

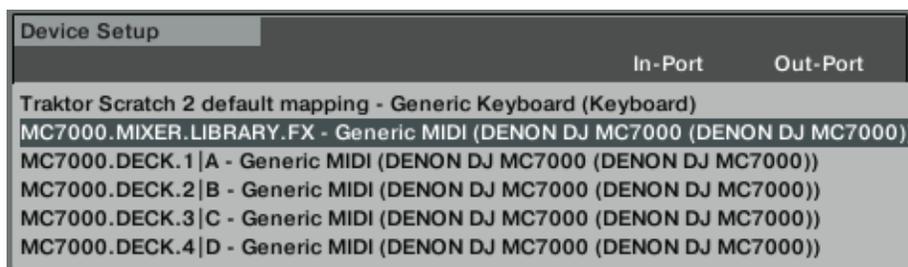
DENON DJ MC7000 TRAKTOR PRO 2.11.0 SETUP

Mapping Setup

1. Download and unzip the MC7000 Traktor mapping .tsi file to your computer.
2. Power on the MC7000 and connect the USB to your computer.
3. Open **Traktor Pro 2.11.0** or higher.
4. Open **Preferences**.
5. Click the **Import** button from the bottom of the **Preferences** window, and then locate the MC7000 Traktor mapping .tsi file you unzipped earlier.
6. Leave the default boxes checked like below, and click **OK**.



7. Once you have imported the mapping file click the **Controller Manager** tab to ensure that both the **In-Port** and **Out-Port** for the **Device Setup** are set to the **DENON DJ MC7000**. Repeat this process for each of the 5 MC7000 mappings (see image below). This ensures there are no conflicts with this mapping and any other MIDI devices you may be using.



8. Close the **Preferences** window.

Audio Setup – Windows

First download and install the latest Windows driver from the Download section of the MC7000 product page: <http://www.denondj.com/products/view/mc7000>

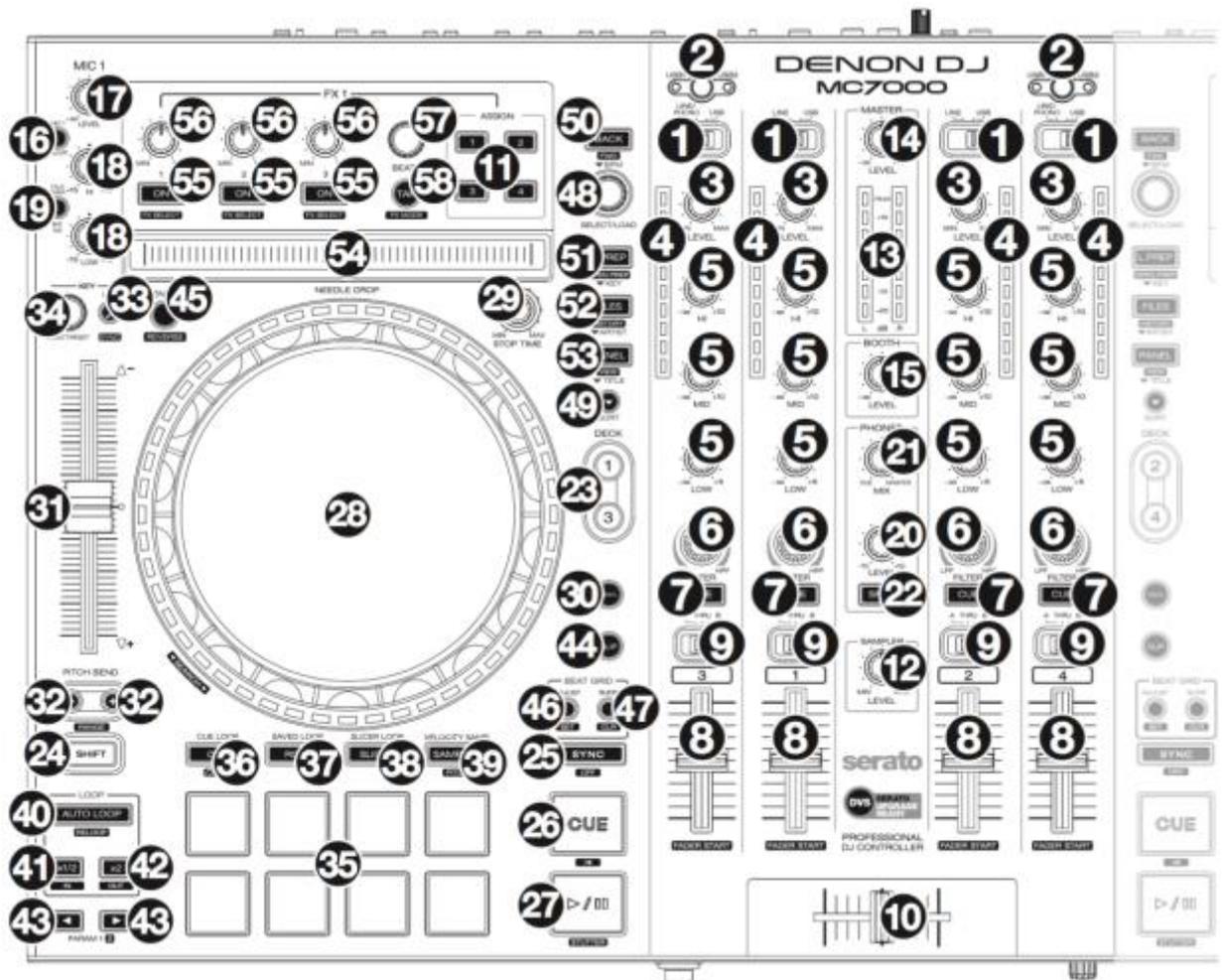
1. Open **Traktor 2.11.0** or higher.
2. Open the **Preferences**.
3. Click **Audio Setup** from the list on the left of the **Preferences** window.
4. Choose **MC7000 ASIO** as your **Audio Device**.
5. Next, click **Output Routing** from the list on the left.
1. Make sure your settings match below.
 - a. **Mixing Mode: INTERNAL**
 - b. **Output Monitor** should be:
 - L: MC7000 HEADPHONE CUE (L)
 - R: MC7000 HEADPHONE CUE (R)
 - c. **Output Master** should be:
 - L: MC7000 MASTER (L)
 - R: MC7000 MASTER (R)
2. Once these settings are correct **close** the **Preference** window.

Audio Setup – Mac

The MC7000 is Class Compliant on a Mac and does not require additional audio drivers. Follow the settings below to complete the Audio Setup.

3. Open **Traktor 2.11.0** or higher.
4. Open the **Preferences**.
5. Click **Audio Setup** from the list on the left of the **Preferences** window.
6. Choose **MC7000** as your **Audio Device**.
7. Next, click **Output Routing** from the list on the left.
8. Make sure your settings match below.
 - a. **Mixing Mode: INTERNAL**
 - b. **Output Monitor** should be:
 - L: MC7000 HEADPHONE CUE (L)
 - R: MC7000 HEADPHONE CUE (R)
 - c. **Output Master** should be:
 - L: MC7000 MASTER (L)
 - R: MC7000 MASTER (R)
9. Once these settings are correct **close** the **Preference** window.

Function Overview



1. **Input Selector:** Set this switch to the desired audio source from this channel: **USB** (a track playing on that layer in the software), **Line** (a device connected to the line input on the rear panel), or **Line/Phono** (a device connected to the line/phono input on the rear panel). Please note that the **Line/Phono** selector switches on the rear panel must also be set properly. Also, a channel's controls will only send MIDI information when its **input selector** is set to **USB**.
2. **USB Selector:** Press this button to select whether the deck is controlling the computer connected to **USB Port 1** or **USB Port 2**. Remember to set the channel's **input selector** to **USB** if you want it to play the audio from that layer in the software.
3. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.

4. **Channel Level Meters:** These LEDs display the audio signal level of the channel.
5. **Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.
6. **Channel Filter:** Turn this knob to adjust the filter applied to the channel. Turn the knob counterclockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass filter.
7. **Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.
8. **Channel Fader:** Use this fader to adjust the channel's volume level.
9. **Crossfader Assign:** This function is not available via MC7000 hardware. Use the Traktor software interface to assign this setting.
10. **Crossfader:** Use this crossfader to mix between the left and right decks.
11. **Channel FX:** Use these buttons to assign the FX Unit to the corresponding channel/deck.
12. **Sampler Volume:** This knob has no function.
13. **Master Level Meters:** These LEDs display the audio signal level of the master mix (sent out of the **master outputs**).
14. **Master Level:** Turn this knob to adjust the volume level of the **master outputs**.
15. **Booth Level:** Turn this knob to adjust the volume level of the **booth outputs**.
16. **Mic On/Off:** Press this button to activate/deactivate the microphones.
17. **Mic Level:** Turn these knobs to adjust the volume levels of the corresponding microphone inputs. The **Peak** light next to each knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak). **Important:** The audio signals from the microphones are routed directly to the **master outputs**.
18. **Left Deck:**
 - **Mic EQ:** Turn these knobs to boost or cut the high and low frequencies for **Mic 1**.**Right Deck:**
 - **Tone:** Turn this knob to adjust the tone of the **Mic 2** audio signal.
 - **Mic Echo Level:** Turn this knob to adjust the amount of the reverb effect on the microphones' audio signal.
19. **Left Deck:**

- **Talkover/Post:** Press this button to use the “talkover” feature, which automatically reduces the volume level of the master mix when you speak into the microphones. Press and hold **Shift** and then press this button to activate/deactivate the “post” feature. When on, the microphones’ signal will be sent to the **Booth Outputs**. When off, the microphones’ signal will **not** be routed to the **Booth Outputs**.

Right Deck:

- **Echo On/Off:** Press this button to activate or deactivate the reverb effect on the microphones’ audio signal.
20. **Phones Level:** Adjusts the volume of the headphones.
 21. **Phones Mix:** Adjusts the software’s audio output to the headphones, mixing between the cue output and the master mix output.
 22. **Split Cue:** When this switch is in the **On** position, the headphone audio will be “split” such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is in the **Off** position, the cue channel and master mix will be “blended” together.
 23. **Deck:** Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.
 24. **Shift:** Press and hold this button to access secondary functions of other controls.
 25. **Sync / Sync Off:** When using Traktor, press this button to automatically match the corresponding deck’s tempo with the tempo and phase of the opposite deck. Press this button a second time to deactivate Sync.
 26. **Cue / Track Start:** During playback, press this button to return the track to a temporary cue point. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button.) If the deck is paused, press and hold this button to play the track from the temporary cue point. Release the button to return the track to the temporary cue point and pause it. To continue playback without returning to the temporary cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons. Press and hold **Shift** and then press this button to return to the start of the track.
 27. **Play/Pause / Stutter:** This button pauses or resumes playback. Press and hold **Shift** and then press this button to “stutter-play” the track from the current playhead position.
 28. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the **Vinyl** button is on, move the **platter** to “scratch” the track as you would with a vinyl record. When the **Vinyl** button is off (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track’s speed. While editing a

loop, move the **platter** to adjust the Loop In or Loop Out point.

29. **Stop Time:** Controls the zoom level of the decks waveform.
30. **Vinyl:** Press this button to activate/deactivate a “vinyl mode” for the platter. When activated, you can use the **platter** to “scratch” the track as you would with a vinyl record.
31. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Pitch Bend** buttons.
32. **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 then press one of these buttons to set the range of the **pitch fader**.
33. **Key Lock / Key Sync:** Press this button to activate/deactivate Key Lock. When Key Lock is activated, the track’s key will remain the same even if you adjust its speed.
34. **Key Select/Reset:** Turn this knob to raise or lower the key of the track in semitone increments. Press this knob to reset the track’s key to its original key.
35. **Pads:** These pads have different functions on each deck depending on the current Pad Mode.
36. **Cue / Cue Loop / Edit:** This Pad Mode button puts the pads in two modes: Cue Mode, Cue Loop Mode. Press and hold **Shift** and press this button to put the pads in Edit Mode. When the button is unlit, the first press will always select Cue Mode.

See **Pad Mode Definitions** below for more details.

37. **Roll / Preset Loops:** This Pad Mode button puts the pads in two modes: Roll Mode and Preset Loop Mode. When the button is unlit, the first press will always select Roll Mode.

See **Pad Mode Definitions** below for more details.

38. **Slicer:** This Pad Mode button activates an 8 beat loop and freeze mode. The pads will trigger different slice regions. You can use the x1/2 and x2 buttons to change the size of the triggered slice. You can also use the Parameter buttons to move the loop region left or right. To exit Slicer/Freeze Mode just press any of the other Pad mode buttons.

See **Pad Mode Definitions** below for more details.

39. **Sampler / Velocity Samp.:** This Pad Mode button switches the pads between two groups of instant gratification fx. The first mode features Beatmasher 2 (pads 1-4), TT Stop (pad 5), Gater (pads 6-7), and Echo Out Delay (pad 8). The second mode features Delays (pads 1-4), Filter LFO (pad 4), Iceverb (pad 6-7) and Echo Out Delay (pad 8).

Press and hold the Parameter buttons and press the Echo Out Delay (pad 8) to activate the

Echo Out effect at different time intervals.

See **Pad Mode Definitions** below for more details.

40. **Auto-Loop/ReLoop:** Press this button to create a 4-beat auto-loop. Press and hold **Shift** and then press this button to set a 8-beat auto-loop.
41. **X 1/2 Loop / Loop In:** Press this button to halve the length of the current loop. Press and hold **Shift** and then press this button to create a Loop In point at the current location.
42. **X 2 Loop / Loop Out:** Press this button to double the length of the current loop. Press and hold **Shift** and then press this button to create a Loop Out point at the current location.
43. **Param 1/2:** Use these buttons for various functions in each Pad Mode. Press and hold **Shift** and use these buttons to access secondary parameters. See **Pad Mode Definitions** below for more details.
44. **Slip:** Press this button to enable or disable Flux Mode. In Flux Mode, you can jump to 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).
45. **Censor / Rev:** Press this button to activate/deactivate the Censor feature: this will activate a temporary filter and volume reduction.
46. **Adjust/Set:** Press and hold this button and move the **platter** to “warp” the entire Beat Grid. Press and hold **Shift** and then press this button to set a Beat Marker at the Audio Playhead's current location.
47. **Slide/Clr:** When using the software's Beat Grid, press and hold this button and move the platter to “slide” the entire Beat Grid to the left or right. Press and hold **Shift** and then press this button to clear the entire Beat Grid. **Important:** Your track must have a set Beat Grid for the Slide/Clr button to work.
48. **Select/Load Knob:** Turn this knob to navigate through lists. Press this button to switch between the library view and crates view (and any other open panels). Press and hold **Shift** and then turn this knob to browse quickly through the tracks in your library. **Tip:** Press it quickly twice to load the same track to both decks (“instant doubles”).

Important: While using Traktor, your track must have a set Beat Grid for Slicer Mode or Slicer Loop Mode to work.

Important: Your track must have a set Beat Grid for the Adjust feature to work. Also, using the Adjust feature will change the track's BPM.

49. **Sort:** Press and hold this button to access favorite folders.
50. **Back/Fwd/Sort BPM:** Press this button to move to the previous window. Press and hold **Shift** and then press this button to activate Cruise Mode. Press and hold **Sort** and then press this button jump to Favorite folder 1.
51. **Load Prep/Open Prep/Sort Key:** Press this button to load the currently selected track to the Prepare Crate. Press and hold **Shift** and then press this button to jump to the Prepare Crate in the software. Press and hold **Sort** and then press this button jump to Favorite folder 2.
52. **Files/History/Sort Artist:** Press this to jump to the Tree list, the LED will blink while in the Tree list. Press and hold **Shift** and then press this button to activate Snap. Press and hold **Sort** and then press this button jump to Favorite folder 3.
53. **Panel/View/Sort Title:** Press this to cycle through the different panels. Press and hold **Shift** and then press this button to activate Quantize. Press and hold **Sort** and then press this button jump to Favorite folder 4.
54. **Needle Drop Strip:** The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track.
55. **FX On / Select:** Press this button to turn the corresponding effect on or off. Press and hold **Shift** and then press this button to select an effect in Traktor.
56. **FX Level:** Turn this knob to adjust the level of the corresponding effect. The **FX On** button under the knob must be lit for this knob to function. While using Traktor, press and hold **Shift** and then turn this knob to scroll through the list of effects.
57. **FX Beats:** Turn this knob to adjust the Dry/Wet value. Push in the encoder button to reset the Dry/Wet to 0.

Pad Mode Definitions

| | | | | | |
|-------|-------|--------|---------|----------|----------|
| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| PAD 1 | PAD 2 | PAD 3 | PAD 4 | FUNCTION | FUNCTION |
| PAD 5 | PAD 6 | PAD 7 | PAD 8 | | |

CUE

| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
|-------------|----------|----------|----------|----------------|-----------------|
| HOTCUE 1 | HOTCUE 2 | HOTCUE 3 | HOTCUE 4 | BEAT JUMP LEFT | BEAT JUMP RIGHT |
| HOTCUE 5 | HOTCUE 6 | HOTCUE 7 | HOTCUE 8 | N/A | N/A |
| PAD + SHIFT | | | | | |

| | | | | | |
|------------|--------|--------|---------|-----------------|-----------------------------|
| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| DELETE | DELETE | DELETE | DELETE | CHANGE CUE TYPE | SHOW/HIDE ADVANCED PANEL |
| DELETE | DELETE | DELETE | DELETE | N/A | N/A |

SECOND PRESS

| | | | | | |
|---------------------|----------------------------------|-------------------------|-------------------------|----------------|-----------------|
| CUE LOOP | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| CUE 1 + LOOP | CUE 2 + LOOP (Active) | CUE 3 + LOOP | CUE 4 + LOOP | BEAT JUMP LEFT | BEAT JUMP RIGHT |
| CUE 5 + LOOP | CUE 6 + LOOP | CUE 7 + LOOP | CUE 8 + LOOP | N/A | N/A |

PAD + SHIFT

| | | | | | |
|-----------------|----------|----------|----------|---------|---------|
| CUE LOOP | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| LOOP OFF | LOOP OFF | LOOP OFF | LOOP OFF | N/A | N/A |
| LOOP OFF | LOOP OFF | LOOP OFF | LOOP OFF | N/A | N/A |

PAD MODE BUTTON + SHIFT

| | | | | | |
|--------------------|-----------|---------------|------------------------|---------------------|----------------------|
| EDIT GRID | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| BPM LOCK | AUTO GRID | RESET GRID | TAP | WAVEFORM ZOOM IN | WAVEFORM ZOOM OUT |
| SET GRID MARKER | GRID /2 | GRID X2 | DELETE GRID | N/A | N/A |

PAD + SHIFT

| | | | | | |
|------------------|------|--------|---------|-------------------------|-----------------------------|
| EDIT GRID | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| N/A | N/A | N/A | N/A | WAVFORM DEFAULT ZOOM | SHOW/HIDE ADVANCED PANEL |
| N/A | N/A | N/A | N/A | N/A | N/A |

ROLL

| | | | | | |
|--------------------------|----------------------|-----------------------------------|------------------------|---------------------------|----------------------------|
| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| 1/8 BEAT ROLL | 1/4 BEAT ROLL | 1/2 BEAT ROLL (ACTIVE) | 1 BEAT ROLL | IF LOOP ACTIVE | IF LOOP ACTIVE |
| < MOVE | < SIZE | SIZE > | MOVE > | SHIFT LOOP REGION LEFT | SHIFT LOOP REGION RIGHT |

PAD + SHIFT

| | | | | | |
|-----|-------------|--------|---------|---------|---------|
| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
|-----|-------------|--------|---------|---------|---------|

| | | | | | |
|--------------|----------------------|-------------|--------------|------------------------|--------------------------|
| N/A | N/A | N/A | N/A | CHANGE MOVE TYPE | SHOW/HIDE ADVANCED PANEL |
| N/A | N/A | N/A | N/A | N/A | N/A |
| SECOND PRESS | | | | | |
| CUE | LOOPS | SLICER | SAMPLER | < PARAM | PARAM > |
| 2 BEAT LOOP | 4 BEAT LOOP (ACTIVE) | 8 BEAT LOOP | 16 BEAT LOOP | IF LOOP ACTIVE | IF LOOP ACTIVE |
| < MOVE | < SIZE | SIZE > | MOVE > | SHIFT LOOP REGION LEFT | SHIFT LOOP REGION RIGHT |
| PAD + SHIFT | | | | | |
| CUE | LOOPS | SLICER | SAMPLER | < PARAM | PARAM > |
| N/A | N/A | N/A | N/A | CHANGE MOVE TYPE | SHOW/HIDE ADVANCED PANEL |
| N/A | N/A | N/A | N/A | N/A | N/A |

SLICER

| | | | | | |
|-------------------------|---------|---------------|--------------------|-------------------------|--------------------------|
| CUE | ROLL | SLICER | SAMPLER | < PARAM | PARAM > |
| SLICE 1 (INITIAL SLICE) | SLICE 2 | SLICE 3 | SLICE 4 (PLAYHEAD) | IF SLICE ACTIVE | IF SLICE ACTIVE |
| SLICE 5 | SLICE 6 | SLICE 7 | SLICE 8 | SHIFT SLICE REGION LEFT | SHIFT SLICE REGION RIGHT |

SAMPLER

| | | | | | |
|--------------|--------------|--------------|---------------------|------------------------|-------------------------|
| CUE | ROLL | SLICER | INSTANT FX 1 | < PARAM | PARAM > |
| BEATMASHER 1 | BEATMASHER 2 | BEATMASHER 3 | BEATMASHER 4 | HOLD + DELAY FREEZE | HOLD + DELAY FREEZE |
| TT STOP | GATER 1 | GATER 2 | DELAY FREEZE 1/4 | CHANGES DELAY TIME 1/8 | CHANGES DELAY TIME 1/16 |
| SECOND PRESS | | | | | |
| CUE | ROLL | SLICER | INSTANT FX 2 | < PARAM | PARAM > |
| DELAY 1 | DELAY 2 | DELAY 3 | DELAY 4 | HOLD + DELAY FREEZE | HOLD + DELAY FREEZE |
| FILTER LFO | ICEVERB 1 | ICEVERB 2 | DELAY FREEZE 1/4 | CHANGES DELAY TIME 1/8 | CHANGES DELAY TIME 1/16 |