RANE

# ONE MKII

User Guide

ADD PRODUCT IMAGE

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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

USB-B to USB-C Cable

DeoxIT Fader Lube (2ml)

Serato P'nT DJ Expansion Pack Voucher

Rane Sticker Sheet

Setup Card

Quickstart Guide

Safety & Warranty Manual

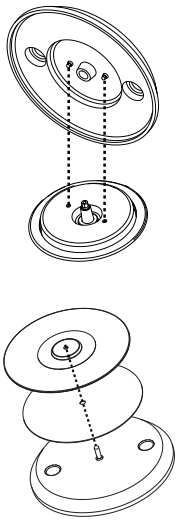
## Support

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.

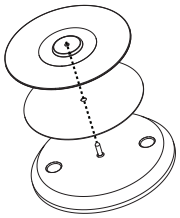
# Setup

## 1. Assemble the Platter System



1. Remove the ONE MKII base from the packaging. Remove the platter assemblies from the package (underneath 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**.

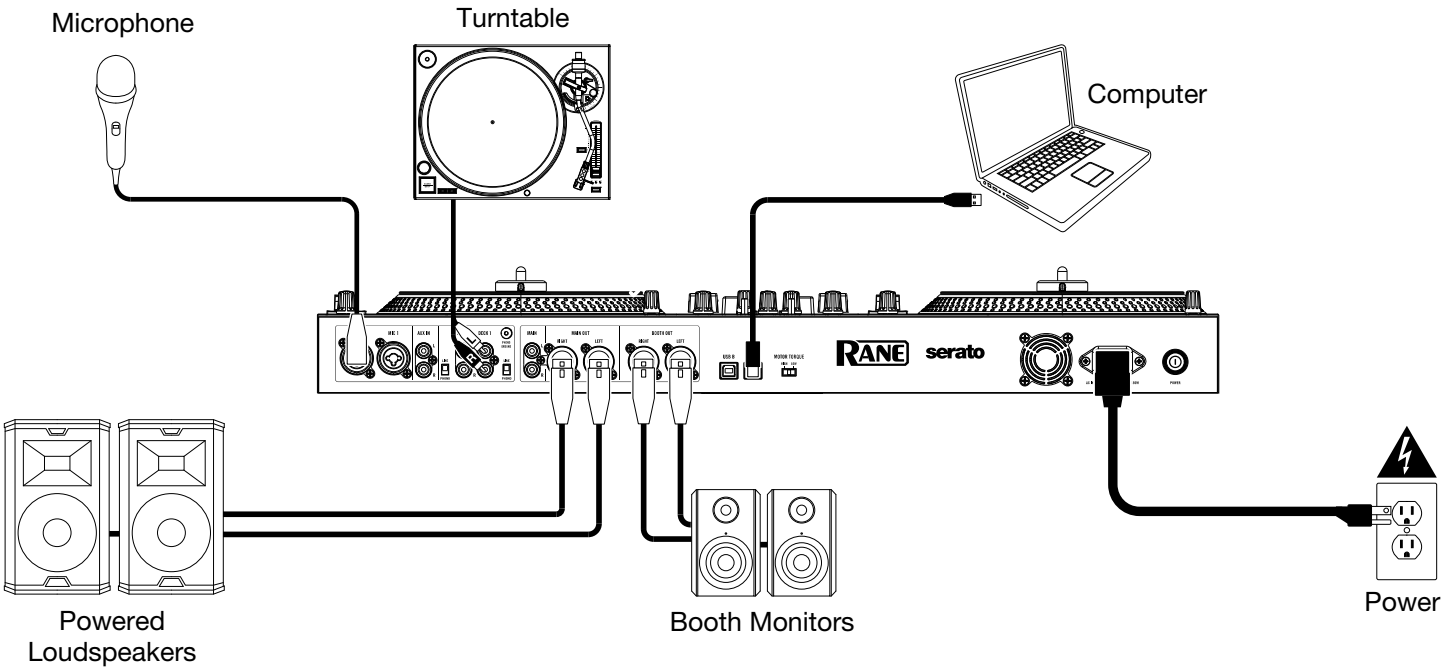
## 2. Connect and Start DJing!

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.

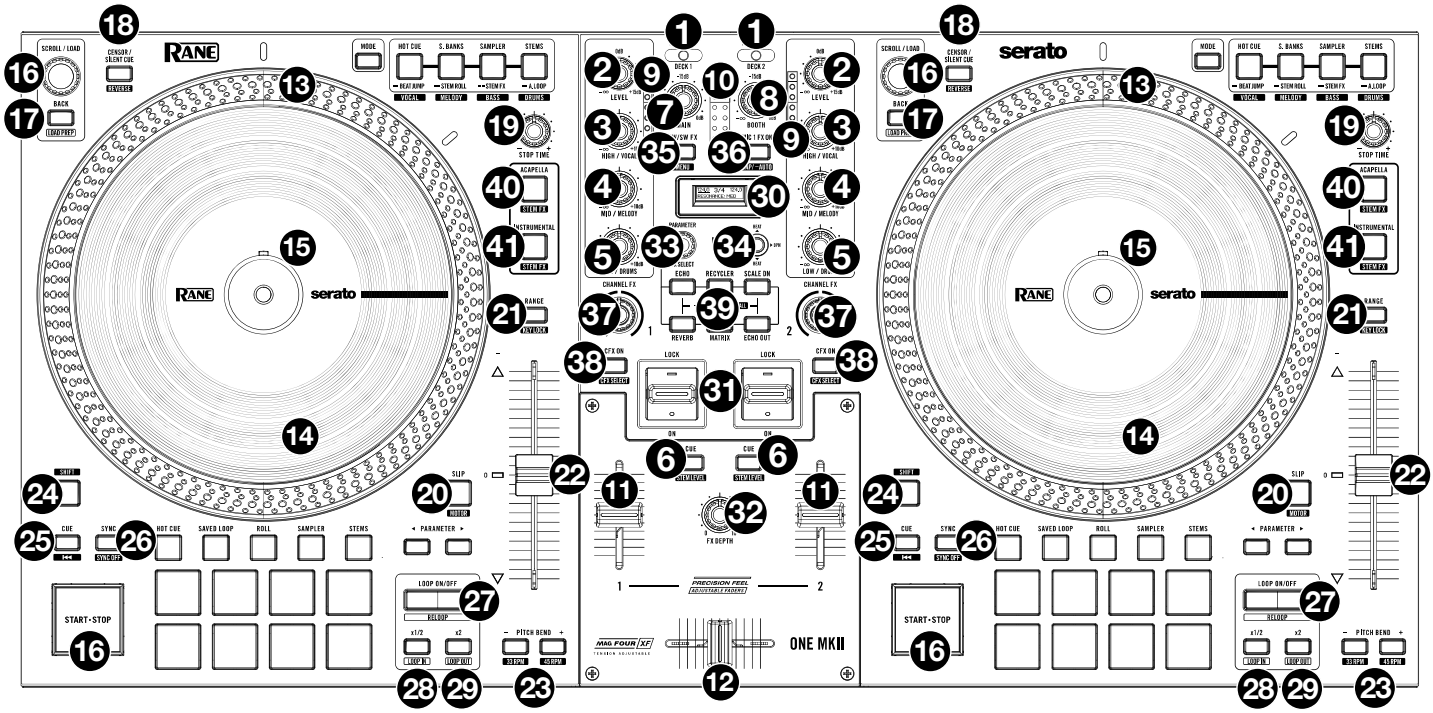
## Connection Diagram

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



# Features

## Top Panel



## Mixer

1. **Deck Source:** Set this knob to the desired audio source from this channel: **USB A** or **B** (a track playing on that layer in the software), 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 (reduce it if it begins "clipping," reaching the **red** part of the meter).

3. **Deck EQ High:** Turn this knob to adjust the high (treble) frequencies.

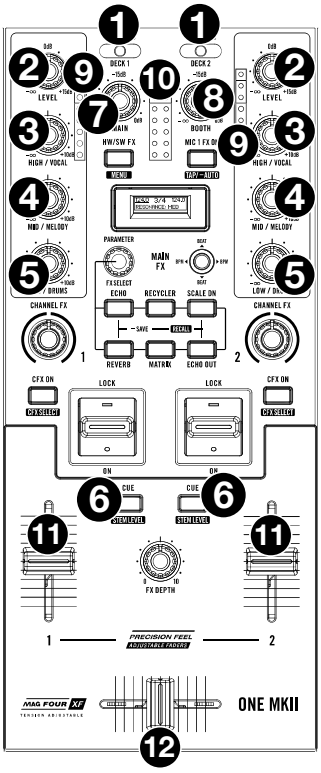
   Press and hold **Shift** and press the **Cue** button to activate Stem Level mode in Serato for the respective channel. Turn the **High EQ** knob to control the vocal stem level.

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.

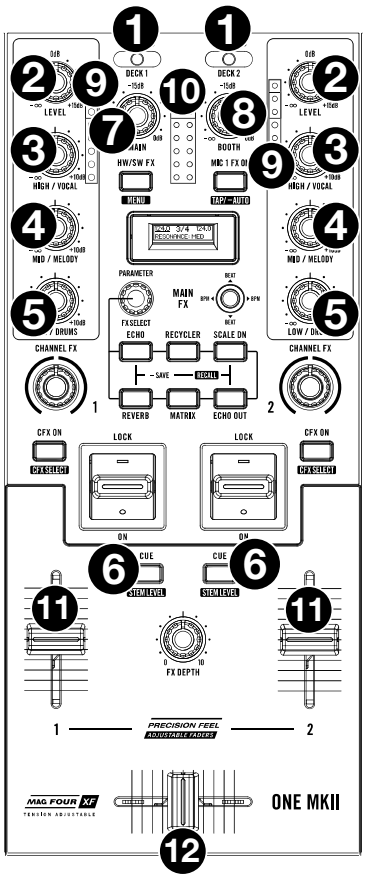


**Note:** All EQ controls are full-kill.

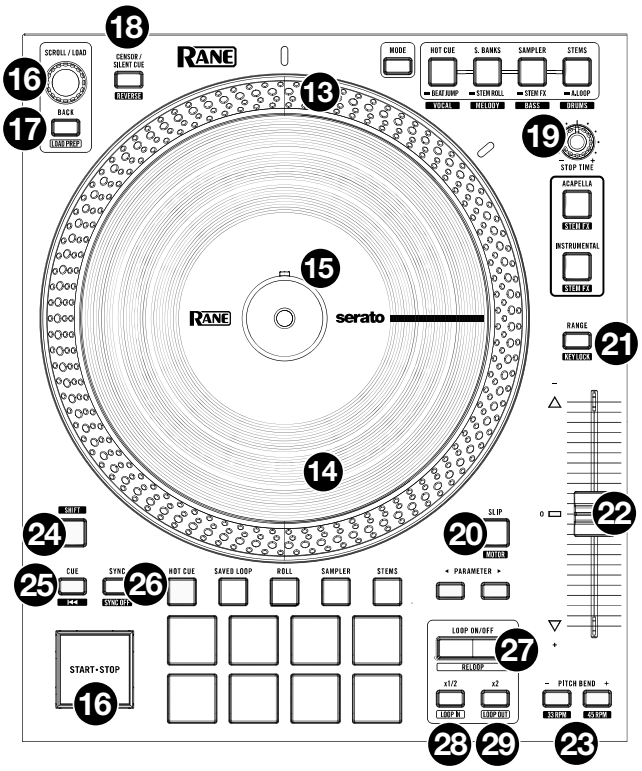
6. **Deck Cue:** Press these buttons to send this deck's pre-fader signal to the cue channel for monitoring. When engaged, the buttons will be lit. To cue multiple channels simultaneously, press the Deck Cue buttons for both decks.

   Hold **Shift** and press **Cue** to activate Stem Level mode in Serato for the respective channel. Hold **Shift** and press one of the stem buttons to perform an Echo Out effect.
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. Signal levels can be monitored pre or post Main level control. The default is pre–Main Level knob. These meters use peak hold.
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. **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").

17. **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.

18. **Censor / Silent Cue:** 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.

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

20. **Slip / Motor Off:** 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.

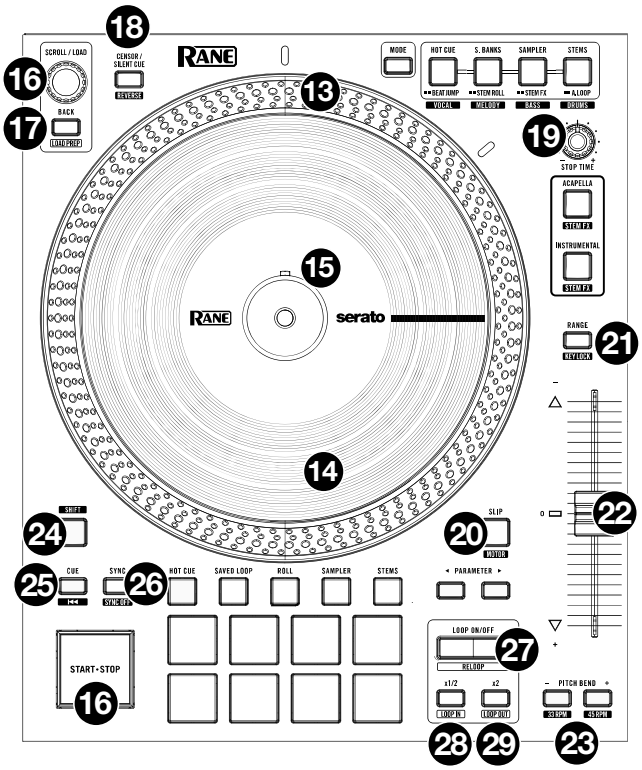
21. **Pitch Range / Keylock:** Press one of these buttons to adjust the range of the Pitch Fader to **±8%**, **±16%**, and **±50%**.

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

    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 Bend -/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

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




25. **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.

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

26. **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.

27. **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.

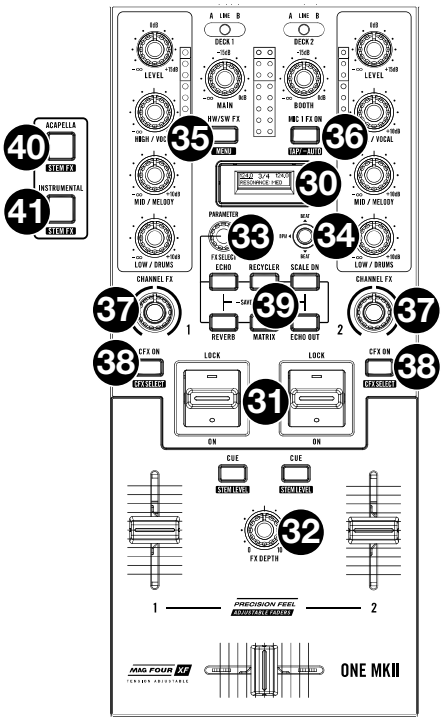
28. **Loop In / x1/2:** Press this button to create a Loop In point at the current location.

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

29. **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




30. **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.
31. **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.
32. **FX Depth:** Turn this knob to adjust the amount of output signal from the BPM effect module.
33. **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.
34. **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.
35. **HW/SW FX:** Press this button to toggle between internal hardware and software effects. All main effects are post-fader.

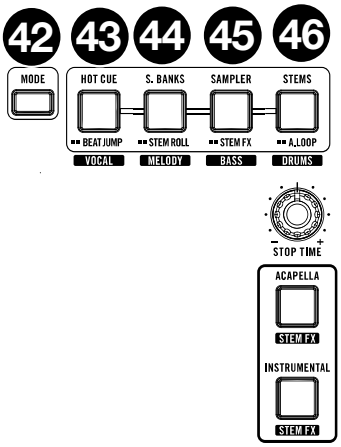
    Press and hold **Shift** and press this button to open the device menu.
36. **Mic 1 FX On / Tap:** Press this button to activate effects for Mic channel 1.

    Press and hold **Shift** and press this button multiple times at the desired tempo to manually set the BPM rate for beat-tempo effects, per channel.
37. **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.
38. **Channel FX 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 the Channel FX button to change the assigned Channel FX for both Channel FX knobs. Turn the **PARAM/FX Select** encoder to cycle through available Channel FX. Push the encoder to assign the new Channel FX. If a selection has not been committed within 2 seconds, the display will return to the main performance view.
39. **FX 1–6:** Press any of these buttons to activate or deactivate the corresponding software effect shown in the Serato software FX 1 and FX 2. 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. Assign effects to Deck 1 or 2 by pressing their **CFX ON button**. Hold **Shift** and press the **CFX ON button** to cycle through the 4 available software Channel FX.
40. **Acapella:** Press this button to activate an instant acapella from the track currently loaded to the deck.

    Press and hold **Shift** and press this button to trigger the instrumental echo out FX.
41. **Instrumental:** Press this button to activate an instant instrumental from the track currently loaded to the deck.

## Pad Controls




42. **Mode:** Press and hold this button and press one of the 4 secondary performance pads to enter the respective pad mode.

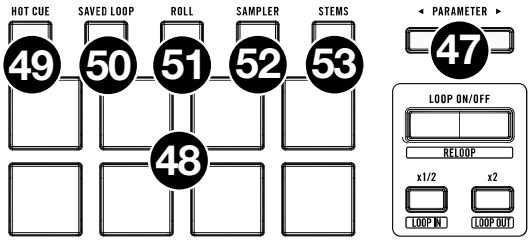
    Press and hold **Shift** and press this button to switch between pads 1-4 or 5-8. The change in banks occurs each time the button combination is pressed. Pad buttons 1 & 2 will indicate the current group selection. Pad buttons are reset to control pads 1-4 each time the pad mode is changed.

43. **Secondary Performance Pad Button 1:** This secondary pad mode can have a different pad mode than the primary performance pads below the platter. This gives access to two pad modes simultaneously.

    Press and hold **Mode** and then press this pad to change the pad mode to Hot Cues 1-4.

44. **Secondary Performance Pad Button 2:** This secondary pad mode can have a different pad mode than the primary performance pads below the platter. This gives access to two pad modes simultaneously.

    Press and hold **Mode** and then press this pad to change the pad mode to Scratch Banks 1-4.




45. **Secondary Performance Pad Button 3:** This secondary pad mode can have a different pad mode than the primary performance pads below the platter. This gives access to two pad modes simultaneously.

    Press and hold **Mode** and then press this pad to change the pad mode to Sampler 1-4.

46. **Secondary Performance Pad Button 4:** This secondary pad mode can have a different pad mode than the primary performance pads below the platter. This gives access to two pad modes simultaneously.

    Press and hold **Mode** and then press this pad to change the pad mode to Stems 1-4.

47. **Parameter ◀/▶:** Use these buttons for various functions in each pad mode. Press and hold **Shift** and use these buttons to access secondary parameters.

48. **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.

49. **Hot Cue / Pitch Play:** Press this button to enter **Hot Cue** mode. Press the button a second time to enter **Pitch Play** mode.

    **Note:** The Serato **Pitch N Time** plugin (not included) is required to use Pitch Play mode.

50. **Saved Loop / Saved Flip:** Press this button to enter **Saved Loop** mode. Quickly double tap this button to enter Saved Flip mode. Each of the performance pads will trigger a saved Flip sequence. Saved Flip mode requires the Serato Flip expansion pack to be activated (not included).

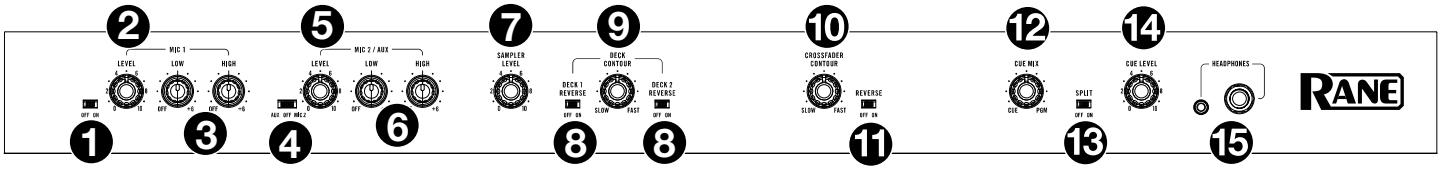
51. **Roll / Auto Loop:** Press this button to enter **Roll** mode. Press the button a second time to enter **Auto Loop** mode.

52. **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.

53. **Stems / Slicer:** 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.

    Quickly double tap this button to enter Slicer pad mode. In this mode, a specified range (or domain) is divided into eight equal sections. These eight sliced sections are assigned to the respective performance pads (1-8) and can be triggered by pressing them. The domain shifts as the track duration elapses. Use the Parameter buttons to set the quantization for the slicer function to 1/8, 1/4, 1/2, or 1.

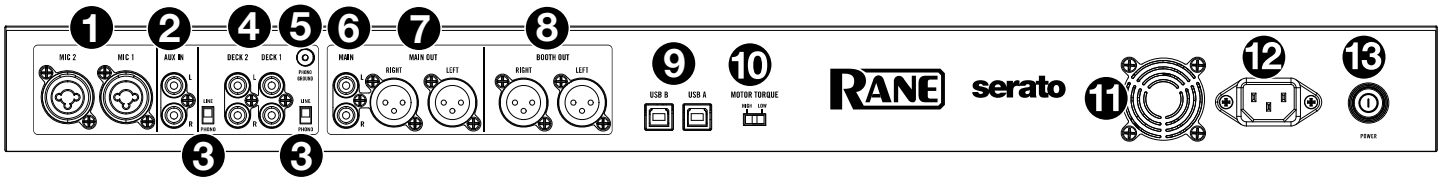
## Front Panel




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 Tone:** Turn this knob 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 Tone:** Turn this knob 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. **Deck Reverse:** 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 Contour:** Adjusts the slope of the deck fader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.
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 or line-level devices 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 **Aux In** may be used.
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. **Master 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.

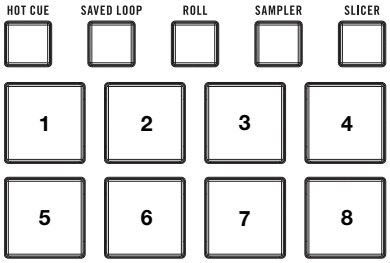
   **Note:** Make sure you have downloaded and installed the Rane Control Panel from rane.com.
10. **Motor Torque:** Flip this switch to adjust the torque of the platters. At the high setting, the platters will have the heavier, stronger feel of “modern” turntables. At the lower setting, they are lighter 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

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.

The secondary pad mode can have a different pad mode than the primary performance pads below the platter. This gives access to two pad modes simultaneously. Press and hold Mode and then press one of the four pad buttons pad to change the pad mode to Hot Cues 1-4, Scratch Banks 1-4, Sampler 1-4, or Stems 1-4, respectively.




### 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.

### 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 (sold separately) 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 |

### 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.

### 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 |

### Sampler

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

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

### 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.

### Slicer

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

In Slicer Mode, the eight pads represent eight sequential beats—"slices"—in the beatgrid. The currently playing slice is represented by the currently lit pad; the light will "move through the pads" as it progresses through each eight-slice phrase. You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been if you had never pressed it (i.e., as if the track had been playing forward the whole time).

**To enter Slicer Mode,** press **Slicer**. The deck will exit Slicer Mode if you load another track to the deck or enable Grid Edit Mode.

**To play a slice,** press the corresponding **Pad**.

**To decrease or increase the quantize size,** press the **Parameter** ◀/▶ buttons.

**To decrease or increase the size of the slices,** press **Shift** and the **Parameter** ◀/▶ buttons.

### Slicer Loop

Press **Slicer** a second time to enter Slicer Loop mode. The pads behave identically to the pads in Slicer Mode, except the eight-Slice phrase will loop rather than moving forward continuously through the track.

## Stem Controls

Stems are a type of audio file that breaks down a complete track into individual mixes. Stems break down into three tracks, covering the vocals, 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.

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.

# Appendix

## 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 Outpu** | 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**<br>(RCA stereo pair) | **Maximum Output** | 4 Vrms |
| | **THD+N** (20 kHz BW @ 1 kHz) | 0.004% |
| | **Frequency Response** | Flat |
| **Headphone Outputs**<br>(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<br>(2) Standard channel faders with shared Contour and Reverse controls | |
| **Connectors** | (2) XLR outputs (Main)<br>(2) XLR outputs (Booth)<br>(1) RCA stereo output pair (Master)<br>(2) XLR / 1/4" (6.35 mm) TRS inputs (Mic 1–2)<br>(2) RCA stereo input pairs (Deck 1–2)<br>(1) RCA stereo input pair (Aux)<br>(1) 1/4" (6.35 mm) TRS output (Headphones)<br>(1) 1/8" (3.5 mm) TRS output (Headphones)<br>(2) USB Type-B ports<br>(1) IEC power cable input | |
| **Power** | **Connection**:<br>**Voltage**:<br>**Consumption**: | |
| **Dimensions**<br>(width x depth x height) | | |
| **Weight**<br>(including platters) | | |

Specifications are subject to change without notice.

## Trademarks & Licenses

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