type: Normal, Inverted Default: Normal	**Depth = <50%** - The effect is mixed with the program audio from the assigned deck. When the depth knob is turned to the left of the center, the effect wet mix is reduced. **Depth = 50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **Depth = >50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.

25	FDR FILTER	This effect allows you to use the channel faders apply filter	Channel Fader	N/A	Type: Band Pass, High Pass, Low Pass Default: High Pass	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
26	FDR PITCH	This effect allows you re-pitch the program audio of the respective channel using the channel fader.	Channel Fader	Direction: UP, UPW (wide), DN, DNW, CT, CTW Default: Up	Scale: Major, Minor, Off Default: Off	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
27	FDR RING	This effect allows you add ring modulation to the program audio of the respective channel using the channel fader.	Channel Fader	Frequency: 800Hz, 1kHz, 1.5kHz, 2kHz, 4kHz, 8kHz Default: 2kHz	Mode: Increase, Decrease Default: Decrease	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
28	FDR ROLL	This effect allows you to use the channel faders apply filter sweeps.	Channel Fader	N/A	HPF: On, Off Default: Off	**Depth = 0-100%** - The effect wet mix is applied on a linear scale.
29	FDR TONE	This effect allows you to use the channel faders to control various tone generators.	Channel Fader	Key: C, D, E, F, G, A, B Default: C	1. Tone Type: Sine, Sawtooth, Square, Triangle Default: Sine 2. Octave: 0-8 Default: 6 3. Scale: Major, Minor, Off Default: Off	**Depth = 0-100%** - The output level of the tone generator.

Technical Specifications

Digital Audio		
Converters	Cirrus Logic, 24-bit PCM, 48 kHz	
Digital Signal Processing	32-bit, Floating Pont, Double precision	
Dynamic Range (A-weighted, unity gain)	**ADC**	113 dB
	DAC	113 dB
	CD Input to Analog Output	110 dB
	CD Input to USB Output	113 dB
	USB Input to Analog Output	113 dB
Inputs		
Microphone 1/2 (Combo XLR/1/4" [6.35 mm] TRS, Mic/Line switchable)	**Analog Gain**	25 dB
	Maximum Input	110 mV
	Gain Trim	Off to +26 dB (unity at center)
	Tone Control	2-band
Aux Input (RCA stereo pair)	**Maximum Input**	4 Vrms
	Dynamic Range (A-weighted)	114 dB
	Gain Trim	Off to +12 dB
	Tone Control	2-band
CD/Phono Inputs 1/2 (RCA stereo pairs, switchable)	**CD**	Line
	Maximum Input	4 Vrms
	Gain Trim	Off to +12 dB
	Tone Control	3-band, full-cut to +10 dB
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Phono	RIAA
	RIAA Curve	+/-0.25 dB
	Gain (@ 1 kHz)	31.5 dB
	Maximum Input (@ 1 kHz)	106 mV
	Dynamic Range (A-weighted)	102 dB
Outputs		
Main Outputs (XLR)	**Gain Trim**	Off to 0 dB
	Maximum Output	8 Vrms
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Frequency Response	Flat
Booth Outputs (XLR)	**Gain Trim**	Off to 0 dB
	Maximum Output	8 Vrms
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Frequency Response	Flat

Outputs (continued)		
Master Outputs (RCA stereo pair)	**Maximum Output**	4 Vrms
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Frequency Response	Flat
Headphone Outputs (1/4"/6.35 mm and 1/8"/3.5 mm TRS)	**Maximum Output Voltage**	4 Vrms (no load)
	Output Power	50 mW (50 ohms)
	Dynamic Range (A-weighted)	108 dB
General		
Pads	(16) on/off multi-color back-lit pads (8 per deck, 8 modes each)	
Faders	(1) MAG FOUR tension-adjustable crossfader with independent Contour and Reverse controls (2) Precision Feel tension adjustable channel faders with shared Contour and Reverse controls	
Connectors	(2) XLR outputs (Main) (2) XLR outputs (Booth) (1) RCA stereo output pair (Master) (2) XLR / 1/4" (6.35 mm) TRS inputs (Mic 1–2) (2) RCA stereo input pairs (Deck 1–2) (1) RCA stereo input pair (Aux) (1) 1/4" (6.35 mm) TRS output (Headphones) (1) 1/8" (3.5 mm) TRS output (Headphones) (2) USB Type-B ports (1) IEC power cable input	
Power	**Connection**: IEC **Voltage**: 100–240 V, 50/60 Hz **Consumption**: 50 W	
Dimensions (width x depth x height)	26.5" x 13.6" x 4.9" 674 x 345 x 124.3 mm	
Weight (including platters)	24.56 lbs. 11.14 kg	

Specifications are subject to change without notice.

Trademarks & Licenses

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