DJCONTROL JOGVISION

1. Touch-sensitive jog wheel
2. MODE (mode selection button + mode LED indicators for pads[1]): Press MODE button + pad 1/2/3/4 to switch to mode 1/2/3/4
3. 1, 2, 3, 4: Pads 1 to 4 (HotCue and samples [SHIFT+Pad: HotCue mode = Erase the HotCue point / Sample mode = Stop playback of sample]
4. SHIFT: Press to shift to alternate function on some controls (indicated in blue)
5. SYNC: Synchronization enabled on corresponding deck [SYNC OFF: Synchronization disabled]
6. CUE: Set Cue point and stop [|◄ : Return to beginning of track, or beginning of previous track]
7. Play/pause [STUTTER: Return to beginning of track]
8. Air control proximity sensor
9. Air control sensor VU meter
10. TREBLE, MEDIUM, BASS: 3-band equalizer
11. BROWSER: Browse through lists/folders/tracks [DECK GAIN: Gain per deck] – Press: switch from a list to the list to its right [SHIFT+press: switch from a list to the list to its left]
12. LOAD A: Load track on deck A / FOLDER EXPAND: Expand or collapse folder
13. LOAD B: Load track on deck B
14. CUE-SELECT: Toggle headphone monitoring on/off for corresponding deck
15. Deck volume fader and VU meter
16. BEATS: Track syncing VU meter
17. VINYL: Vinyl (Scratch) mode on/off
18. MIC: Microphone on/off
19. VIEW: Toggle between horizontal/vertical display modes [PANEL: Expand the FX or Sample menus]
20. LOAD PREPARE: Add the track to the Prepare group (a group of tracks being prepared) [AREA: Display the Prepare group]
21. Crossfader
22. FX DRY > WET: Effects mode = change amount of effect applied / LOOP SIZE: Loop mode = change loop size [BEATS: Beat multiplier, used to adjust the effect]
23. LOOP ON: play a loop of the track – LOOP x ½: Divide the loop by 2 – LOOP x 2: Double the loop between 1 and 8 beats / FX1, FX2, FX3: Enable effects [FX SELECT: Select the effects assigned to the FX1, FX2, FX3 buttons]
24. AIR FX: Enable/disable air control, which controls a filter on the corresponding deck [Manually tap out a track's tempo]
25. FX/LOOP MODE: Toggle buttons in group 23 and rotary encoder (22) between loop and effect modes
26. Deck pitch fader
27. MULTI FX: MULTI FX on = the rotary encoder (22) modulates effects FX1, FX2, FX3 / MULTI FX off = Single FX: the rotary encoder (22) modulates the FX1 effect
28. KEY-LOCK: Toggle Key Lock mode on or off (maintains the same musical key when changing the pitch) / SLIP function[2]
29. TRACK: Track status[3]
30. Headphones volume
31. 1/4"/6.35 mm + 1/8"/3.5 mm headphones outputs (channels 3-4)
32. CUE (previewing) = listen on headphones to the track loaded on the deck selected with the CUE-SELECT button (14) / MIX = listen on headphones to the same music being played out loud for the audience
33. 1/4"/6.35 mm mono microphone input (channels 1-2) + gain control
34. Kensington® compatible lock
35. AUX IN: 1/8"/3.5 mm stereo auxiliary input connector
36. BOOTH: Dual RCA outputs for booth speakers (channels 1-2) + volume control for the booth output
37. MASTER: Dual RCA outputs + 1/8"/3.5 mm stereo master output (channels 1-2)
38. USB port
39. Power supply connector

(1) Modes 3 (HotCue points 5-8) and 4 (sample bank) are only featured in the Serato DJ software (Serato DJ is an upgrade which can be purchased), and not in the Serato DJ Intro software (a license for which is included). In the included Serato DJ Intro software, Mode 3 replicates Mode 1 (HotCue points 1-4), and Mode 4 replicates Mode 2 (samples).

(2) The SLIP function is only featured in the Serato DJ software (Serato DJ is an upgrade which can be purchased), and not in the included Serato DJ Intro software. Using the SLIP function, you can scratch, loop on a track etc. while this button is held down: playback of the track is suspended until you release the button, at which point playback resumes where it would have normally have been if the function had not been applied.

(3) In Serato DJ Intro, the TRACK LED (29) lights up to indicate that a track is being played. In Serato DJ, the TRACK LED (29) shows the current position in the track: green (first half of the track), then orange, red, and finally blinking red near the end of the track.