FOUR

User Guide

Powered by Serato DJ Pro

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Thank you for purchasing the FOUR. 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.

(1.1) Box Contents

FOUR

(2) USB 2.0 Cables (2 m)

IEC Power Cable (region-specific)

DeoxIT® Fader Lube (2 mL)

Quickstart Guide

Serato P'nT DJ Expansion Pack Voucher

Rane Sticker Sheet

Safety & Warranty Pamphlet

(1.2) 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.

(1.3) Product Registration

Your product may include exclusive software and/or promotions which can only be accessed by registering your new product on the Rane website.

To check eligibility and access the available content, please register your product by following the instructions below:

1. Visit rane.com and click **Account**.
2. Click **Sign In** to access your existing account, or create a new account.
3. Once signed in, click **Register New Product**.
4. Enter the product serial number into the box and click **Check Serial**.
5. Complete the form and click **Register Your Product**.
6. Upon successful registration, any applicable software downloads, exclusive content, and promotional offers will be shown in your account.

1. Make sure you have downloaded and installed the latest version of your DJ software and driver from rane.com/downloads.

   Note: Driver installation is required to connect FOUR with macOS or Windows computers.

2. Place FOUR on a flat, stable surface.
3. While the power is switched off, plug the included power cable into FOUR first, then plug the cable into a power outlet.

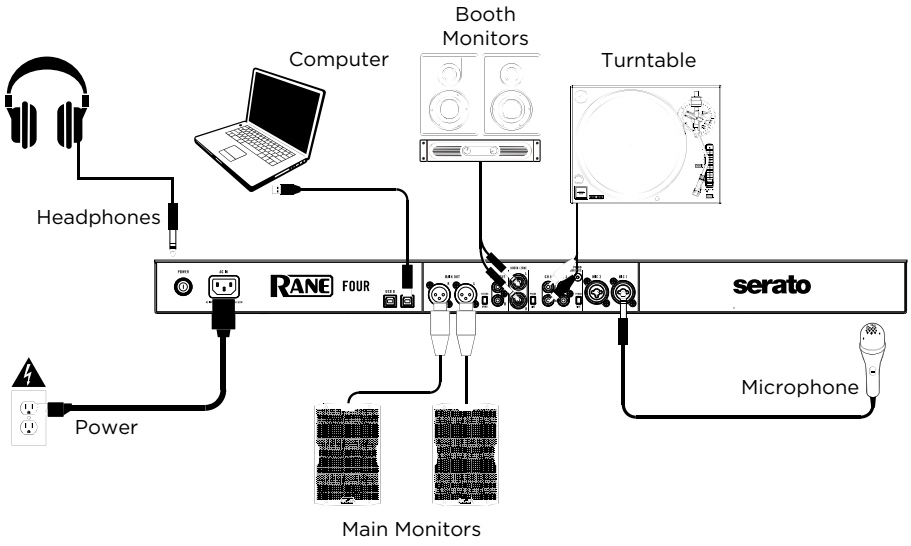
   Connect audio input sources (microphones, turntables, etc.) to FOUR.

   Connect audio output devices (headphones, power amplifiers, loudspeakers, etc.) to FOUR.
4. Connect all devices to power outlets, and power on the devices in proper order:
   - When starting a session, turn on (1) input sources, (2) FOUR, (3) output devices.
   - When ending a session, turn off (1) output devices, (2) FOUR, (3) input sources.
5. Use a standard USB cable (included) to connect one of the **USB Ports** 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 FOUR, please visit support.serato.com.

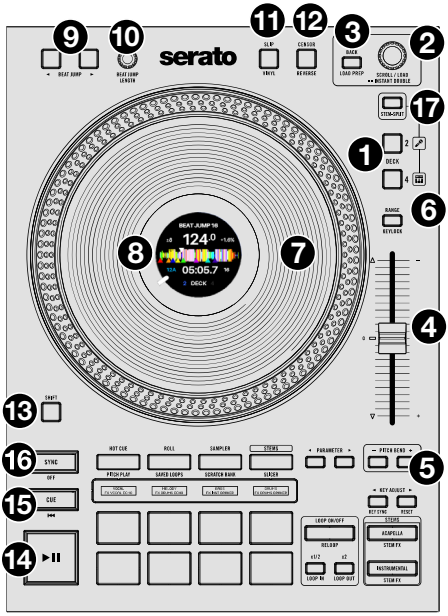
(2.1) Connection Diagram

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



(3.1) Top Panel

(3.1.1) Deck Controls



1. **Deck Layer Section:** Press to select the active deck layer. Decks 1 & 3 are on the left deck. Decks 2 & 4 are on the right deck.
2. **Scroll/Load:** Turn the encoder to navigate through the software. Push to load a song to the active deck layer. Press this knob twice quickly to load the same track to both decks ("instant doubles").
3. **Back/Load Prep:** Press this button to move back through levels of library organization.

   Press and hold **Shift** and press this button to load the currently selected track to the Prepare crate.
4. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the pitch **Range** button.
5. **Pitch Bend -/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.
6. **Range / Keylock:** Press this button to adjust the range of the Pitch Fader to **±8%**, **±16%**, and **±50%**.

   Press and hold **Shift** and 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.
7. **Jog Wheel:** This 8" capacitive touch jog wheel is used to control song position, scratching, and pitch bend (when platter touch is turned off).

   Press and hold **Shift** while rotating the platter to seek through the timeline of the track loaded to the deck.
8. **Jog Wheel Display:** This 2" color display provides info for Needle position, Track progress ring, Beat Jump Length, BPM, Pitch Range, Pitch Percentage, Overview waveform with playhead position and hot cue markers, Song Key, Song Time (remaining/elapsed), Loop Length, and Focus Deck.
9. **Beat Jump:** Press these buttons to jump back or forward in the software at the set **Beat Jump Length**.
10. **Beat Jump Length:** Turn to increase or decrease the beat jump length. Push the encoder to reset the Beat Jump length to 8 beats.

11. **Slip / Vinyl:** 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).

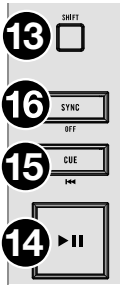
    Press and hold **Shift** and press this button to activate or deactivate "vinyl mode" for the jog wheel. When activated, you can use the **jog wheel** to "scratch" the track as you would with a vinyl record. When deactivated (or if you are touching only the side of the **jog wheel**), move the **jog wheel** to temporarily adjust the track's speed.

12. **Censor / 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).

    Silent Cue - The primary function of this button can be changed to Silent Cue in the System menu.

    Silent Cue temporarily mutes the deck audio until a Hot Cue or Pitch Play pad is pressed. This allows you to play the song from the desired position and unmute the deck with a single button press.

    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.



13. **Shift:** Press and hold this button to access secondary functions when used with other controls.

14. **Play/Pause:** Press this button to start or pause the platter. The LED will be off when no track is loaded, flashing green when a track is paused, and solid green when a track is playing.

    Press and hold **Shift** and press this button to perform stutter play if the track is in the play state.

15. **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.)

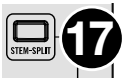
    If the Deck is paused, you can press and hold the **Cue** button to play the track from the Temporary Cue Point. Releasing the **Cue** button will return the track to the Temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the **Cue** button,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

    Press and hold **Shift** and press this button to return the track to its beginning. Pressing this button combination again while at the beginning of the track will load the previous track in the playlist to the deck.

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

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

17. **Stem-Split:** Pressing this button performs the Stem-Split function within Serato DJ. The track that is loaded to the deck is instant doubled to the layers of the respective side. Decks 1/2 are always set to the acapella stem and decks 3/4 are always set to instrumental stem regardless of what deck is in focus when the Stem-Split button is pressed. This allows you to adjust level, EQ, and apply effects to the instrumental or acapella independently. By default, deck functions are locked together, press one of the deck buttons to manipulate the stem elements independently from each other. Press the Stem-Split button again to sync the stem elements.



Tip: Ensure the level of your desired channels are the same before triggering Stem-Split.

(3.1.2) Performance Pads

1. **Hot Cue / Pitch Play:** Single press this button to enter the first pad mode, **Hot Cue** mode. Press the button two consecutive times in quick succession to enter the secondary pad mode, **Pitch Play** mode.

   Custom User Mode: 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 is required to use Pitch Play mode.

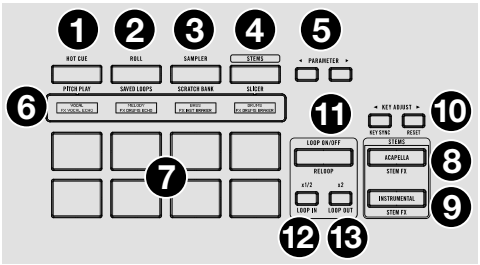
2. **Roll / Saved Loops:** Single press this button to enter the first pad mode, **Roll** mode. Press the button two consecutive times in quick succession to enter the secondary pad mode, **Saved Loop** mode.

Combination Pad Mode:

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

3. **Sampler / Scratch Bank:** Single press this button to enter the first pad mode, **Sampler** mode. Press the button two consecutive times in quick succession to enter the secondary pad mode, **Scratch Bank** mode.

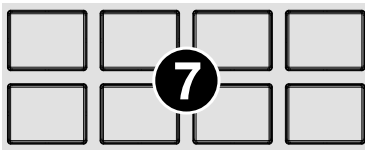
4. **Stems:** Single press this button to enter the first pad mode, Stem mode. Press the button two consecutive times in quick succession to enter the secondary pad mode, **Slicer** mode.



5. **Parameter </>:** Use these buttons to access various functions in each pad mode.

6. **Pad Display:** Displays the current pad mode and/or specific pad info such as sample name and hot cue names.

7. **Performance Pads:** These pads have different functions on each deck depending on the current pad mode.



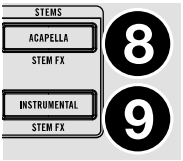
Note: See the *Operation > (4.2) Pad Modes* section to learn how to use the pads in each mode.

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

   Press and hold **Shift** and press this button to apply an echo out effect to the removed stem elements.

9. **Instrumental:** Press this button to filter out the vocals of the current track to create an instrumental for the current track.

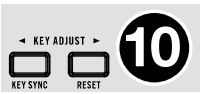
   Press and hold **Shift** and press this button to apply an echo out effect to the removed stem elements.



10. **Key Adjust:** Adjusts the key of the active deck. Use **<** **>** to move up or down the key scale.

    Press and hold **Shift** and press **<** to turn on Key Sync.

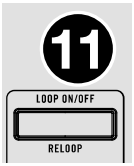
    Press and hold **Shift** and press **>** to reset the key.



Note: The Serato **Pitch N Time** plugin is required to use Key Adjust.

11. **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 press this button to skip to the last-played loop and activate it immediately.



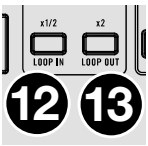
Note: Roll sizes will affect loop sizes in the software and loop based on the last roll size.

12. **x1/2 / Loop In:** Press this button to halve the length of the current loop.

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

13. **x2 / Loop Out:** Press this button to double the length of the current loop.

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

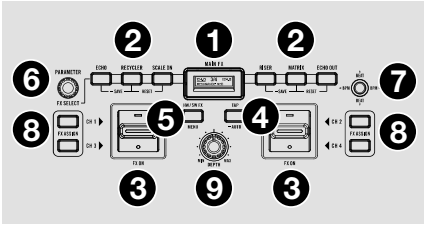


(3.1.3) Jog Wheel Display

The jog wheel displays are populated with a waveform, graphics, and text, and controlled by Serato DJ via MIDI messages.

1. **Track Progress Ring:** Displays the total track progress in the outer ring.
2. **Beat Jump Length:** Displays the current size of the Beat Jump Length.
3. **Needle Position:** This shows the rotating playhead position. This can be turned off from the System menu.
4. **Pitch:** Displays the current pitch percentage value.
5. **BPM:** Displays the Beats Per Minute for the current track.
6. **Pitch Range:** Displays the current pitch range value.
7. **Waveform Overview:** Displays the full track waveform with playhead position (white) and hot cue indicators matching their assigned hot cue colors.
8. **Song Key:** Displays the song's key value. This can change if the key is synced or transposed up or down.
9. **Time:** Displays the time for the current song. This value may be shown as elapsed or remaining, depending on the preference in the System menu.
10. **Loop Size:** Displays the current loop length.
11. **Deck:** This shows the active deck, 1/3 or 2/4.

(3.1.4) FX Section



1. **FX Display:** Shows the current effect and its parameters.
2. **Main FX:** Press one of these buttons to arm a post-fader effect. Press and hold a button and scroll with the encoder through the list of effects. Press the encoder to load the selected effect.

   Note: FX can only be changed when the effect is inactive.

   - **FX Save:** Press and hold this button for 4 seconds to save the current beats/parameter values to the FX slot.
   - **Parameter Reset:** Press and hold **Shift** and press this button to recall the user defined or factory default (if the effect has not been saved) beats/parameter values for the loaded effect.
3. **Effects Toggle:** Move this toggle switch away from you to activate the effects—the toggle will latch to that position. Push down on the paddle to turn the effects on momentarily. Pull the toggle back to the center position to deactivate the effects.
   - **Menu Navigation:** While the Menu is open, move the joystick to navigate through menu options.
   - **Beat Value Reset:** Push the joystick button to recall the user-defined or factory default beat value (when the effect has not been saved) for the loaded effect.
4. **Tap:** Press this button 3 consecutive times at the desired tempo to manually set the BPM rate for beat-tempo effects, per channel. Press and hold this button for 3 seconds to return the BPM back to BPM of the software deck.
5. **Hardware/Software FX Select:** Press to toggle between the internal Hardware FX or software FX. **Blue LED =** Internal FX (default)**. Orange LED =** Software FX.

   Press and hold **Shift** and press this button to access the System menu.
6. **Parameter Encoder:** Turn this to control the hardware FX parameters.

   Push the encoder to cycle through available parameters for the assigned effect.
   - **Menu Navigation:** While the Menu is open, move the joystick to navigate through menu options.
   - **FX Select:** Hold one of the 6 FX buttons and turn the encoder to scroll through the available effects. Push the encoder to load the selected effect.

   Press and hold **Shift** and turn the encoder for Manual BPM Adjust. This will change the tempo of the selected BPM in tenth increments.
7. **Parameter Joystick:** Push this joystick up and down to adjust effect parameters shown on the **FX Display**. Push this joystick left or right to select the left or right BPM. This is only necessary when making manual FX tempo adjustments.
   - **Menu Navigation:** While the Menu is open, move the joystick to navigate through menu options.
   - **Beat Value Reset:** Push the joystick button to recall the user-defined or factory default beat value (when the effect has not been saved) for the loaded effect.

8. **FX Assign Buttons:** Press these buttons to assign which channel will receive effects from the associated toggle: Decks 1 or 3 (Left side) or Decks 2 or 4 (Right side).

Note: FX assignments can only be changed when the effect is inactive.

9. **FX Depth:** Turn this knob to adjust the "wet-dry" mix of the effects on the corresponding deck. For some effects, this will also change the value of parameters that are also controlled with the Depth knob.

(3.1.5) Mixer Controls

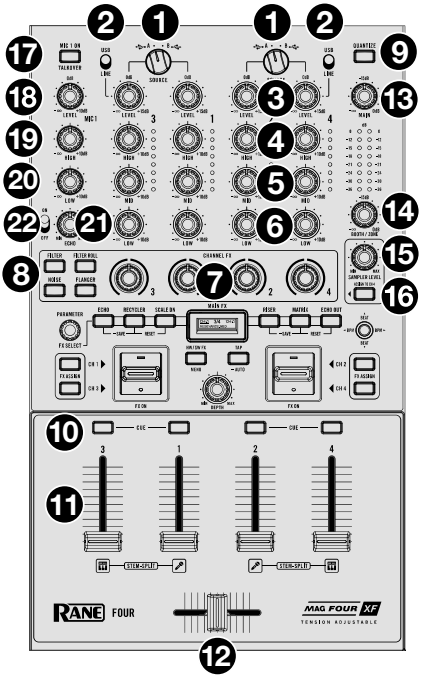
1. **Deck Source:** Set this knob to the desired MIDI and audio source for the deck, **USB A** or **B**. This allows DJ "handoffs" from one computer to another.
2. **USB/Line Source Selection:** Adjust this to set the channel source to computer audio or line audio.

   When set to **USB**, MIDI is sent to the same computer connected to the USB port on the rear panel for control for that channel and associated deck.

   When set to **Line**, the audio input signals are routed to channels 3 & 4 to be digitally mixed. Deck control will no longer be in effect. Audio will be mixed internally to the cue and main output signals.

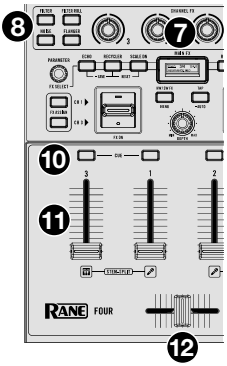
   Note: If you select **Line**, set the **Phono/Line** selector switches on the rear panel properly.

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



3. **Deck Audio Level:** Turn this knob to adjust the assigned software Channel FX. Set it to the center ("12:00") position to deactivate the Channel FX.
4. **Deck EQ High:** Turn this knob to adjust the high (treble) frequencies.
5. **Deck EQ Mid:** Turn this knob to adjust the mid-range frequencies.
6. **Deck EQ Low:** Turn this knob to adjust the low (bass) frequencies.

Note: All EQ controls are full-kill.

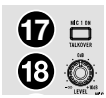


7. **Channel FX Knob:** Turn this knob to adjust the filter applied to the deck. Turn the knob counterclockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass filter. Set it to the center (“12:00”) position to deactivate the filters.
8. **Channel FX Select:** Press these buttons to select the desired software Channel FX: Filter, Filter Roll, Noise, or Flanger.
   - **Filter:** Pre-fader. Can be a software or hardware effect. When used as a hardware effect, it is only available for line/phono sources.
   - **Filter Roll:** Pre-fader. Software effect.
   - **Flanger:** Pre-fader. Software effect.
   - **Noise:** Pre-fader. Software effect.

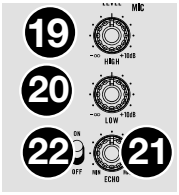
Notes:
Upon power-up, the FX BPM will default to 100 BPM.
When connected to Serato DJ, the software will send the BPM (from the FX Unit) for only the assigned channel as dictated by the hardware FX Assign buttons (per side).

Use the Tap button to manually tap in the tempo in order to obtain the BPM for line input signals.

9. **Quantize:** Press to activate quantize mode in the software.
10. **Channel Cue:** Press this button to send the pre-fader signal to the cue channel for monitoring. When engaged, the button will be lit. To cue multiple channels, press the Cue buttons at the same time for each channel.
11. **Channel/Deck Fader:** Move this fader to adjust the volume level of the corresponding deck.
12. **Crossfader:** Move this crossfader to mix between the decks. The crossfader is user-removable and supports the Innofader as a drop-in replacement. The crossfader tension can be adjusted by removing the fader plate and adjusting the set screw on the crossfader carrier.
13. **Main Level:** 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.
14. **Booth/Zone Level:** Turn this knob to adjust the output volume of the Booth/Zone Outs.
15. **Sample Volume:** Turn to adjust the gain of the software sample player.
16. **Sampler Assign to Channel 4:** Press to route the sampler to channel 4. This will allow the sampler to have all gain, EQ, and FX controls for that channel.

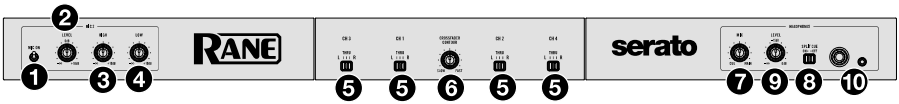


17. **Mic 1 On/Off / Talkover:** Press this button to turn Mic 1 on and off. Press and hold **Shift** and press this button to use the “talkover” feature, which automatically reduces the volume level of the main mix when you speak into the microphone. Talkover settings can be adjusted in the System menu.
18. **Mic 1 Level:** Turn to adjust the level of Mic input 1.



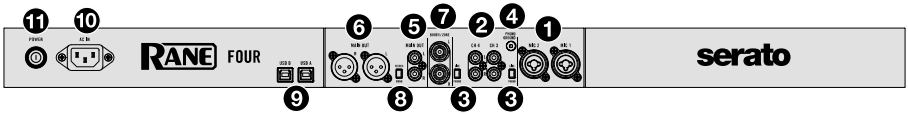
19. **Mic 1 High:** Turn this knob to boost or cut the high frequencies of the Mic 1 input.
20. **Mic 1 Low:** Turn this knob to boost or cut the low frequencies of the Mic 1 input.
21. **Mic 1 Echo:** Turn this knob to adjust the Echo level of Mic input 1.
22. **Mic 1 Echo On/Off:** Use this switch to turn Echo on or off for Mic input 1.

(3.2) Front Panel



1. **Mic 2 Off/On:** When set to **Off**, the **Mic 2 Input** is disabled. When set to **On**, the **Mic 2 Input** on the rear panel is active, and its audio signal is routed directly to the program mix.
2. **Mic 2 Level:** Turn this knob to adjust the gain of the **Mic 2 Input**.
3. **Mic 2 High:** Turn this knob to boost or cut the high frequencies of the **Mic 2 Input**.
4. **Mic 2 Low:** Turn this knob to boost or cut the low frequencies of the **Mic 2 Input**.
5. **Crossfader Assign:** These switches route 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 position = **Thru**).
6. **Crossfader Contour:** Adjusts the slope of the crossfader curve. Turn the knob to the left for a slow fade (mixing) or to the right for a fast cut (scratching). The center position is a typical setting for club performances.
7. **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.
8. **Split Cue:** When this switch is in the **On** position, the headphone audio will be "split" such that the cue channel is 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.
9. **Cue Level:** Turn this knob to adjust the volume level of the cue channel.
10. **Headphone Outputs** (1/4", 1/8" / 6.35 mm, 3.5 mm, TRS)**:** Connect your headphones to these outputs for cueing and mix monitoring.

(3.3) Rear Panel



1. **Mic Inputs 1–2** (XLR / 1/4" / 6.35 mm, TRS)**:** Connect dynamic microphones to these mono inputs. Their mono audio signals are split and routed directly to the stereo program mix and cue channel. If you prefer a stereo line input, the **Deck Phono/Line In** may be used.
2. **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 **USB/Line Source Selection switch** for that deck to **Line** to play its audio signal on that deck.
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. **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, so nothing needs to be connected to the grounding terminal.
5. **Main Out** (RCA)**:** Connect these outputs to another mixer, recording device, etc. The program mix will be sent to these outputs.
6. **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.
7. **Booth/Zone** (1/4" / 6.35 mm)**:** Connect these outputs to booth monitors or a booth amplifier system. Use the **Booth/Zone** knob on the top panel to control the volume level.
8. **Stereo/Mono:** Set this switch to have the **Main Outs** output a stereo or mono audio signal.
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.
10. **Power Input:** While FOUR is powered off, connect the included power cable to this input and then to a power outlet.
11. **Power Button:** Use this button to power FOUR on or off. Power on FOUR only **after** you have connected all your input devices and before you power on your amplifiers and loudspeakers. Power off your amplifiers and loudspeakers **before** powering off FOUR.

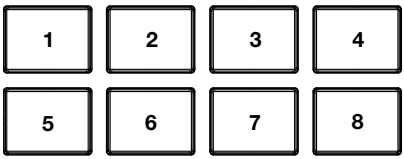
(4.1) Pad Display

FOUR has monochrome OLED displays above each performance pad area which offer two lines of text. The top line refers to the top row of pads and the second line refers to the bottom row of pads. If the text string is longer than the length of the screen, the line of text will scroll momentarily to show the full text and then return to the first character. Scrolling will only occur the first time the text is shown on-screen after changing modes.

- In **Hot Cue pad mode**, the displays will show the Hot Cue name. If the Hot Cue is not named, then the song position (time) is shown.
- In **Roll pad mode**, the displays will show the Loop Roll value. When a Roll pad is active, the display will show that line inverted with a solid White rectangular box.
- In **Sampler pad mode**, the displays will show the sample name. If a Sample pad is empty, the display line for the corresponding pad will remain blank. When a sample is playing, the display will show that line inverted with a solid white rectangular box.
- In **Stems pad mode**, the first line will show the Stem element, and the second line will show the Stem FX. When a stem is muted, the muted element (top line) will be inverted with a solid white rectangular box. Use pads 1-4 to toggle stems on/off (1-Vocal, 2-Melody, 3-Bass, 4-Drums) and pads 5-8 to toggle stems FX on/off (5-Vocal Echo, 6-Drums Echo, 7-Instrumental Braker, 8-Drums Braker).
- In **Pitch Play pad mode**, the displays will show the key change value (in semitone) for each pad. When selected, the display will show that line inverted with a solid white rectangular box.
- In **Saved Loop pad mode**, the displays will show the Saved Loop name. If the Saved Loop is not named, then the Saved Loop start time will be shown. When a Saved Loop is playing, the display will show that line inverted with a solid white rectangular box.
- In **Scratch Bank pad mode**, the displays will show the name of the loaded sample/song. If a Scratch Bank is empty, the display line for the corresponding pad will remain blank.
- In **Slicer pad mode**, the displays will show the slice size. When a Slicer pad is active, the display will show that line inverted with a solid white rectangular box.
- In **Combination pad mode**, the displays show the selected pad modes on the top and bottom section of the display.

(4.2) Pad Modes

This chapter describes the different pad modes. Each deck has eight pads, which are always in one of these modes, and each deck's pads can be in a different mode. Press one of the **Pad Mode** buttons to enter the corresponding pad mode on that deck. 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.



(4.2.1) Hot Cue

In Hot Cue mode, each pad assigns a hot cue point in the software or returns the track to that hot cue point. The performance pad LEDs will remain unlit until a hot cue is placed or will light if the loaded track already has Hot Cue points assigned.

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 and hold **Shift** and then press the corresponding pad.

To start or stop recording (when Flip expansion is enabled), press the **Parameter <** button.

To restart recording, press the **Parameter >** button.

(4.2.2) Roll

In Roll mode, each of the performance pads will perform a different time division 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). Enable the **Show Beat Jump Controls** option in the software to have the bottom 4 pads to control beat jump functions.

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**. The pad LED will be dim when a pad is unpressed (roll inactive). The LED will be at full brightness when a pad is pressed (roll active).

To shift the roll range down, press the **Parameter <** button.

To shift the roll range up, press the **Parameter >** button.

Press the **Parameter <** button while a roll is active to halve the length of the roll.

Press the **Parameter >** button while a roll is active to double the length of the roll.

(4.2.3) Sampler

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

To enter Sample mode, press **Sample**. The pad LED will be unlit when no sample is loaded to a pad. The LED will be bright Pink when a sample is loaded to a pad. The LED will flash between off and bright Pink when a sample is playing.

To stop sample playback, press and hold **Shift** and press the corresponding pad.

To cycle the Sample bank selection left, press the **Parameter <** button.

To cycle the Sample bank selection right, press the **Parameter >** button.

To cycle through the sampler outputs, press and hold **Shift** and then press the **Parameter <** or **>** button.

(4.2.4) Stems

In Stems mode, the top 4 pads can be used to mute stem elements and the bottom 4 pads can be used to activate stem FX.

VOCAL	MELODY	BASS	DRUMS
FX VOCAL ECHO	FX INST ECHO	FX INST BREAKER	FX DRUMS ECHO

To enter Stems mode, press **Stems**.

For **Stem Elements (pads 1-4),** the pad LED will be unlit when a Stem element is muted/removed. The LED will be bright Blue when a Stem element is playing.

For **Stem FX (pads 5-8),** the pad LED will be unlit when Stem FX is off. The LED will be bright Amber when Stem FX are on.

To activate an instant acapella, press the **Parameter <** button.

To activate an instant instrumental, press the **Parameter >** button.

(4.2.5) Pitch Play

To enter Pitch Play mode, quickly double tap this button. In this mode, the performance pads offer a range of different keys for the active hot cue (adjustable by semitones). The Serato Pitch N Time plugin (included) must be installed to use this mode. See *(4.2.1) Hot Cue* to learn how to assign hot cue points.

To enter Pitch Play mode, quickly double tap **Hot Cue** pad mode button.

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

To select the range of transpositions the pads will use, press the **Parameter </>** buttons.

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.

A pad with no semitone selected will be lit dim. A pad with a semitone selected will be lit at full brightness. A pad with no transposition (the original pitch) will be lit white.

(4.2.6) Saved Loops

In Saved Loops mode, each pad triggers a loop previously saved in your software.

To enter Saved Loops mode, quickly double tap **Roll** pad mode button. The pad LED will be off when no loop is saved to a pad. The LED will be bright Green when a loop is saved to a pad. The LED will be bright Blue when a saved loop is active.

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.

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

To halve the loop size, press the **Parameter <** button.

To double the loop size, press the **Parameter >** button.

To move the active loop region backward at the current loop size without deactivating the loop, press and hold **Shift** and then press the **Parameter <** button.

To move the active loop region forward at the current loop size without deactivating the loop, press and hold **Shift** and then press the **Parameter >** button.

(4.2.7) Scratch Bank

In Scratch Bank mode, each pad loads samples and tracks from your Serato DJ Pro library to a pad. 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, quickly double tap the **Sampler** pad mode button. The pad LED will be off when no track is loaded. The LED will be bright White when a Scratch Bank track is loaded to a pad. Colors can be set in the Scratch Bank panel within the Serato DJ Pro software.

To load the selected track to a pad, press an **unlit Pad**. When that pad is pressed again, the corresponding track will be loaded to the deck.

To load the track that was previously on the deck before loading a Scratch Bank track, press and hold **Shift** and press the corresponding pad.

To cycle the Scratch Bank selection left, press the **Parameter <** button.

To cycle the Scratch Bank selection right, press the **Parameter >** button.

(4.2.8) Slicer Mode

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 the eight-slice phrase. 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, quickly double tap the **Stems** pad mode button. The pad LED will be bright Red for all sliced pads. The LED will be bright Blue for the playhead position or current slice. The LED will be bright White while a pad is pressed.

To play a slice, press the corresponding pad.

To halve the slice domain size, press the **Parameter <** button.

To double the slice domain size, press the **Parameter >** button.

(5.1) Internal Hardware Effects

Effects Notes:

- Beat time divisions are unique per effect.
- Each effect will initially load at their default values (seen in the tables 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.

	Name	Description	Control	Beats	Parameter	Depth
1	Backspin	Simulates a turntable backspin. When FX Depth is centered, the backspin length is as shown by the beat's value. Turn FX Depth left or right to decrease or increase the backspin length respectively.	Paddle	**Length (in beats):** 2, 4, 8 **Default:** 8	N/A	**< 50% -** the Backspin speed is slower than the speed as shown by the beat's value. Beat values less than the current beat selection are scaled linearly from 50-0%. **50% -** the Backspin speed is as shown by the beat's value. **>50% -** the Backspin speed is faster than the speed as shown by the beat's value. Beat values greater than the current beat selection are scaled linearly from 50-100%.

	Name	Description	Control	Beats	Parameter	Depth
2	Beatbreak	Samples the 4 beats of each bar of the original signal and replays them (within the same bar) according to the selected pattern. Turn FX Depth to adjust the balance of the original and the effected signal in the mix.	Paddle	**Pattern:** 1-10 **Default:** 1	**HPF Cut Off:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default:** 244 Hz	**0-100%** The effect wet mix is applied on a linear scale.
3	Bit Crush	Adds distortion by reducing the resolution or bandwidth of the original audio signal. Turn FX Depth to adjust the balance of the original and the effected signal in the mix.	Paddle	**Average:** 8, 16, 32, 64 **Default:** 16	**Bit Depth:** 8, 16 **Default:** 8	**0-100%** The effect wet mix is applied on a linear scale.
4	Brake	Simulates a vinyl turntable stop. When FX Depth is centered, the brake length is as shown by the beat's value. Turn FX Depth left or right to decrease or increase the brake length respectively.	Paddle	**Beats:** 1/2, 1, 2, 4, 8, 16, 32 **Default:** 2	N/A	**< 50%** - the Brake speed is slower than the speed as shown by the beat's value. Beat values less than the current beat selection are scaled linearly from 50-0%. **50%** - the Brake speed is as shown by the beat's value. **>50%** - the Brake speed is faster than the speed as shown by the beat's value. Beat values greater than the current beat selection are scaled linearly from 50-100%.

	Name	Description	Control	Beats	Parameter	Depth
5	Cyclone	Adds delays of the original signal at the specified beat time or delay time. Turn FX Depth to adjust the balance of the original and the effected signal in the mix. Turn FX Depth to the 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:** 5-400 ms **Default:** 300 ms	**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 the max position to hold the current delay sample.
6	Delay	Adds repeated instances of the original signal at the specified beat time. Turn FX Depth to adjust the balance of the original and effected 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	**0-100%** The effect wet mix is applied on a linear scale. As it is increased, the program signal is reduced.
7	Duck Echo	Creates echoes 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 the original and the effected signal in the mix.	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:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default**: 244 Hz **Feedback:** 0-100% **Default**: 80% **Crossfader Trigger:** Yes, No **Default**: Yes	**0-100%** The effect level is applied on a linear scale.

	Name	Description	Control	Beats	Parameter	Depth
8	Echo	Adds echoes of the original signal at the specified beat time. Turn FX Depth to adjust the balance of the original and the effected 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 **Default**: 1/2	**HPF Cut Off:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default:** 244 Hz **Feedback:** 0-100% **Default**: 80%	**0-100%** The effect wet mix is applied on a linear scale.
9	Echo Out	This creates an echo tail of the original signal at the specified beat size while muting the original signal. Turn Depth to the max position to 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:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default**: 144 Hz	**<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. **50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the tail length (feedback) is increased.

	Name	Description	Control	Beats	Parameter	Depth
10	Flanger	Adds a slightly delayed copy of the original signal to create a comb-filter effect. Turn FX Depth to adjust the balance of the original and effected 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**: 34% **Polarity:** Positive (POS), Negative (NEG) **Default**: POS	**0-100%** The effect wet mix is applied on a linear scale.
11	Hold Echo	Adds echoes of the original signal at the specified beat time. When FX Depth is centered, the echo will repeat or 'hold' infinitely. Turn FX Depth to the right to increase 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:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default**: 244 Hz	**<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. **50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, echo feedback is increased.

	Name	Description	Control	Beats	Parameter	Depth
12	Matrix **Default:** FX 5	Performs a rapid sweep through beat values lower than the specified beat size and then echoes out at the specified beat time division. Turn FX Depth to the max position to hold the current echo infinitely.	Paddle	**Beats:** 1/32, 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	**0-100%** The effect wet mix is applied on a linear scale. As it is increased, the program signal is reduced.
13	Phaser	This adds a copy of the original signal with its phase shifted slightly to create a subtle, modulated effect. Turn FX Depth to adjust the balance of original and effected 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%	**0-100%** The effect wet mix is applied on a linear scale.

	Name	Description	Control	Beats	Parameter	Depth
14	Pitch DN	Samples the original signal and repeats at the specified beat time while pitching the sample down by semitone steps. Turn 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	**<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. **50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the length of the repeated sample is reduced.
15	Pumper	Momentarily attenuates the original signal at the specified beat time. Turn FX Depth to adjust the balance of the original and effected 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	**Offset:** -1/2, -1/4, -1/8, -1/16, 0 **Default**: -1/2 **Depth:** -40 dB to -2 dB **Default**: -20 dB	**0-100%** The effect wet mix is applied on a linear scale.

	Name	Description	Control	Beats	Parameter	Depth
16	Recycler	This adds echoes of the original signal at the specified beat time or delay time. Turn FX Depth to adjust the balance of the original and effected 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	**0-100%** The effect wet mix is applied on a linear scale. As it is increased, feedback is also increased.
17	Reverb	Adds reflections of the original signal in simulated environment. Turn FX Depth to adjust the balance of the original and the effected signal in the mix.	Paddle	**Room Size:** Small (SML), Large (LRG) **Default**: LRG	**HPF Cut Off:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default:** 244 Hz **Decay:** 0-100% **Default:** 70%	**0-100%** The effect wet mix is applied on a linear scale.

	Name	Description	Control	Beats	Parameter	Depth
18	Rider	This samples the original signal and repeats at the specified beat time while pitching the sample down and up repeatedly based on the selected scale. Turn 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, Oct1, Oct2, Penta **Default**: Major	**<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. **50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the length of the repeated sample is reduced.

	Name	Description	Control	Beats	Parameter	Depth
19	Riser **Default:** FX 4	This samples the original signal at the specified beat time and repeats it while increasing the repeat speed, and pitching the sample up, and then fades out. Turn FX Depth to adjust the rise speed.	Paddle	**Beats:** 1/4, 1/2, 3/4, 1, 2 **Default**: 3/4	**Length:** 1-9 **Default**: 7	**<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. **50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the speed of rise can be adjusted.

	Name	Description	Control	Beats	Parameter	Depth
20	Roll	This samples the original signal and repeats it at the specified beat time. Turn FX Depth to the right to 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:** 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz **Default**: 40 Hz	**0%** - The effect is not heard, and the effect buffer is reset if the effect was previously engaged. **<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 decreased linearly. **50% -** The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the length of the repeated sample is reduced.

	Name	Description	Control	Beats	Parameter	Depth
21	Scale DN	This samples the original signal and repeats at the specified beat time while pitching the sample down based on the selected scale. Turn FX Depth to the right to shorten the sample length.	Paddle	**Beats:** 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 3 **Default**: 1/2	**Scale:** Major, Minor, Whole, Penta **Default**: Major	**<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. **50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. **>50%** - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged. When Depth knob is turned to the right of the center, the length of the repeated sample is reduced.
22	STTR Out	This samples the original signal and repeats the sample at the specified rhythmic pattern and then fades out. Turn FX Depth to the right to shorten 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	**0-100%** The effect wet mix is applied on a linear scale. As it is increased, the length of the repeated sample is reduced.

(5.3) System Menu

The FOUR System menu allows you to customize crossfader, microphone, display, and other device settings. To access the System menu settings, press and hold **Shift** and press the **HW / SW FX** button.

The **joystick** and the **Parameter/FX Select encoder** can be used to navigate the menu.

Push the Parameter/FX Select encoder to confirms value changes.

To exit the System 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 System menu.

Menu:

- **CENSOR**: This setting allows you to change the function of the Censor button.
  - MODE: NORMAL or SILENT CUE (Default = NORMAL)

- **CROSSFADER**: This setting allows you to change the crossfader cut in.
  - CUT IN LEFT: 0-10 (Default = 3)
  - CUT IN RIGHT: 0-10 (Default = 3)
  - RESTORE DEFAULTS: CANCEL or RESTORE (Default = CANCEL)

- **MICROPHONE**: This menu option allows you to change microphone echo, talkover, and microphone signal routing.
  - ECHO FDBK: 0-100% (Default = 80%)
  - TALKOVER LV: LOW (-10 dB), MED (-20 dB), HIGH (-40 dB) (Default = -20 dB)
  - TALKOVER HLD: 0.5 - 2.0s (Default = 1.0s)
  - TO BOOTH: ON, OFF (Default = OFF)
  - TO HEADPHONE: ON, OFF (Default = OFF)
  - TO COMPUTER: ON, OFF (Default = ON)

- **WHEEL DISPLAY**: This menu option allows you to change wheel display options.
  - NEEDLE MARKER: ON, OFF (Default = ON)
  - TIME: Remaining, Elapsed (Default = Remaining)

- **FIRMWARE**: This menu option shows you the current firmware versions.
  - CONTROLLER: x.x.x.xxx
  - DISPLAYS: x.x.x.xxx
  - DSP: x.x.x.xxx
  - MAG FADER: x.x.x.xxx

- **FX RESET**: This setting allows you to reset all FX settings back to their default values.
  - FX RESET: RESTORE, CANCEL (Default = CANCEL)

- FACTORY RESET: This setting allows you to reset all device settings back to their default values.
  - FACTORY RESET: RESTORE, CANCEL (Default = CANCEL)

(5.4) Technical Specifications

Digital Audio		
Converters	Cirrus Logic, 24-bit PCM, 48 kHz	
Digital Signal Processing	32-bit, Floating Point, 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)	**Analog Gain**	25 dB
	Maximum Input	110 mV
	Gain Trim	Off to +26 dB (unity at center)
	Tone Control	2-band
Line/Phono Inputs 3/4 (RCA stereo pairs, switchable)	**Line**	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	20 Hz – 20 kHz (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	20 Hz – 20 kHz (Flat)

Outputs (continued)		
Main Outputs (XLR)	**Gain Trim** **Maximum Output** **THD+N** (20 kHz BW @ 1 kHz) **Frequency Response**	Off to 0 dB 8 Vrms 0.004% 20 Hz – 20 kHz (Flat)
Main Outputs (RCA stereo pair)	**Maximum Output Voltage** **THD+N** (20 kHz BW @ 1 kHz) **Frequency Response**	4 Vrms 0.004% 20 Hz – 20 kHz (Flat)
Booth Outputs (1/4")	**Gain Trim** **Maximum Output** **THD+N** (20 kHz BW @ 1 kHz) **Frequency Response**	Off to 0 dB 8 Vrms 0.004% 20 Hz – 20 kHz (Flat)
Headphone Outputs (1/4" / 6.35 mm and 1/8" / 3.5 mm TRS)	**Maximum Output Voltage** **Output Power** **Dynamic Range** (A-weighted)	4 Vrms (no load) 50 mW (50 ohms) 108 dB
General		
Pads	(16) on/off multi-color back-lit pads (8 per deck, 9 modes each)	
Wheel Displays	(2) 320 x 240 Color LCD's	
Pad & FX Displays	(9) 128 x 32 Monochrome OLED's	
Faders	(1) MAG FOUR tension-adjustable crossfader with contour (4) Standard channel faders	
Connectors	(2) XLR outputs (Main) (2) 1/4" outputs (Booth) (1) RCA stereo output pair (Main) (2) XLR / 1/4" (6.35 mm) TRS inputs (Mic 1–2) (2) RCA stereo input pairs (Deck 3–4) (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**: 20 W	
Dimensions (width x depth x height)	30.8" x 15.9" x 4.2" 782 x 404 x 107 mm	
Weight (including platters)	18.25 lbs. 8.27 kg	

Specifications are subject to change without notice.

(5.5) Trademarks & Licenses

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