

RANE

PERFORMER

User Guide



Powered by Serato DJ Pro

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Thank you for purchasing the PERFORMER. 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

PERFORMER	Rane Sticker Sheet
USB Cable	DeoxIT Fader Lube (2ml)
IEC Power Cable (region-specific)	Serato P'nT DJ Expansion Pack Voucher
(2) Clear Plastic Slip Rings (pre-installed)	Rane PERFORMER Poster
(2) White Felt Slip Rings (pre-installed)	Quickstart Guide
Find Your Feel Slip Ring Pack - (2) Clear Plastic and (2) Black Felt Slip Rings	Safety & Warranty Pamphlet
Display/Vinyl Cleaning Cloth	

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit [rane.com](https://www.rane.com).

For additional product support, visit [rane.com/support](https://www.rane.com/support).

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](https://www.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.

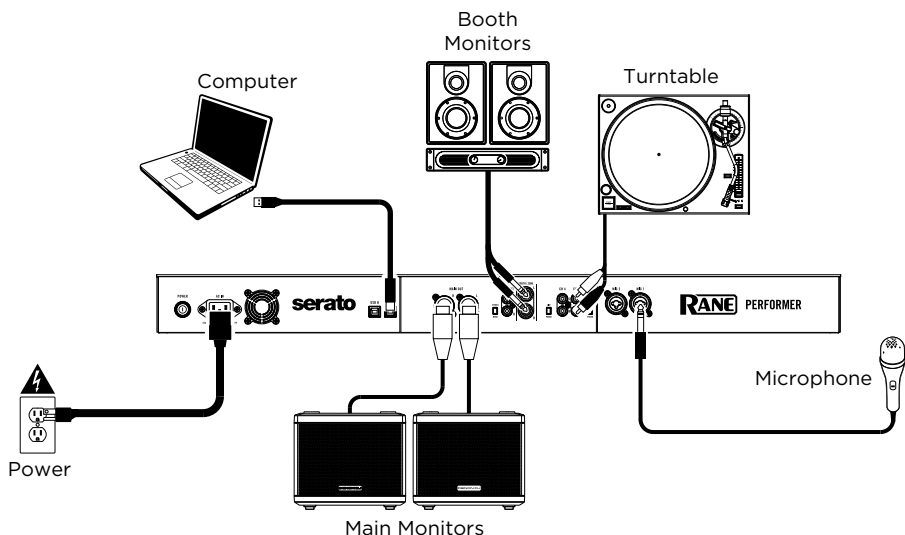
Note: Driver installation is required to connect PERFORMER with macOS or Windows computers.

2. Place PERFORMER on a flat, stable surface.
3. While the power is switched off, plug the included power cable into PERFORMER first, then plug the cable into a power outlet.
Connect audio input sources (microphones, turntables, etc.) to PERFORMER.
Connect audio output devices (headphones, power amplifiers, loudspeakers, etc.) to PERFORMER.
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) PERFORMER, (3) output devices.
 - When ending a session, turn off (1) output devices, (2) PERFORMER, (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.
6. Open Serato DJ Pro and go!

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

Connection Diagram

Items not listed under [Introduction > Box Contents](#) are sold separately.



Top Panel

Deck Controls

1. **Deck Layer Section:** Press to select the active deck layer. Decks 1 and 3 are on the left deck. Decks 2 and 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.

Press and hold **Shift** and press these buttons to change the platter playback speed (Pitch Bend - = 33 RPM, Pitch Bend + = 45 RPM).

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. **Motorized Platter:** These motorized platters are used to control song position, scratching, and pitch bend. To customize the scratch feeling, first remove the acrylic vinyl control disc from the platter. Then you can add, remove, or change the order of the slip rings until you get the desired feel. To return the acrylic vinyl on top of the slip rings, line up the four slots underneath it to fit into the platter's four magnetic squares.

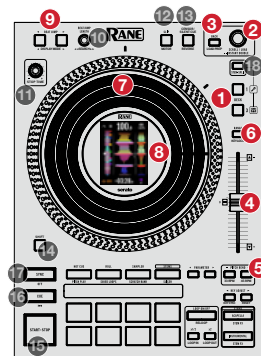
Note: To ensure consistent playback and scratch performance, use a maximum of 2 slip rings per side and ensure the slip ring configuration is identical on both platters.

8. **Platter Display:** This 2" color display provides info for Beat Jump Size, Album Artwork, BPM, Time Remaining/Elapsed, Song Key, Needle Position, Loop, and Moving Waveforms.

Tip: For the best playhead and needle position response, make sure that the Serato DJ Library + Display preference **Maximum Screen Updates Per Second** is set to 30 or higher. The digital needle can also be turned off in the device menu and a needle sticker can be applied to the control disc for greater accuracy.

9. **Beat Jump:** Press these buttons to jump back or forward in the software at the set **Beat Jump Length**.

Press and hold **Shift** and press either Beat Jump buttons to change the platter display view.



- Beat Jump Length:** Turn to increase or decrease the beat jump length. Push the encoder to reset the Beat Jump length to eight beats.

Press and hold **Shift** while turning this knob to seek/search through the timeline of the track loaded to the deck.

Note: Sync must be enabled in Serato DJ Pro to search through the track timeline.

- Stop Time:** Turn this knob to the left to lessen the time it takes to stop the platter. Turn to the right to increase the time it takes to stop the platter.
- 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 motor for the platter.

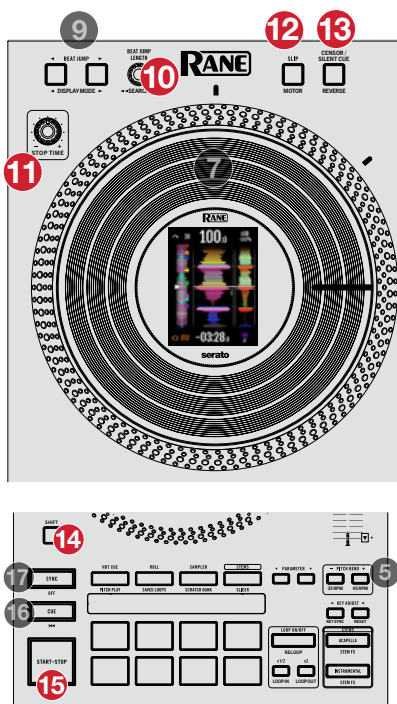
- Censor / Silent Cue / Reverse:** Press and hold this button to activate **Censor**, which temporarily reverses the playback of the track. Release the button to resume normal playback from where it would have been if you had never engaged the Censor function (i.e., as if the track had been playing forward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

The primary function of this button can be changed to **Silent Cue** in the system menu. See the [System Menu](#) section for more details. 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.

- Shift:** Press and hold this button to access secondary functions when used with other controls.
- Start/Stop:** Press this button to start or stop the platter. The LED will be dim 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.



16. **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.

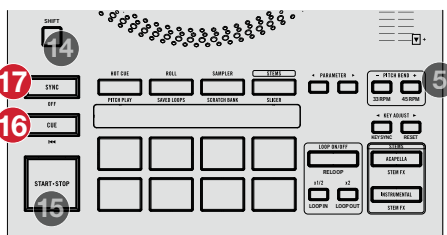
Press and hold **Shift** and press this button to return the track to its beginning. Pressing this button combination again while at the beginning of the track will load the previous track in the playlist to the deck.

17. **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.

18. **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. To manipulate the stem elements independently from each other, press one of the deck buttons. 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.



Performance Pads

1. **Performance Pads:** Strike these pads to perform the function of the current pad mode.

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

2. **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.

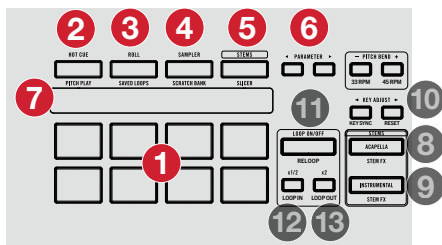
Custom User Mode: Press and hold **Shift** and press this button to access the custom user pad mode where all eight pads and the parameter buttons can be assigned to various software features.

Note: The Serato **Pitch N Time** plugin is required to use Pitch Play mode.

3. **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.
4. **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.
5. **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.
6. **Parameter </>:** Use these buttons to access various functions in each pad mode.
7. **Pad Display:** Displays the current pad mode and/or specific pad info such as sample name and hot cue names.

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.



8. **Acapella:** Press to filter out the instrumental and only play the vocals for the current track. The primary and shift functions of this button can be swapped in the device menu with the ACAP/INST FX option.

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. The primary and shift functions of this button can be swapped in the device menu with the ACAP/INST FX option.

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.

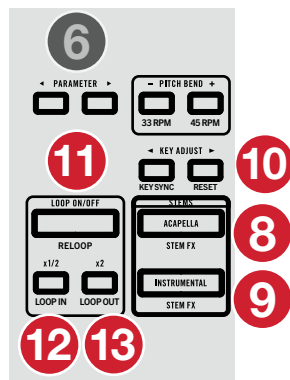
Press and hold **Shift** and press this button to skip to the last-played loop and activate it immediately.

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.



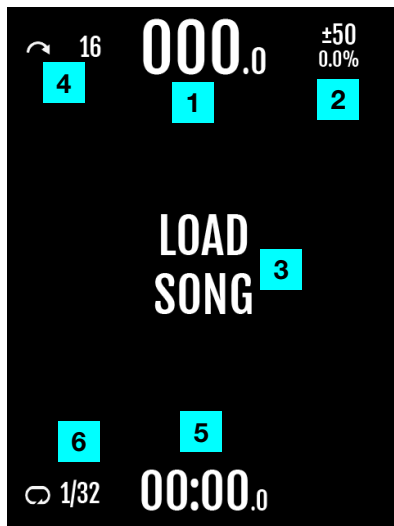
Platter Display

The platter displays are populated with a waveform, graphics, and text. The display view will change depending on the mode you are in, which is detailed in this section.

Empty Deck:

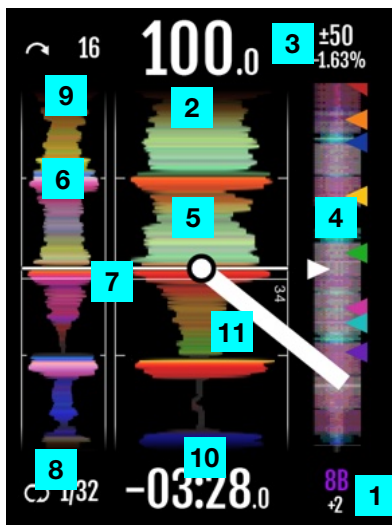
Note: The **Key** and **Now Line** features will not appear until a song is loaded.

1. **BPM:** Displays zeros '000.0' when no song is loaded.
2. **Pitch Range / Pitch Percentage Offset:** Displays the current pitch range value and the pitch percentage offset for the active deck.
3. **LOAD SONG:** This appears when the deck has no song loaded.
4. **Beat Jump Size:** Displays the Beat Jump icon and current beat jump size for the active deck.
5. **Time:** Displays the remaining time as all zeros '-00:00.0'. The text flashes when the Track End Warning has been triggered.
6. **Loop Size:** Displays the loop icon and current loop size for the active deck. The icon and text are White when a loop is inactive and orange when active.



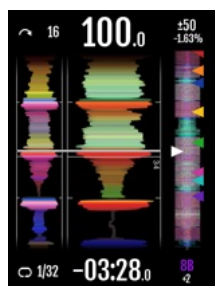
Performance View 1 with moving waveforms (Default view):

1. **Song Key / Key Change Offset:** Displays song key value. The key value will change when transposed up or down. When transposed, the + or - offset value is shown below the new key value.
2. **BPM:** Displays Beats Per Minute of the current track to the tenth decimal.
3. **Pitch Range / Pitch Percentage Offset:** Displays the current pitch range value and the pitch percentage offset for the active deck.
4. **Waveform Overview:** Displays the full track waveform with playhead position (white), temp cue, hot cue indicators matching their assigned hot cue colors, and the active loop region as specified by Serato.

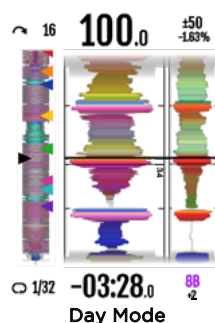


Needle On

5. **Focus Deck Moving Waveform:** Four beats of the focus deck's moving waveform with beat grid markers, bar number, temp cue, hot cue indicators matching their assigned hot cue colors, and the active loop region. The moving waveform zoom level can be adjusted by pressing + and - on your computer keyboard.
6. **Adjacent Deck Moving Waveform:** Four beats of the adjacent focus deck's moving waveform with beat grid markers, bar number, temp cue, hot cue indicators matching their assigned hot cue colors, and the active loop region.
7. **Now Line:** A horizontal line showing the current playhead position.
8. **Loop Size:** Displays the loop icon and current loop size for the active deck. The icon and text are white when a loop is inactive and orange when active.
9. **Beat Jump Size:** Displays the Beat Jump icon and current beat jump size for the active deck.
10. **Time:** Displays time for the current song. This value may be shown as elapsed or remaining, depending on the setting of the device menu. The text flashes when the Track End Warning has been triggered.
11. **Needle Indicator:** This rotating needle indicator shows the current playhead position. This element can be turned off from the system menu. See the [System Menu](#) section for more details.



Needle Off

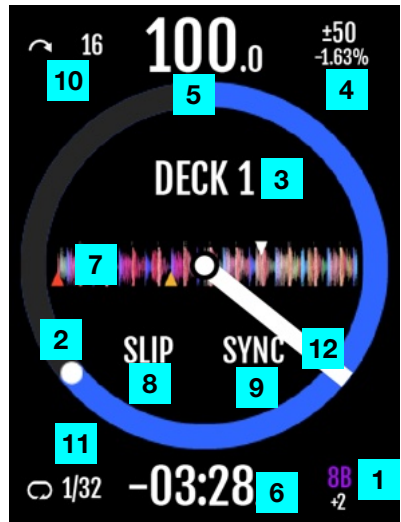


Day Mode

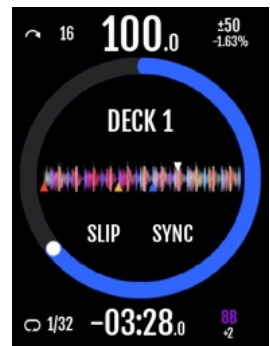
Tip: The display colors can be inverted to Day Mode in the device menu for better visibility in bright environments. See the [System Menu](#) section for more details.

Performance View 2 with Progress Ring:

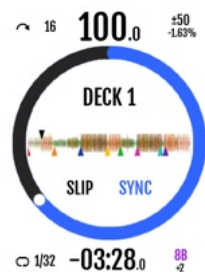
1. **Song Key / Key Change Offset:** Displays song key value. The key value will change when transposed up or down. When transposed, the + or - offset value is shown below the new key value.
2. **Track Progress Ring:** Displays the total track progress in the outer ring.
3. **Deck Indicator:** Displays the current deck in focus.
4. **Pitch Range / Pitch Percentage Offset:** Displays the current pitch range value and the pitch percentage offset for the active deck.
5. **BPM:** Displays Beats Per Minute of the current track to the tenth decimal.
6. **Time:** Displays time for the current song. This value may be shown as elapsed or remaining, depending on the setting of the device menu. The text flashes when the Track End Warning has been triggered.
7. **Waveform Overview:** Displays the full track waveform with playhead position (white), temp cue, hot cue indicators matching their assigned hot cue colors, and the active loop region as specified by Serato.
8. **Slip Mode Status:** Displays Slip mode state.
9. **Sync Status:** Displays the Sync state for the deck.
10. **Beat Jump Size:** Displays the Beat Jump icon and current beat jump size for the active deck.
11. **Loop Size:** Displays the loop icon and current loop size for the active deck. The icon and text are white when a loop is inactive and orange when active.
12. **Needle Indicator:** This rotating needle indicator shows the current playhead position. This element can be turned off from the system menu. See the [System Menu](#) section for more details.



Needle On



Needle Off



Day Mode

Tip: The display colors can be inverted to Day Mode in the device menu for better visibility in bright environments. See the [System Menu](#) section for more details.

Performance View with Album Art:

1. **Song Key / Key Change Offset:** Displays song key value. The key value will change when transposed up or down. When transposed, the + or - offset value is shown below the new key value.
2. **BPM:** Displays Beats Per Minute of the current track to the tenth decimal.
3. **Pitch Range / Pitch Percentage Offset:** Displays the current pitch range value and the pitch percentage offset for the active deck.
4. **Album Artwork:** This shows the artwork of the current track loaded to the deck.
5. **Waveform Overview:** Displays the full track waveform with playhead position (white), temp cue, hot cue indicators matching their assigned hot cue colors, and the active loop region as specified by Serato.
6. **Beat Jump Size:** Displays the Beat Jump icon and current beat jump size for the active deck.
7. **Time:** Displays time for the current song. This value may be shown as elapsed or remaining, depending on the setting of the device menu. The text flashes when the Track End Warning has been triggered.
8. **Loop Size:** Displays the loop icon and current loop size for the active deck. The icon and text are white when a loop is inactive and orange when active.
9. **Needle Indicator:** This rotating needle indicator shows the current playhead position. This element can be turned off from the system menu. See the [System Menu](#) section for more details.

Tip: The display colors can be inverted to Day Mode in the device menu for better visibility in bright environments. See the [System Menu](#) section for more details.



Needle On



Needle Off



Day Mode

Library & Track List View

The library & track list view is shown automatically when the scroll/load knob is turned. This feature can be disabled in the device menu.

- Crates:** Shows Serato DJ Crate structure including third-party libraries. Longer Crates names scroll momentarily.
- Track List:** Shows the Track list structure. A blue highlight will follow the current selection. Tracks that have been played are shown in the played color. Longer song titles scroll momentarily. The third column can be set to show TIME instead of KEY in the system menu. See the [System Menu](#) section for more details.
- Time:** Displays time for the current song. This value may be shown as elapsed or remaining, depending on the setting of the device menu. The text flashes when the Track End Warning has been triggered.
- BPM:** Displays Beats Per Minute of the current track.
- Song Key / Key Change Offset:** Displays song key value. The key value will change when transposed up or down. When transposed, the + or - offset value is shown below the new key value.

1	Organic House	4	5
Untold Stories	121	5A	
Perfect Like You	122	11A	
Who Loves The Sun	122	1A	
Sunset Drive	2	122	8A
White Flowers	123	6A	
Sunrise of Agra	123	9A	
Sound of Lunar	124	12A	

Song List - Key

1	Organic House	4	3
Untold Stories	121	03:30	
Perfect Like You	122	03:30	
Who Loves The Sun	122	03:30	
Sunset Drive	122	03:30	
White Flowers	2	123	03:30
Sunrise of Agra	123	03:30	
Sound of Lunar	124	03:30	

Song List - Time

Jackin House	
Tech House	
Minimal	
House	
Organic House	1
Melodic	
Experimental	
Latin House	

Crate List - Day Mode

Tip: The display colors can be inverted to Day Mode in the device menu for better visibility in bright environments. See the [System Menu](#) section for more details.

Line Mode

PERFORMER has USB/LINE 2-way switches for channels 3 and 4. When channels 3/4 are in line mode, the display will show this graphic.



Line Mode

Stem Split Mode

PERFORMER has a Stem feature called Stem Split mode. When the feature is enabled via the **Stem Split** button, the platter display momentarily shows the Stem Split graphic for one second.



Stem Split Mode

FX Section

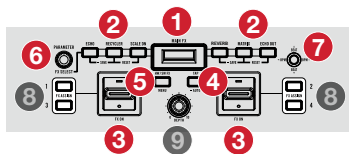
1. **FX Display:** Shows the current effect and its parameters.
2. **Main FX:** Press one of these buttons to arm/disarm a post-fader effect.
 - **Charging FX:** Press and hold an FX button and turn the parameter knob to cycle through the available FX. Push the parameter knob in to assign the selected FX to the FX slot.
 - **FX Save:** Press and hold this button for four seconds to save the current beats/parameter values to the FX slot. Saved FX are stored to the device and recalled each time Performer is powered on.
 - **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.
4. **Tap:** Press this button three consecutive times at the desired tempo to manually set the BPM rate for beat-tempo effects, per channel. Press and hold this button for three seconds to return the BPM back to the 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. See the [System Menu](#) section for more details.
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. Push in the encoder to confirm menu options.
 - **FX Select:** Hold one of the six 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, turn the parameter encoder 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.
 - **BPM Copy:** Press and hold **Shift** and move the joystick to copy the highlighted tempo and apply it to the left or right BPM, depending on the direction the joystick is moved.



- 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.

- 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.



Using and Changing Effects

PERFORMER features internal hardware FX and control over software FX. Both internal and software Main FX are all post-fader. Channel FX from software are pre-gain, EQ, and channel fader.

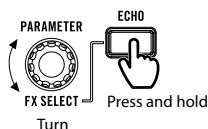
- Press the **Hardware/Software FX Select** button to toggle between internal hardware and Software effects.
- Press and hold one of the **FX Select** buttons and turn the **FX Parameter** encoder to scroll through the available effects.
- Press the **FX Select** button to select and load the effect to that slot.
- Turn the **FX Parameter** encoder to adjust the selected parameter value. Press the encoder button to scroll through available parameters of the assigned effect. While the device menu is open, turning this control will adjust setting values.

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

- Press an **FX Assign** button to select which channel will be affected by the effects.
- Press the **FX On/Off** paddle up for continuous effect activation. Pull the paddle down for momentary effect activation. Move the paddle back to the center position to deactivate the effect.



Press



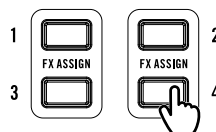
Turn



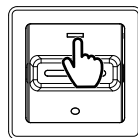
Press



Turn to adjust the FX parameter
Press to scroll through the FX bank parameters



Press to assign to channel



FX ON

Toggle up for continuous effect activation
Pull down for momentary effect activation

Mixer Controls

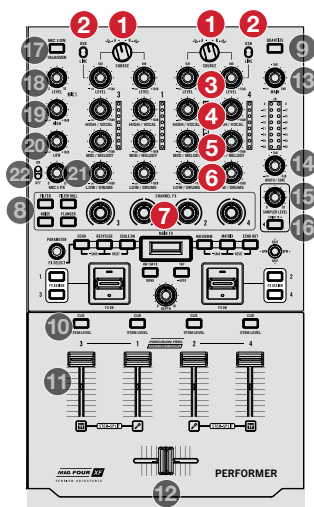
1. **Deck Source:** Set this knob to the desired MIDI and audio source for the deck, **USB A** or **B**. This allows DJ “handoffs” from one computer to another.
2. **USB/Line Source Selection:** Adjust this to set the channel source to computer audio or line audio.

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 and 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**.



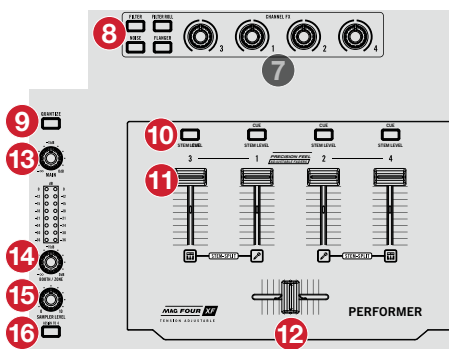
3. **Deck Audio Level:** Turn this knob to set the pre-fader, pre-EQ audio level of the corresponding channel.
4. **Deck EQ High/Vocals:** Turn this knob to adjust the high (treble) frequencies. When Stem Level mode is active, this knob controls the vocal stem level. See the [Cue/PFL](#) feature for more info.
5. **Deck EQ Mid/Melody + Bass:** Turn this knob to adjust the mid-range frequencies. When Stem Level mode is active, this knob controls the melody and bass stem level. See the [Cue/PFL](#) feature for more info.
6. **Deck EQ Low/Drums:** Turn this knob to adjust the low (bass) frequencies. When Stem Level mode is active, this knob controls the drum stem level. See the [Cue/PFL](#) feature for more info.

Note: All EQ controls are full-kill.

7. **Channel FX Knob:** Turn this knob to adjust the amount of the selected Channel FX. Turning the knob to the left or right applies a different variation of the selected FX. 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:

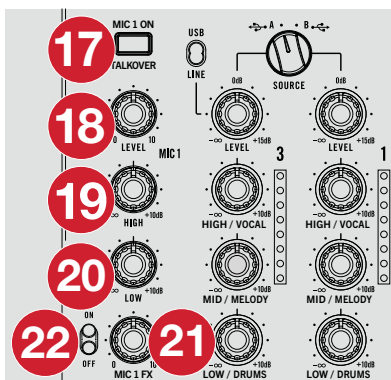
Upon power-up, the FX BPM will default to 100 BPM.

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).

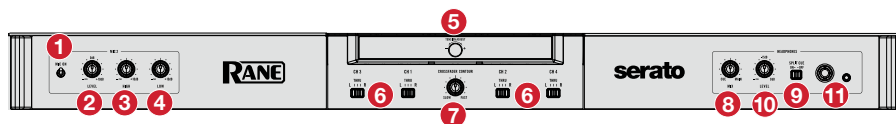
Use the **Tap** button to manually tap in the tempo in order to obtain the BPM for line input signals.

9. **Quantize:** Press to activate quantize mode in the software.
10. **Cue/PFL:** Press this button to send the pre-fader, post-EQ 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.
- Press and hold **Shift** and press this button to change the function of the deck EQ knobs to control Stem Level. When Stem Level mode is active, the Cue/PFL button will flash while Shift is held. In Stem Level mode, High EQ controls the vocal, Mid EQ controls the melody/bass and Low EQ controls the Drums.
11. **Channel/Deck Fader:** Move this fader to adjust the volume level of the corresponding channel/deck. Set the preferred tension of the channel faders by removing the fader plate and adjusting the set screw. Turn to the right to tighten, turn left to loosen.
- Press and hold **Shift** and move faders to enable Fader Start.
12. **Crossfader:** Move this crossfader to mix between the decks. Set front panel **Tension Adjust** to your personal preference. Turn right to tighten, turn left to loosen the tension.
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. **Sampler Level:** 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. See the [System Menu](#) section for more details.
 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/Reverb:** Turn this knob to adjust the Echo/Reverb level of Mic input 1.
- Note:** The Echo/Reverb effect rate is set based on the currently selected deck BPM with a fixed beat rate of 1/2.
22. **Mic 1 Echo/Reverb On/Off:** Use this switch to turn Echo/Reverb on or off for Mic input 1.



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. **Tension Adjust:** Set the crossfader tension to your personal preference. Turn right to tighten and turn left to loosen the tension.
6. **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**).
7. **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.
8. **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.
9. **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.
10. **Cue Level:** Turn this knob to adjust the volume level of the cue channel.
11. **Headphone Outputs** (1/4" or 1/8" [6.35 mm or 3.5 mm], TRS): Connect your headphones to these outputs for cueing and mix monitoring.

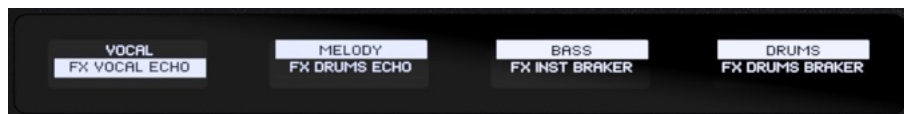
Rear Panel



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 PERFORMER 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 PERFORMER on or off. Power on PERFORMER 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 PERFORMER.

Pad Display

PERFORMER 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. 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.

Stems Mode

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

Adjust the **High Vocal** knob to control the vocal stem level.

Adjust the **Mid Melody** knob to control the melody + bass stem level.

Adjust the **Low Drums** knob to control the drums stem level.

Press the **Stem Split** button to perform the Stem Split function within Serato DJ. The main display will show the mode is engaged and informs which stem elements are controlled by the channel faders. The track that is loaded to the deck will be instantly doubled to the layers on the respective side. Decks 1/2 are always set to vocal 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 manipulate the stem elements independently from each other.

Example: A song playing on Deck 1 has the Melody and Vocals toggled off. When Stem Split is engaged, Deck 1 will have the Vocal turned ON, and Deck 3 will have all three instrumental stems turned ON.

Notes: All deck controls (e.g. pad modes, looping controls, load track, beat jump) will simultaneously trigger on both decks on the same side. All mixer controls (EQs, gains, channel faders) and FX will be individual per deck.

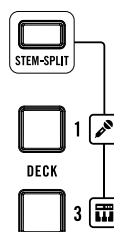
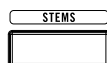
Loading a track (standard load, Scratch Bank load, or Instant Double from other active decks) to either deck currently in Stem Split mode will result in the song being split into vocal and instrumental stems using the rules above.

Exiting Stem Split mode:

Press the **Stem Split** button to revert the deck control to the primary deck. Stems states are also reset. The transport state of the primary deck will be preserved. The song from the inactive layer will be unloaded/ejected.

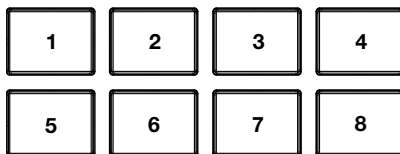
Press either layer button to stop dual control and regain control of individual decks. The stem state of currently loaded songs will be preserved. The transport state of both decks will be preserved. No songs are unloaded.

Eject either deck to stop dual control and regain control of individual decks. Stem state of non-ejected songs will be preserved. The transport state of the non-ejected deck will be preserved.



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.



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 arm FLIP recording, press **Parameter <**. The Censor or Hot Cue action initiates recording when FLIP mode is record armed. Press **Parameter <** again to disarm FLIP recording.

To stop recording and turn FLIP on / loop FLIP, press **Parameter >**.

Note: FLIP Expansion is required for this function.

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 four pads to control beat jump functions.

Note: Disable **Show Beat Jump Controls** in the Serato **Setup** menu to access eight 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.

Sampler

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

To enter Sampler mode, press **Sampler**. 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.

Stems

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

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.

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

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 must be installed to use this mode. See [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.

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.

To activate the saved loop, press the pad to activate the loop or press and hold **Shift** and press the corresponding pad to activate and jump to the loop position in the track.

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.

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.

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.

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.

Default FX:

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

	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	<p>< 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%.</p> <p>50% - the Backspin speed is as shown by the beat's value.</p> <p>>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%.</p>
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.

	Name	Description	Control	Beats	Parameter	Depth
3	Choppa	This effect mutes and unmutes the deck's audio signal in a way that emulates crossfader movements.	Paddle	Pattern: 1-8 Default: 7	Reverse: On, Off Default: Off	<p>< 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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p>
4	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	<p>0-100% The effect wet mix is applied on a linear scale.</p>

	Name	Description	Control	Beats	Parameter	Depth
5	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%.
6	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: 360 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.
7	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.

	Name	Description	Control	Beats	Parameter	Depth
8	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.
9	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.

	Name	Description	Control	Beats	Parameter	Depth
10	Echo Out	<p>This creates an echo tail of the original signal at the specified beat size while muting the original signal.</p> <p>Turn Depth to the max position to hold the echo tail infinitely.</p>	Paddle	<p>Beats: 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3</p> <p>Default: 1/2</p>	<p>HPF Cut Off: 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz</p> <p>Default: 140 Hz</p>	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>
11	Fader Filter	This effect allows you to use the channel faders apply filter sweeps.	Channel Fader	N/A	<p>Type: Band Pass, High Pass, Low Pass</p> <p>Default: High Pass</p>	<p>0-100%</p> <p>The effect wet mix is applied on a linear scale.</p>
12	Fader Pitch	This effect allows you to repitch the program audio of the respective channel using the channel fader.	Channel Fader	<p>Direction: UP, UPW (wide), DN, DNW, CT, CTW</p> <p>Default: Up</p>	<p>Scale: Major, Minor, Off</p> <p>Default: Off</p>	<p>0-100%</p> <p>The effect wet mix is applied on a linear scale.</p>

	Name	Description	Control	Beats	Parameter	Depth
13	Fader Ring	This effect allows you to add ring modulation to the program audio of the respective channel using the channel fader.	Channel Fader	Frequency: 800 Hz, 1 kHz, 1.5 kHz, 2 kHz, 4 kHz, 8 kHz Default: 2 kHz	Mode: Increase, Decrease Default: Decrease	0-100% The effect wet mix is applied on a linear scale.
14	Fader Roll	This effect allows you to use the channel faders to apply filter sweeps.	Channel Fader	N/A	HPF: On, Off Default: Off	0-100% The effect wet mix is applied on a linear scale.
15	Fader Tone	This effect allows you to use the channel faders to control various tone generators.	Channel Fader	Key: C, D, E, F, G, A, B Default: C	Tone Type: Sine, Sawtooth, Square, Triangle Default: Sine Octave: 0-8 Default: 6 Scale: Major, Minor, Off Default: Off	0-100% The output level of the tone generator.
16	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.

	Name	Description	Control	Beats	Parameter	Depth
17	Hold Echo	<p>Adds echoes of the original signal at the specified beat time.</p> <p>When FX Depth is centered, the echo will repeat or 'hold' infinitely.</p> <p>Turn FX Depth to the right to increase the echo feedback.</p>	Paddle	<p>Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16</p> <p>Default: 1</p>	<p>Feedback: 0-100%</p> <p>Default: 80%</p> <p>HPF Cut Off: 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz</p> <p>Default: 244 Hz</p>	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>
18	Matrix	<p>Performs a rapid sweep through beat values lower than the specified beat size and then echoes out at the specified beat time division.</p> <p>Turn FX Depth to the max position to hold the current echo infinitely.</p>	Paddle	<p>Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3</p> <p>Default: 1/2</p>	<p>Length: 1-9</p> <p>Default: 5</p>	<p>0-100%</p> <p>The effect wet mix is applied on a linear scale. As it is increased, the program signal is reduced.</p>

	Name	Description	Control	Beats	Parameter	Depth
19	Mute	This effect allows you to temporarily cut the audio signal, similar to a classic transform switch.	Paddle	N/A	Mute Type: Normal, Inverted Default: Normal	<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.
20	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
21	Pitch DN	<p>Samples the original signal and repeats at the specified beat time while pitching the sample down by semitone steps.</p> <p>Turn FX Depth to the right shortens the sample length.</p>	Paddle	<p>Beats: 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2</p> <p>Default: 1/4</p>	<p>Length: 1-9</p> <p>Default: 7</p>	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>
22	Pumper	<p>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.</p>	Paddle	<p>Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4, 8, 16, 32</p> <p>Default: 1</p>	<p>Offset: -1/2, -1/4, -1/8, -1/16, 0</p> <p>Default: -1/2</p> <p>Depth: -40 dB to -2 dB</p> <p>Default: -20 dB</p>	<p>0-100% The effect wet mix is applied on a linear scale.</p>

	Name	Description	Control	Beats	Parameter	Depth
23	Recycler	<p>This adds echoes of the original signal at the specified beat time or delay time.</p> <p>Turn FX Depth to adjust the balance of the original and effected signal in the mix and increases feedback.</p>	Paddle	<p>Beats: 1/64, 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4</p> <p>Default: 3/4</p>	<p>Resonance: Low, Med, High</p> <p>Default: Med</p>	<p>0-100%</p> <p>The effect wet mix is applied on a linear scale. As it is increased, feedback is also increased.</p>
24	Reverb	<p>Adds reflections of the original signal in simulated environment.</p> <p>Turn FX Depth to adjust the balance of the original and the effected signal in the mix.</p>	Paddle	<p>Room Size: Small (SML), Large (LRG)</p> <p>Default: LRG</p>	<p>HPF Cut Off: 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz</p> <p>Default: 244 Hz</p> <p>Decay: 0-100%</p> <p>Default: 75%</p>	<p>0-100%</p> <p>The effect wet mix is applied on a linear scale.</p>

	Name	Description	Control	Beats	Parameter	Depth
25	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	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>

	Name	Description	Control	Beats	Parameter	Depth
26	Riser	<p>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.</p> <p>Turn FX Depth to adjust the rise speed.</p>	Paddle	<p>Beats: 1/4, 1/2, 3/4, 1, 2 Default: 3/4</p>	<p>Length: 1-9 Default: 7</p>	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>

	Name	Description	Control	Beats	Parameter	Depth
27	Roll	<p>This samples the original signal and repeats it at the specified beat time.</p> <p>Turn FX Depth to the right to shorten the roll length</p>	Paddle	<p>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</p>	<p>HPF Cut Off: 40 Hz, 80 Hz, 140 Hz, 244 Hz, 427 Hz, 748 Hz, 1308 Hz, 2287 Hz, 4000 Hz Default: 40 Hz</p>	<p>0% - The effect is not heard, and the effect buffer is reset if the effect was previously engaged.</p> <p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>

	Name	Description	Control	Beats	Parameter	Depth
28	Scale DN	<p>This samples the original signal and repeats at the specified beat time while pitching the sample down based on the selected scale.</p> <p>Turn FX Depth to the right to shorten the sample length.</p>	Paddle	<p>Beats: 1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 3</p> <p>Default: 3/2, 1/2</p>	<p>Scale: Major, Minor, Whole, Penta</p> <p>Default: Major</p>	<p><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.</p> <p>50% - The effect is 100% wet and no program audio from the deck is heard while the effect is engaged.</p> <p>>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.</p>
29	STTR Out	<p>This samples the original signal and repeats the sample at the specified rhythmic pattern and then fades out.</p> <p>Turn FX Depth to the right to shorten the sample length.</p>	Paddle	<p>Pattern: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10T, 11T, 12T, 13T</p> <p>Default: 5</p>	<p>Bars: 1, 2, 3</p> <p>Default: 2</p>	<p>0-100% The effect wet mix is applied on a linear scale. As it is increased, the length of the repeated sample is reduced.</p>

System Menu

The PERFORMER 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:

- **ACAP/INST FX**
 - Selection: PRIMARY, SHIFT
 - Default = SHIFT
- **SILENT CUE:** This setting allows you to change the function of the Censor button to Silent Cue.
 - MODE: YES or NO (Default = NO)
- **CH FADERS:** This setting allows you to change the channel fader response.
 - CONTOUR: 0-100% (Default = 50%)
 - REVERSE: ON or OFF (Default = OFF)
- **CROSSFADER:** This setting allows you to change the crossfader cut in amount.
 - CUT IN LEFT: 0-10 (Default = 3)
 - CUT IN RIGHT: 0-10 (Default = 3)
 - RESTORE DEFAULTS: CANCEL or RESTORE (Default = CANCEL)
- **FADER FX**
 - ON or OFF (Default = ON)
- **KEY ADJUST:** This setting allows you to change the behavior of the Key Adjust buttons.
 - NORMAL, LONG PRESS (Default = NORMAL)
- **MAIN METER:** This setting allows you to change what signal the meter displays.
 - SIGNAL OUTPUT: POST MAIN, PREMAIN (Default = POST MAIN)

- **MICROPHONE:** This menu option allows you to change microphone echo/reverb, talkover, and microphone signal routing.
 - EFFECT - Selection: ECHO, REVERB
 - Default = ECHO
 - ECHO FDBK - Percent: 0-100%
 - Default = 80%
 - REVERB SIZE - Percent: 0-100%
 - Default = 40%
 - REVERB PRDLY - Selection: 0-120ms
 - Default = 60ms
 - TALKOVER LVL - Selection: LOW (-10dB), MED (-20dB), HIGH (-40dB)
 - Default = -20dB
 - TALKOVER LD - Selection: 0.5-2.0s
 - Default = 1.0s
 - TO BOOTH - Selection: ON, OFF
 - Default = ON
 - TO HEADPHONE - Selection: ON, OFF
 - Default = OFF
 - TO COMPUTER - Selection: ON, OFF
 - Default = ON

- **MOTOR TORQUE:** This menu option allows you to adjust the platter's motor setting.
 - TORQUE: HIGH, LOW (Default = HIGH)

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

- **FILTER (LN/PHONO):** This menu option allows you to change wheel display options.
 - RESONANCE: 1-10 (Default = 7)

- **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
 - MOTOR: 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.
 - o FX RESET: RESTORE, CANCEL (Default = CANCEL)

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

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	Off to 0 dB
	Maximum Output	8 Vrms
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Frequency Response	20 Hz - 20 kHz (Flat)
Main Outputs (RCA stereo pair)	Maximum Output Voltage	4 Vrms
	THD+N (20 kHz BW @ 1 kHz)	0.004%
	Frequency Response	20 Hz - 20 kHz (Flat)
Booth Outputs (1/4")	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)
Headphone Outputs (1/4" / 6.35 mm and 1/8" / 3.5 mm TRS)	Maximum Output Voltage	4 Vrms (no load)
	Output Power	50 mW (50 ohms)
	Dynamic Range (A-weighted)	108 dB
General		
Pads	(16) on/off multi-color back-lit pads (8 per deck, 9 modes each)	
Wheel Displays	(2) 320 x 240 Color LCD's	
Pad & FX Displays	(9) 128 x 32 Monochrome OLED's	
Faders	(1) MagFour tension-adjustable crossfader with contour (4) Precision Feel premium channel faders with internal tension adjust	
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	

General (continued)	
Power	Connection: IEC
	Voltage: 100–240 V, 50/60 Hz
	Consumption: 150 W
Dimensions (width x depth x height)	30.84" x 15.84" x 4.32"
	783 x 402 x 110 mm
Weight (including platters)	28.20 lb.
	12.8 kg

Specifications are subject to change without notice.

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