









PITCH KEY

EV 2

C

6

Q

XFC XFD

TOP SECTION

1 Tempo Section

- Use the Pitch Fader to control the deck's tempo. ■ Use the Key Fader to change the song's key (Shift + Pitchfader)
- Use the Pitch Bend Buttons for pitch bending.
- Assign the FX units to the decks by using the Deck FX Routing Buttons Shift + Pitch Bend Buttons

2 FX Section

- The FX section offers full control of the Chained & Advanced FX units.
- Change the FX by turning the FX Select Encoders Shift + FX Select Encoders
- Use the FX Amount Encoders to control the FX.
- (De)activate FX with 4 FX knobs
- 4 different presets give an idea what can be done with a combination of 3 FX Shift + FX Knobs

- Use the Encoders to adjust the Filter Amount or Volume (Shift + Encoders) for each Sample slot.
- Pushing the Encoders reset either Slot Filter Amount or Slot Volume
- Using the Slot Buttons, each slot can be (de)selected to be controlled by the master sample unit (\rightarrow 3.)

3 Loop Section

■ Turn the -Length+ Encoder to adjust the loop size.

- Press the Loop Button to set a loop with the selected size. ■ To move the activated loop within the track turn the
- MOVE+ Encoder ■ While pressing and turning the -MOVE+ Encoder the
- moving-size can be set. Manual loops can be set with the IN and OUT
- Buttons (Shift + Loop / Reloop). Loops can be (de)activated by pushing the -Lengh+
- Encoder. Move within the track without loosing the grid by
- using the Beat-Move Buttons. ■ Move the grid manually by pushing the Grid-Buttons Shift + Beat-Move Buttons

- Turning the -MOVE+ Encoder will affect Filter Amount and Volume (Shift + Encoder) of all selected slots () 2.).
- To set the loop size of all selected slots, turn the -LENGTH+ Encoder.
- Pushing the Encoders reset either Filter Amount (push -MOVE+ Encoder), Volume (Shift + push -MOVE+ Encoder) or loop size (push -LENGTH+ Encoder) of all selected slots.
- Press the Sample Play > Buttons to start / mute a loaded slot. If slot is empty, a loop from track deck is copied.
- Stop playing a slot by holding its Sample Play > Button.

Adjust the Loop Size of the global Loop Recorder by turning the -LENGTH+ Encoder.

■ Control the functions Record, Play / Stop, Size and Delete of the global Loop Recorder by using the Recorder Buttons

4 Filter | Pan

Use the Filter Knob for filter-sweeps and fade-outs. Use the Pan Knob for panning the sound.

5 HotCue Section

- The HotCue section lets you access up to 8 cue points. ■ Saving a cue point can be done easily by pressing a free Cue Pad Button.
- If a loop is set, it can be stored as easily as a cue point by pressing a free Cue Pad Button.
- While holding the Delete Button a stored cue point can be deleted.

- To copy a loop from deck to an empty slot, push the Sample Buttons
- Press the Sample Buttons to play / mute a loaded slot.
- While holding the Delete Button, the selected slot will be cleared.

- Trigger your sample slots by hitting the Sample Buttons. ■ While holding the Delete button, the selected slot will be cleared.
- Copy a sample from Loop Recorder into your slots Shift + Sample1 - 4

6 Jogwheel | Modes

- With the jog wheel section you have total control over vour decks.
- Use Scratch Mode to scratch the selected track.
- Use Pitch Bend Mode to speed up or slow down the track's speed.
- The Quick Search Mode is perfect for scrolling through the whole track to find the perfect mixing point.
- Use TRAX Mode to navigate through the libary with
- the iog wheel. Assign the decks to the crossfader sides Shift + Jog Wheel Modes
- Jog Drag: Adjustment for the Jog wheel tension

Scratch and Pitch Bend your selected sample slots (▶ 2.) using the Jogwheel.

Shift 7

The Shift Button provides a second MIDI layer for the selected deck.

8 Transport Section

- This section provides you with full transport control.
- Start and stop the track with the Play/Pause Button. Bring in the new track by using the CUE or CUP Button.
- Use the Sync Button to match the BPMs of different tracks.
- Use keylock function to detach the song's key from the tempo
- Switch between the FX modes (Chained / Advanced) with the FX Mode Button Shift + CUE
- Tap the tempo manually by using the Tap Button Shift + CUP
- Change the deck from slave to master by pressing the Master Button Shift + Sync

- Start / mute all slots simultaneously using the Play/ Pause Button.
- Hit CUE Button to trigger all slots at the same time. ■ Use the Sync Button to synchronise the looped samples.

9 Browse Section

- Have total control over your library.
- Use the TRAX Encoder to browse through the track collection
- Use Shift + TRAX Encoder to browse through the folders.
 Maximize the track collection by pushing the TRAX Encoder
- Open and close folders by pressing the TRAX Encoder in shift mode.

10 Deck Select

Switch between decks A/C or input 1 and decks B/D or input 2.

11 Mixer Section

Get total control over all necessary functions you need for mixing

- Tweak the sound with the 3-Band EQ and adjust the track's volume with the Gain Knob.
- Pre-listen to a selected deck by pressing the Monitor **CUE Buttons**
- Use the Linefader and Crossfader for mixing.

12 Master Section

- This section provides you with full volume control. Use the Master Knob to adjust the volume of the
- master signal. ■ Use the Booth Knob to adjust the volume of the
- booth signal ■ Use the Phones Knob to adjust the volume of the
- headphones signal Use the CUE Mix Fader to pre-mix the decks.



BACK AND FRONT SECTION

13 Power

- USB connection to connect the Jockey III to your computer.
- Power connector for external power supply.
- ON / OFF Button.

14 Adjustments

- Use the Jog Wheel Sensitivity Knob to adjust the jog Master 1: RCA / Master 2: Balanced / Booth: RCA wheel's sensitivity according to your requirements.
- Use the LED Dimmer Knob to adjust the background light LED.
- Switch between trigger or toggle mode for the shift Connect your turntables or CD players to the Jockey III to button via the Shift-Lock-switch

15 Master Thru

MASTER

Master Thru Port directly to master.

16 Outputs

use them in the mix.

Inputs



This port can be used to route a second master signal

18 Mic Section

Connect a mircophone to speak to the crowd. Control the volume with the Mic Knob. Route the microphone signal to the software to process it with FX or directly to master.

19 Crossfader Curve

With this knob the crossfader curve can be adapted to your mixing skills.

20 Input Routing

Each input can be routed to the software or directly to maste

21 Headphones Section

Use your headphones for monitoring.

22 Cue Master Thru

Activate the CUE Master Thru function to listen to the master-thru signal via your headphones.