DENON DJ

PRIME 2

User Guide

English

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Appendix 29

Introduction

Thank you for purchasing the PRIME 2. At Denon DJ, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be. We're honored and excited to play a part in your musical & creative DJ journey!

Box Contents

PRIME 2 Standalone DJ System

Display Protective Cover

Display Cleaning Cloth

IEC Power Cable

USB 3.0 Cable

Hard Drive Mounting Screws

Engine PRIME Software Download Card

Quickstart Guide

Safety & Warranty Manual

Important: Visit **denondj.com/downloads** to download the Engine PRIME software.

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **denondj.com**.

For additional product support, visit **denondj.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 Denon DJ website.

To check eligibility and access the available content, please register your product by following the instructions below:

1. Visit **denondj.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.

Setup

1. Visit **denondj.com/downloads** and find the **DJ Software** section to download the Engine PRIME software.

2. Double-click the **.exe** (Windows®) or **.dmg** (macOS®) installer file you downloaded, and then follow the on-screen instructions to install Engine PRIME.

3. Connect input sources (microphones, CD players, etc.) to PRIME 2.

4. Connect output devices (headphones, power amplifiers, loudspeakers, etc.) to PRIME 2.

5. Plug all devices into power sources, and turn on devices in proper order:

   - When starting a session, turn on (**1**) input sources, (**2**) PRIME 2, (**3**) output devices.

   - When ending a session, turn off (**1**) output devices, (**2**) PRIME 2, (**3**) input sources.

6. **To use Engine OS** (standalone playback)**:** Insert a USB flash drive or SD card (with an Engine-configured music library) to one of PRIME 2's **USB ports** or **SD Card Slot.**
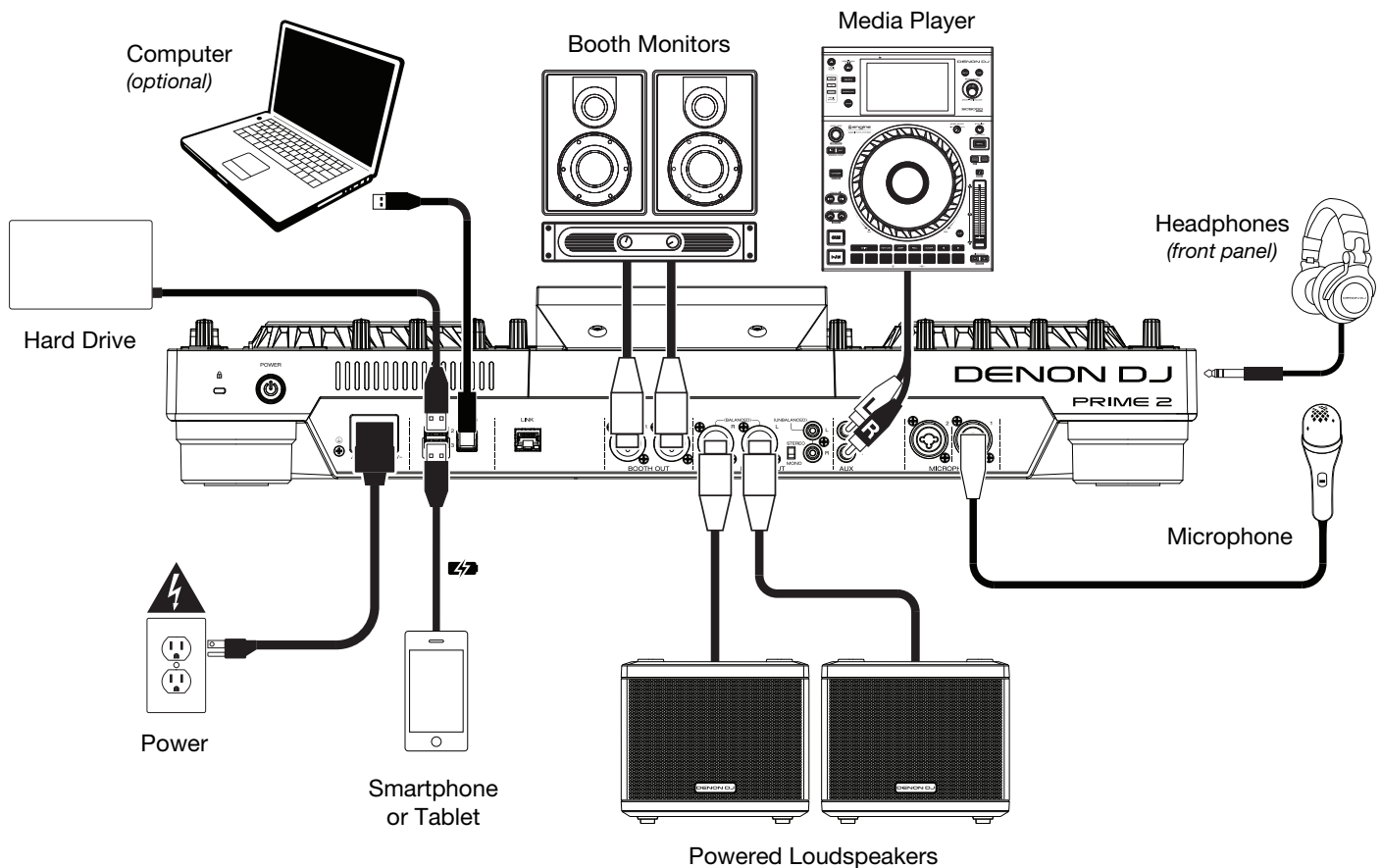
Items not listed under the ***Introduction > Box Contents*** are sold separately.

Devices & File Analysis

PRIME 2 can play music files from USB drives, SD cards, or other connected PRIME media players. Make sure you are using only the supported file systems (for USB drives or SD cards) and file formats (for music files) listed below.

Supported file systems: exFAT, FAT32

Supported file formats:	AAC/M4A	MP3 (32–320 kbps)
	AIF/AIFF (44.1–192 kHz, 16–32-bit)	MP4
	ALAC	Ogg Vorbis
	FLAC	WAV (44.1–192 kHz, 16–32-bit)

Although PRIME 2 can play tracks that have not been analyzed yet, pre-analyzing them allows its features to work most effectively. You can analyze tracks in one of two ways:

- **On PRIME 2, load the track**: When you load a track to play, PRIME 2 will automatically analyze it (if it has not already been analyzed). This may take a moment to complete, depending on the length of the track. You can start playing the track from the beginning **immediately**, though you will need to wait a moment for the analysis to finish.

- **Use Engine PRIME software**: The included Engine PRIME software can pre-analyze your music library to use with PRIME 2. You can also use it to organize your library and manage your PRIME 2 hardware preferences (see *Operation* to learn more about this).

  Visit **denondj.com/downloads** and find the **DJ Software** section to download the Engine PRIME software.

To eject a USB drive or SD card:

1. Make sure none of its tracks are being played on any connected PRIME media players.

2. Press **Eject**. A list of connected devices will appear in the touchscreen.

3. Tap the eject icon for the device you would like to eject. If a track on the device is currently playing, you will be asked if you want to continue ejecting, which will stop the track. Tap **Cancel** to cancel ejecting the device, or tap **Eject Anyway** to eject it.

   To eject additional devices, repeat Step 3.

   To return to the previous screen, press **Eject** again, or tap the **X** in the upper-right corner.
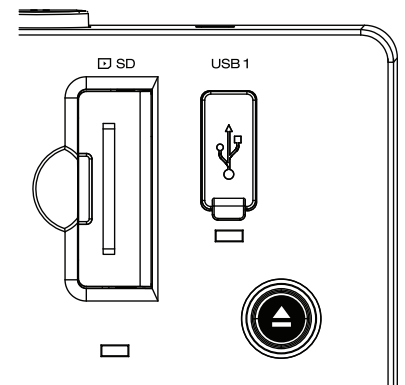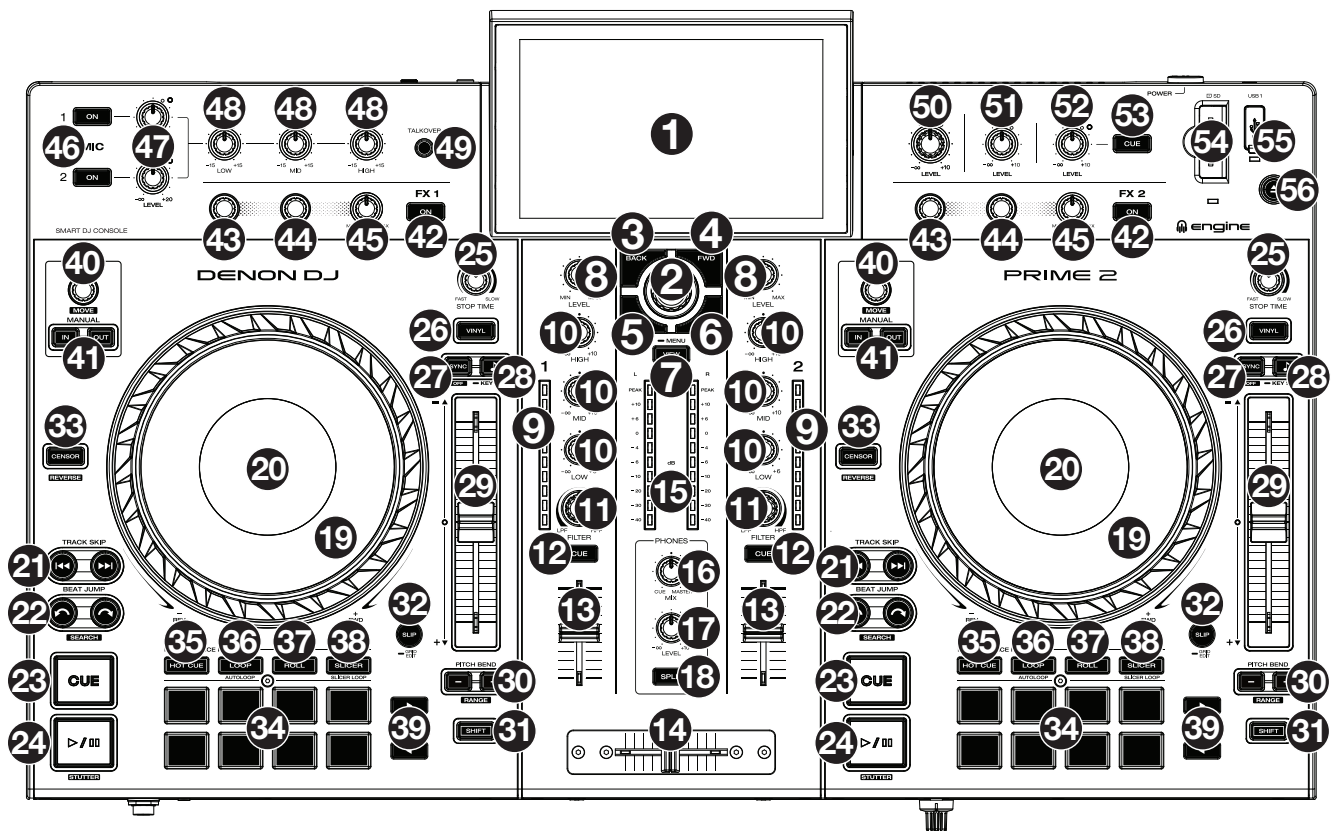

Configuration

PRIME 2 has several settings that you can customize in the Utility (basic settings) and Preferences (advanced settings) menus. See *Operation > Menu* to learn about these settings.

Features

Top Panel

1. **Touchscreen:** This full-color multi-touch display shows information relevant to PRIME 2's current operation. Touch the touchscreen (and use the hardware controls) to control the PRIME 2 interface. See *Operation > Touchscreen Overview* for more information.

2. **Browse Knob:** Turn this knob to navigate through lists. Press the knob to move forward in the touchscreen or select a track to load on either deck.

   Press and hold **Shift** and then press this knob to send the selected track to the Prepare list.

3. **Back:** While in Browse View, press this button to move to the previous window. While in Performance View, press this button to enter Browse View.

4. **Forward (FWD):** While in Browse View, press this button to move to the next window. While in Performance View, press this button to enter Browse View.

   Press and hold **Shift** and then press this button to turn **Quantize** on or off.

5. **Load ◄:** Press this button to load the selected track to Deck 1.

   Quickly double-press this button to instant double the track currently playing on Deck 2 to Deck 1.

6. **Load ►:** Press this button to load the selected track to Deck 2.

   Quickly double-press this button to instant double the track currently playing on Deck 1 to Deck 2.

7. **View:** Press this button to cycle between the *Library* and *Performance* views.

   Press and hold this button to show the Menu, which includes Source Selection, Record Menu and the Utility/Preferences Menu. See *Operation > Menu* for more information.

   Press and hold **Shift** and then press this button to toggle between vertical and horizontal waveform views in Performance View.
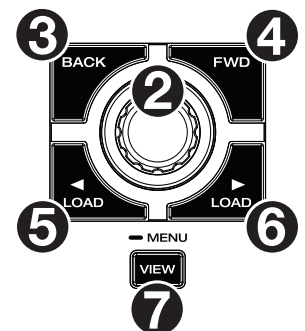
8. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.

9. **Channel Level Meters:** These LEDs display the audio signal level of the channel.

10. **Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.

11. **Filter:** Turn this knob to apply a filter to the channel. Starting from the center (12:00) position, turn it counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter.

12. **Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.

13. **Channel Fader:** Use this fader to adjust the channel's volume level.

14. **Crossfader:** Use this crossfader to mix between channels assigned to the left and right sides of the crossfader.

15. **Master Level Meters:** These LEDs display the audio signal level of the master mix (sent out of the **Master Outputs**).

16. **Phones Mix:** Adjusts the software's audio output to the headphones, mixing between the **cue** output and the **master** mix output.

17. **Phones Level:** Adjusts the volume of the headphones.

18. **Split Cue:** When this button is **On** (fully lit), 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 button is **Off** (dim), the cue channel and master mix will be "blended" together.

19. **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.

20. **Platter Display:** This display shows information relevant to the performance, including the current playhead position and auto loop size, as well as album artwork. See *Operation > Platter Display Overview* for more information.

21. **Track Skip:** Press either of these buttons to skip to the previous or next track.

    Press the **Previous Track** button in the middle of a paused track to return to the beginning of the track.

22. **Beat Jump:** Press either of these buttons to skip backward or forward through the track. Use the **Auto Loop** knob to determine the beat jump size.

    Press and hold **Shift** and then press one of these buttons to search backward or forward through the track.

23. **Cue:** During playback, press this button to return the track to the initial cue point and stop playback. (To move the initial 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 temporarily play the track from the initial cue point. Release the button to return the track to the initial cue point and pause it. To continue playback without returning to the initial cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons.

    During playback, press and hold **Shift** and press this button to set the initial cue point at the current playhead position.

24. **Play/Pause:** This button pauses or resumes playback.

    Press and hold **Shift** and then press this button to "stutter-play" the track from the initial cue point.
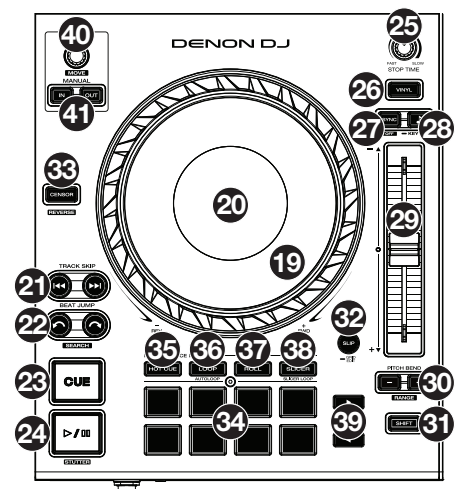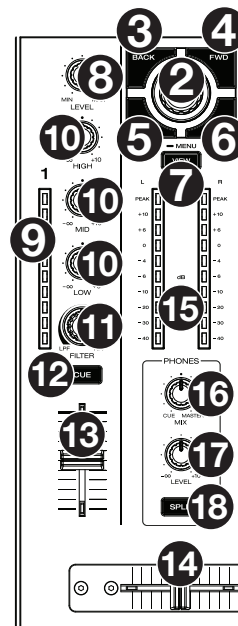
25. **Stop Time:** Controls the rate at which the track slows to a complete stop ("brake time") when you pause it by pressing **Play/Pause**.

26. **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.

27. **Sync / Sync Off:** Press this button to activate sync.

    Press and hold **Shift** and press this button to deactivate Sync. You can also set Sync to deactivate without using Shift by changing the **Sync Button Action** setting in the *Preferences* menu.

28. **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 (0%) even if you adjust its speed. Press and hold **Shift** and press this button to reset Key Lock.

    Press and hold this button to activate key sync.

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

30. **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**.

31. **Shift:** Press and hold this button to access secondary functions of other controls.

32. **Slip/Grid Edit:** Press this button to enable or disable Slip Mode. In Slip 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).

    Press and hold this button to enable or disable beat grid editing.

33. **Censor / Reverse:** Press this button to activate/deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and then press this button to reverse the playback of the track normally.

34. **Performance Pads**: These pads have different functions on each deck depending on the current pad mode. See *Performing > Pad Modes* for more information.

35. **Hot Cue**: Press this button to enter Hot Cue Mode.

36. **Loop**: Press this button once to enter Manual Loop Mode, and press it again to enter Auto Loop Mode.

37. **Roll**: Press this button to enter Roll Mode.

38. **Slicer**: Press this button once to enter Slicer Mode, and press it again to enter Slicer Loop Mode.

39. **Parameter ◄/►:** Use these buttons for various functions in each Pad Mode. See *Performing > Pad Modes* for more information.

40. **Auto Loop/Loop Move**: Turn this knob to set the size of an automatic loop. The value will be shown in the touchscreen and platter display.

    Press this knob to activate or deactivate an automatic loop at the current location of the track.

    Press and hold **Shift** and turn this knob to shift the active loop to the left or right.

41. **Loop In/Loop Out**: Press either of these buttons to create a Loop In or Loop Out point at the current location. Their placement will be affected by the **Quantize** and **Smart Loops** settings. See *Performing > Looping & Beat-Jumping* for more information.
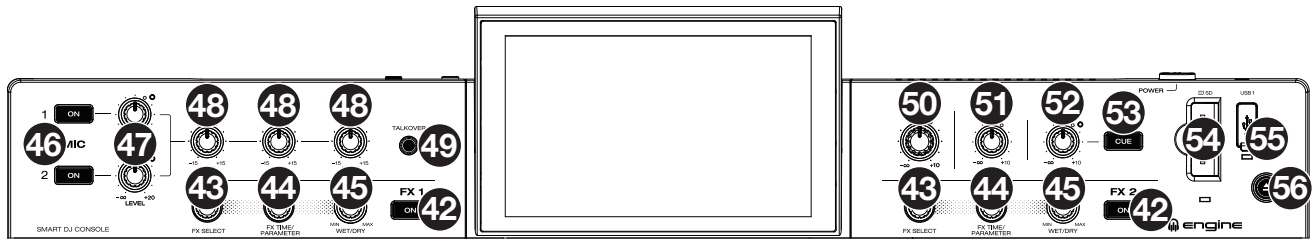
42. **FX On:** Press these buttons to enable or disable FX 1 and FX 2.

    Press and hold **Shift** and press either of these buttons to show or hide the FX bar.

43. **FX Select:** Turn these knobs to select the active effect for FX 1 and FX 2.

44. **FX Time/Parameter:** Turn these knobs to decrease or increase the rate of time-based effects on that deck. Press these knobs to toggle between FX Time and FX Parameter control, and then turn the knobs to adjust the parameter.

45. **FX Wet/Dry Knob:** Turn these knobs to adjust the wet/dry mix of the effects.

46. **Mic On**/**Off:** Press these buttons to activate/deactivate the microphones.

47. **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, detected post-level pot position, by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak). You can adjust the microphone attenuation in the *Utility* menu.

    Important: The audio signals from the microphones are routed directly to the **Master Outputs**.

48. **Mic EQ:** Turn these knobs to boost or cut the high, mid-range and low frequencies for the microphones.

49. **Talkover:** Press this button to use the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphone.

50. **Master Level:** Turn this knob to adjust the volume level of the **Master Outputs**.

51. **Booth Level:** Turn this knob to adjust the volume level of the **Booth Outputs**.

52. **Aux Level:** Turn this knob to adjust the volume level of the **Aux Inputs**. The **Peak** light next to this knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak). The signal level is detected pre-level pot position, so you can confirm an optimal signal before sending to the master bus.

53. **Aux Cue:** Press this button to send the aux signal to the headphones' cue channel.

54. **SD Card Slot**: Insert a standard SD card to this slot. When you select that SD card as a source, you can use the touchscreen to select and load tracks from your SD card.

55. **USB 1 Port:** Connect a standard USB flash drive to this USB port. When you select that USB flash drive as a source, you can use the touchscreen to select and load tracks from your USB flash drive.

56. **Eject/Source:** Press this button to bring up on the touchscreen a list of connected media devices which can be ejected. Tap one of the listed media sources to eject that device. To prevent data corruption, drives must be ejected before being removed from the console.

    Press and hold **Shift** and press this button to open the *Source* menu.

> **Note:** Although PRIME 2 can play tracks that have not been analyzed yet, pre-analyzing them allows its features to work most effectively. We recommend using the Engine PRIME software to configure your music library on your SD card or USB flash drive before connecting to PRIME 2. See the complete **Engine PRIME User Guide** to learn how to do this.

Front Panel
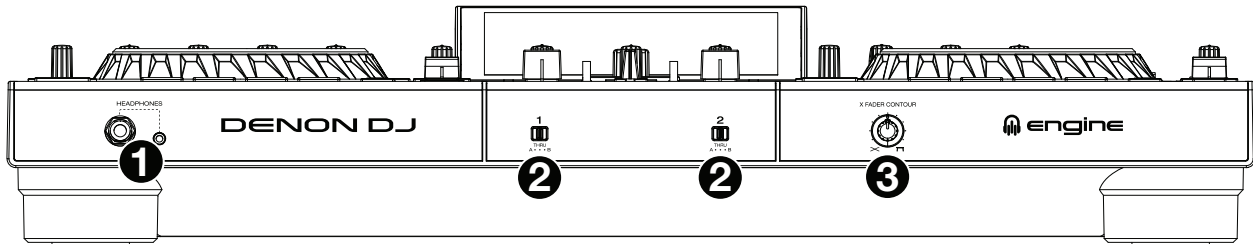
1. **Headphones** (**1/4", 1/8"**) (**6.35 mm, 3.5 mm**)**:** Connect your 1/4" or 1/8" (6.35 mm or 3.5 mm) headphones to this output for cueing and mix monitoring. The headphone volume is controlled using the **Phones Level** knob.

2. **Crossfader Assign:** Routes the audio playing on the corresponding channel to either side of the crossfader (**A** or **B**), or bypasses the crossfader and sends the audio directly to the program mix (center, **Thru**).

3. **Crossfader Contour:** Adjusts the slope of the crossfader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.

Rear Panel
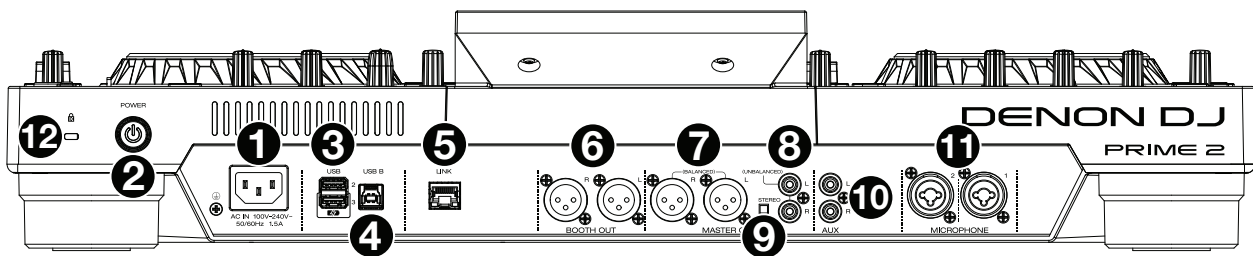
1. **Power Input**: Use the included power cable to connect this input to a power outlet.

    PRIME 2 has a protection circuit to safely eject all media after an unexpected power loss to protect your data from corruption. Reconnect your power source to return to normal operation.

2. **Power Button**: Press this button to power PRIME 2 on. Power on PRIME 2 only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers.

    To power off PRIME 2, press this button and follow the prompts on the touchscreen. Power off your amplifiers and loudspeakers **before** powering off PRIME 2.

3. **Rear USB Ports 2/3**: Connect standard USB drives to these USB ports. When you select one of those USB drives as a source, you can use the touchscreen to select and load tracks from your USB drives. There is also one similar USB port on the top panel. USB Port 3 can also be used to charge a device (+5V, 1A).

4. **USB B**: Use a standard USB cable (included) to connect this USB port to an available USB port on your computer. This connection sends and receives MIDI messages to and from the computer.

5. **Link Port**: Use a standard Ethernet cable to connect this port to a computer. PRIME 2 will send time, BPM, and other track data to the compatible Stagelinq lighting and video software over this connection.

6. **Booth Outputs** (**XLR, balanced**)**:** Use standard XLR cables to connect these outputs to booth monitors or a booth amplifier system. Use the **Booth Level** knob on the top panel to control the volume level.

7. **Master Outputs** (**XLR, balanced**)**:** Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master Level** knob on the top panel to control the volume level.

8. **Master Outputs** (**RCA, unbalanced**)**:** Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master Level** knob on the top panel to control the volume level.

9. **Stereo/Mono:** Use this switch to set the channel configuration of the **Master Outputs**: **Stereo** (binaural audio using separate left and right channels) or **Mono** (summed monaural audio through both left and right channels).

10. **Aux Inputs** (**RCA, unbalanced**)**:** Use standard RCA cables to connect these line-level inputs to an external audio source. Use the **Aux Level** knob on the top panel to control the volume level.

11. **Mic Inputs** (**XLR or 1/4" / 6.35 mm**)**:** Use standard XLR or 1/4" (6.35 mm) cables (not included) to connect standard dynamic microphones to these inputs. Use the **Mic 1** and **Mic 2 Level** knobs on the top panel to control the volume level.

12. **Kensington**® **Lock Slot**: Use this slot to secure PRIME 2 to a table or other surface.

Operation

Touchscreen Overview

Performance View

Track Overview & Waveform

Swipe left or **right** on the **track overview** to scan through the track while the track is paused.

Note: You can use this feature during playback if Needle Lock is **off**. If Needle Lock is **on**, stopping the platter with your hand or palm will allow you to swipe through the track overview. See **Menu** > **Preferences** to learn about Needle Lock.

Spread or **pinch your fingers** on a **waveform** to zoom in or out of it, respectively.

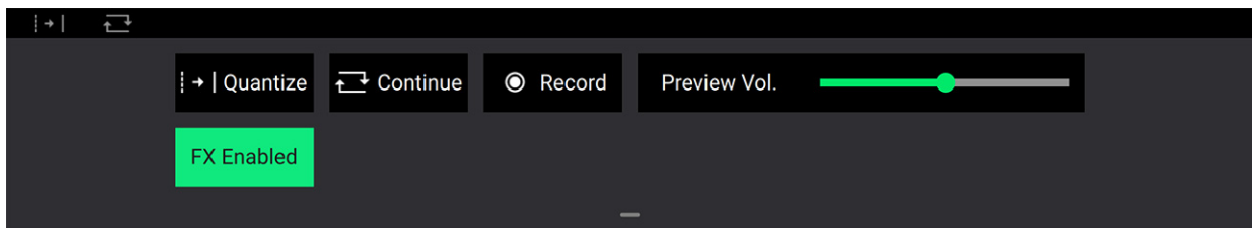**Tap the time** to switch between the elapsed time and remaining time.

Tap the key when Key Lock is on to change the key.

Hold Shift and **press View** to toggle between vertical and horizontal waveform views:
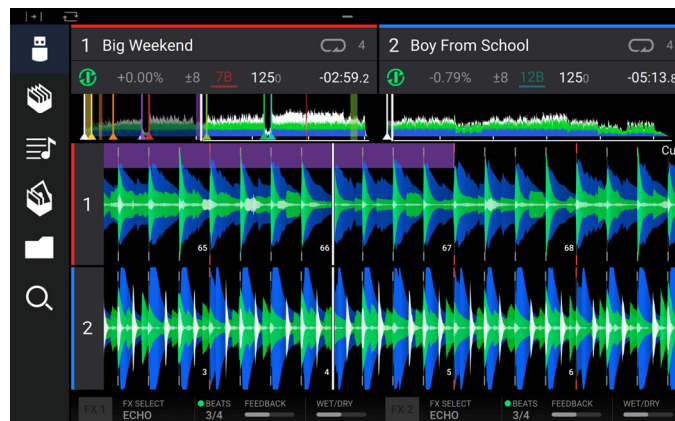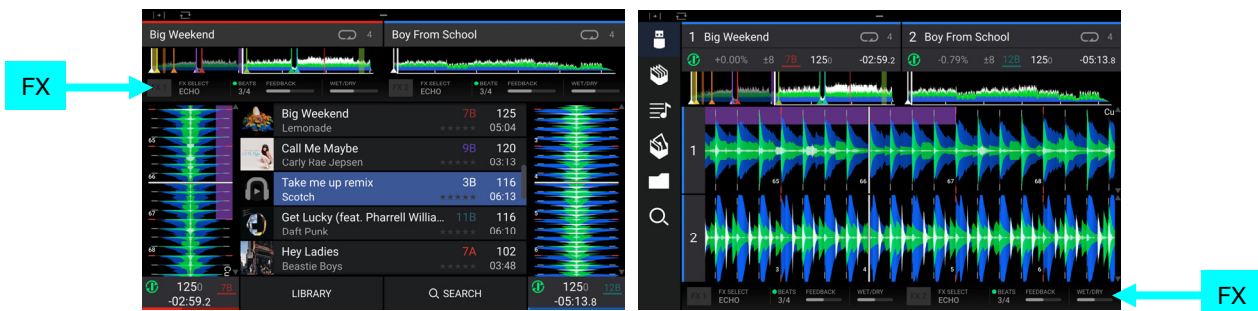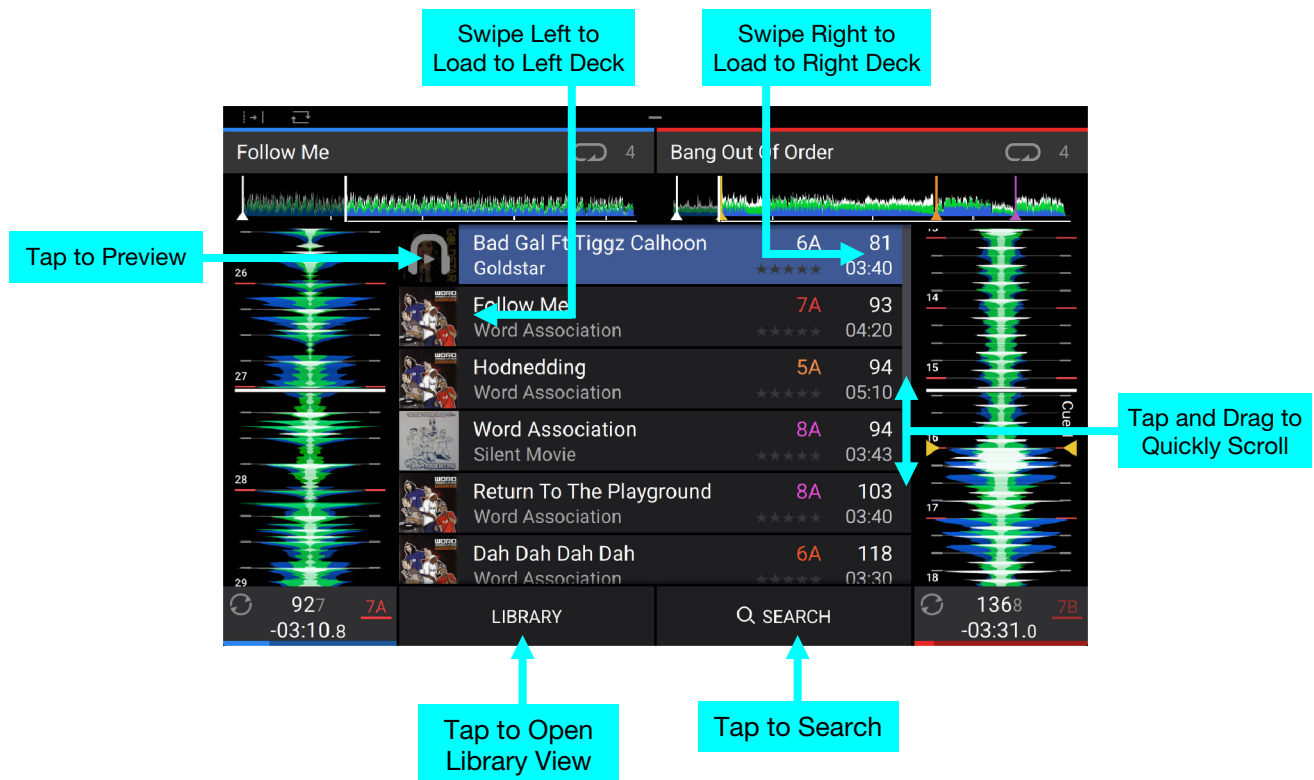

Horizontal Waveform View

Toolbar

The **toolbar** at the top of the touchscreen will show the current **quantize status**, **continue status** and **recording status**. **Swipe down** from this area to open the mini-menu, where you can quickly adjust the following parameters:

- **Quantize:** Tap this to enable or disable quantization. When enabled, time-based features like triggering cues and loops will snap to the beat-grid according to the **Cue/Loop Quantization** setting in the *Preferences*.

- **Continue:** Tap this to enable or disable continuous playback, which will keep playing the next track when the active track has ended.

- **Record:** Tap this to quickly jump to the *Record* page.

- **Preview Volume:** Use this slider to set the volume level of the track preview.

- **FX Enabled:** Tap this to enable or disable **FX 1** and **FX 2**. When enabled, the FX selection and parameters will be shown under the track overview in Vertical Waveform View or at the bottom of the touchscreen in Horizontal Waveform View:

Central Library Preview

Swipe Left to
Load to Left Deck

Swipe Right to
Load to Right Deck

Tap to Preview

Tap and Drag to
Quickly Scroll

Tap to Open
Library View

Tap to Search

Swipe up or **down** to browse tracks.

Tap and drag the scroll bar to quickly browse through tracks.

Swipe right to load a track to the right deck.

Swipe left to load a track to the left deck.

Double-tap to load a track to a selected deck.

Tap the track art to preview the track. Tap again to stop previewing. While previewing, tap along the track entry to scan through the track.

Tap Library to open the full Library screen. See *Library View* for more information.

Tap Search to search for tracks using the keyboard that appears on the touchscreen.

Library View

Use the full Library View to view your music library and load a track to the deck. You can also search through crates and playlists, add tracks to the Prepare list, and search through your tracks using sorting and filtering features.

Important: Visit **denondj.com/downloads** to download the Engine PRIME software.
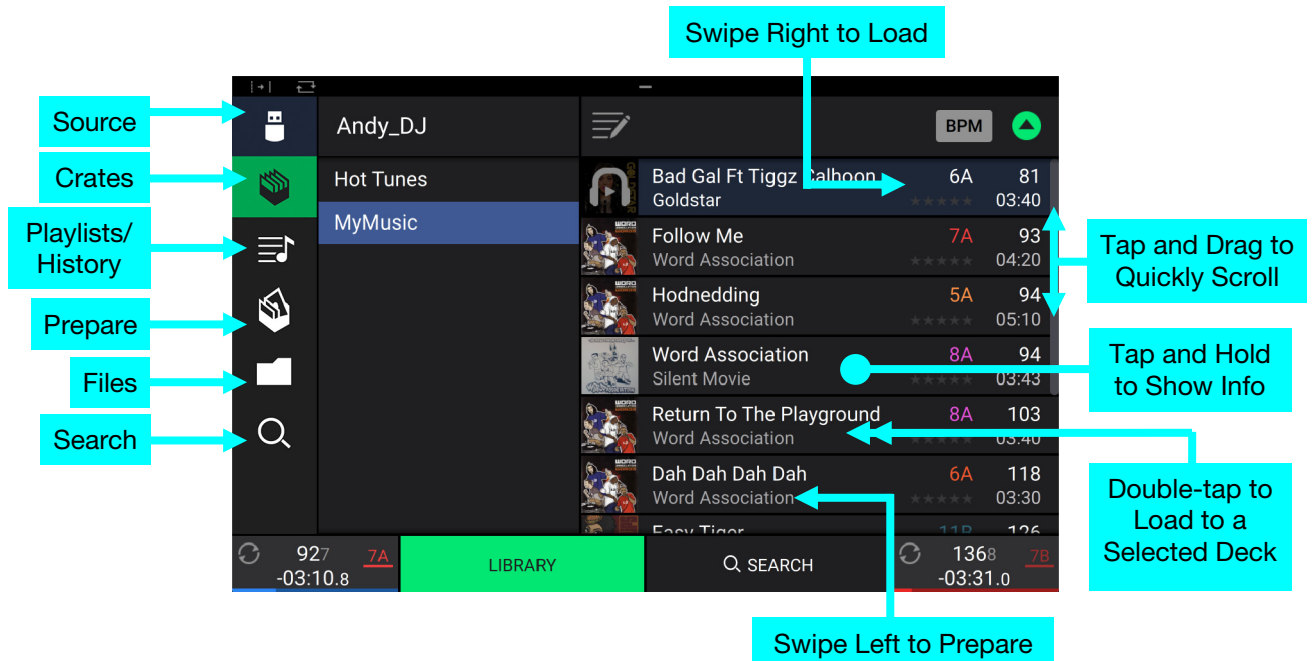
Use the six icons on the left side to navigate while in Library View:

- **Source:** Use this option to select the source device to view tracks from, including your connected media devices and available streaming and cloud services. Tap the Source icon to show the list of available sources, and then tap to select. To enable streaming and cloud services, use the *Utility* menu.

- **Crates**: Your crates are collections of tracks arranged however you want. You may have crates for different genres or styles, for albums from a specific decade, etc. You can use the included Engine PRIME software to create crates to use here.

- **Playlists/History**: Your playlists are lists of tracks arranged in a specific order. You may have playlists for different types of clubs or events, for specific genres, etc. You can use the included Engine PRIME software to create playlists to use here. This is also where you can view the playback history. If there are no playlists, only the history will be shown in this view.

- **Prepare**: You can load tracks to the Prepare list so that you can refer to them later when you want to play them during your performance (rather than searching through your entire library for the next track to play).

- **Files**: Use this option to browse the list of all files on a USB drive or SD card.

- **Search**: Use this option to search through your tracks by keyword. See *Searching & Filtering Tracks* for more information.

Swipe a list up or down to browse through it (e.g., your list of crates, your list of playlists, or your list of tracks). Alternatively, press the **Back** or **Forward** buttons to select a list, and then turn the **Browse** knob.

Tap and drag the scroll bar to quickly browse through tracks.

Tap an icon or item in a list to select it (e.g., the icons for Source, Crates, Playlists, Prepare List, Files, or Search on the left side of the Library). Alternatively, press the **Browse** knob.

Swipe a track to the right, press the **Browse** knob, or double-tap the tack and then tap the desired deck on the touchscreen to load a track. Alternatively, press the **Load ◄/►** buttons to load a highlighted track to the desired deck.

Swipe a track to the left to add it to the Prepare list. Alternatively, press and hold **Shift** and press the **Browse** knob. Swipe a track to the left in the Prepare list to remove it.

Tap and hold your finger on a track to show its information window. Tap the information window to close it.

Tap the track art to preview the track. Tap again to stop the preview. While previewing, tap along the track entry to scan through the track.

Platter Display Overview

Normally, the platter display shows the following information:

- the current position of the playhead.
- the album artwork of the current track, or your custom artwork.

The platter display temporarily shows the following information:

- the current size of an auto loop after you turn the **Auto Loop** knob.
- the current layer after you press the **Layer** button.
- the position of the secondary playhead when **Slip** is active.

Performing

Loading Tracks

To load a track to a deck, do any of the following:

- In the Central Library Preview, swipe the track to the left or right to load the track to the deck on that side.

- In Library View, swipe the track to the right, and then tap the desired Deck number.

- Highlight the track using the encoder, and then press the **Load ◄/►** buttons to load the track to the deck on that side.

- Highlight the track using the encoder, then press the encoder to bring up the deck selection screen. Turn the encoder to select the desired deck, and then press the encoder to load the track to that deck.

- Double-tap the track to bring up the deck selection screen. Tap to select the desired deck.

To add a track to the Prepare list, swipe the track to the left while in **Library View**. Alternatively, press and hold **Shift** and press the **Browse** knob.

To show a track's information, tap and hold your finger on it.

While viewing the Prepare list:

Swipe left to remove the track from the Prepare list.

Tap the clear button in the upper-right corner of the touchscreen to remove all tracks from the Prepare list.

Swipe Right or Left to Load
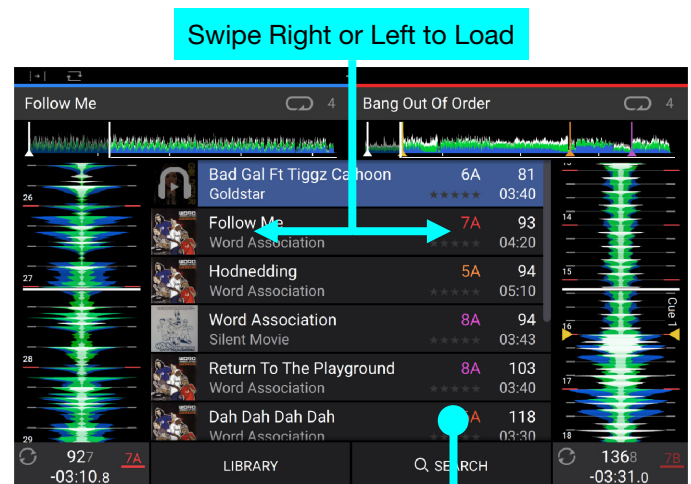
Tap and Hold to Show Info

Swipe Left to Prepare

Swipe Right to Load

Searching & Filtering Tracks

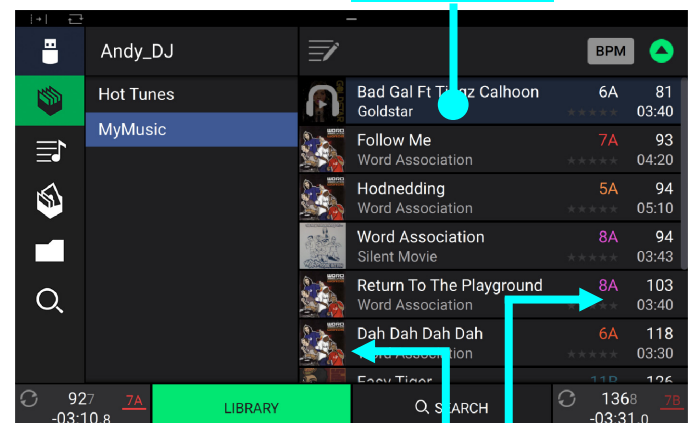**To search**, tap the **Search** field and use the keyboard that appears on the touchscreen. The search results can be based on the following criteria: title, artist, album, length, key, comment, BPM, genre, label, year, date added or filename. By default, only Title and Artist are selected. Use the dropdown menu next to the search bar to select other categories, or to Search All categories.

Note: To reduce search time, only select fields in which you wish to search.

To hide the keyboard, tap the **keyboard icon** in the lower-right corner of the virtual keyboard. Alternatively, tap anywhere on the screen other than the keyboard or the Search field.

To filter your tracks, tap **Genre**, **Artist**, **Album**, **BPM** or **Key**, and then tap one of the available options. Only tracks tagged with that genre, album, artist, BPM, or key will be shown. (By default, the key is notated using the Camelot system.) You can also use the **Search** field while tracks are filtered to refine your results.

Note: You can also use the Preferences to set whether you want to show tracks with the same key only or tracks with compatible keys as well as adjust the "tolerance" of the BPM filter (to include tracks with tempos within 1–15 BPM of the selection). See *Menu > Preferences* to learn more.
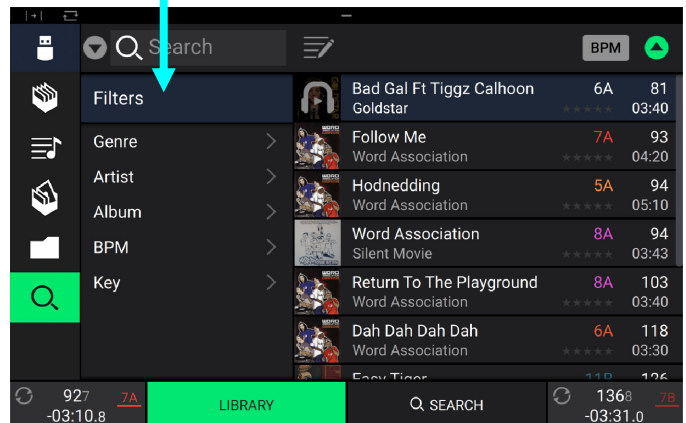
To sort the list of results, tap the **Sort By** icon in the upper-right corner, and then tap one of the available options. Tap the **arrow** icon next to this to toggle between ascending and descending order.

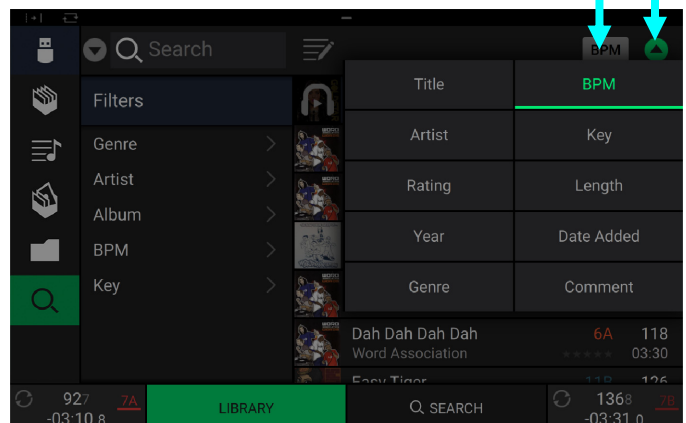Tap to Select Search Criteria

Tap to Search
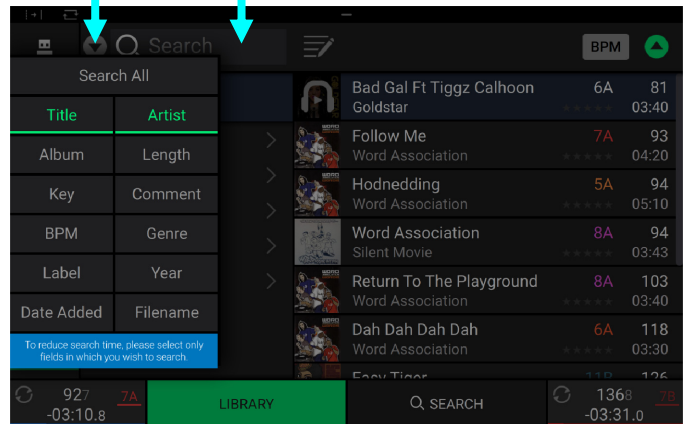
Tap to Filter Tracks

Tap to Toggle Ascending/Descending

Tap to Choose Sort Preference

Editing Crates and Playlists

Tap the edit button at the top of the touchscreen while viewing the crates or playlist screen. While editing is active, you can do any of the following:

- **To make a new crate,** tap **+ Create Crate** in Crates view.

- **To make a new playlist,** tap **+ Create Playlist** in Playlist view.

- **To make a new folder,** tap **+ Create Folder** in Playlist view.

- **To add tracks to your crate or playlist,** tap a track to select it, and the open circle will become filled. After selecting tracks, tap and hold to move the tracks. You can drag the tracks over a crate, playlist or folder and release your finger to instantly add them.

- **To reorder tracks in a playlist,** tap and hold on the track name (while editing mode is still active), then move your finger up or down to change the track order. You can also reorder playlists in the same way.

Tap to Enable Editing

Tap to Select Tracks
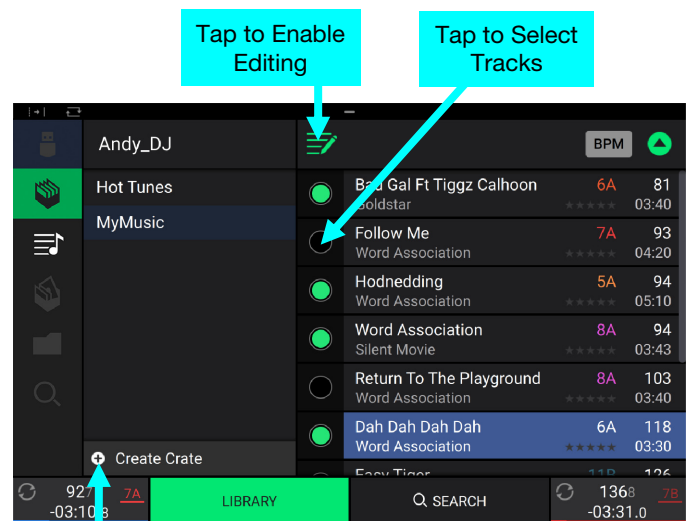
Tap to Create New Playlist, Folder or Crate

Tap, Hold & Drag to Move Tracks
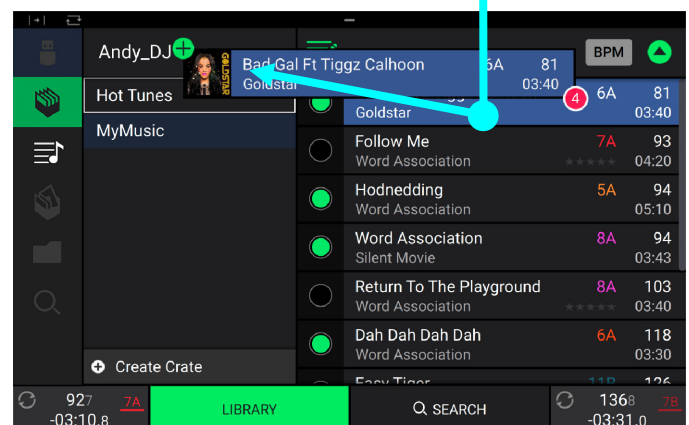
Playback & Cueing

To play or pause a track, press **Play/Pause** (▶/❚❚).

To scratch a track, move the **platter** when the **Vinyl** button is set to **On** and audio is playing.

To set the initial cue point, press **Shift**+**Cue** at the desired location during playback.

To return to the initial cue point and stop, press **Cue**. The button will flash while the unit is paused at the initial cue point.

To return to the initial cue point and keep playing, press **Shift**+**Play/Pause** (▶/❚❚).

To censor playback, press and hold **Censor**.

To return to normal playback, release **Censor**. Normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

To reverse playback, press **Shift**+**Censor/Reverse**. The button will flash while playback is reversed.

To return to normal playback, press **Censor/Reverse**.

To skip to the previous or next track, press one of the **Track Skip** ⏮/⏭ buttons.

To return to the beginning of a track, press **Track Skip** ⏮ in the middle of a paused track.

To jump back or forward, press the **Beat Jump** buttons.

To scan quickly through the track, press **Shift**+**Beat Jump** buttons. Alternatively, drag your finger left or right through the waveform overview on the touchscreen.

To enable or disable Slip Mode, press **Slip**. In Slip Mode, you can jump to cue points, use the platters, or pause the track while the track's timeline continues (the lower half of the waveform in the touchscreen will continue moving forward). When you stop whatever action you are performing, 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).

To jump to a specific location in the track:

- If Needle Lock is **disabled**: tap the desired location in the track overview.

- If Needle Lock is **enabled**: pause playback and then tap the desired location in the track overview. Alternatively, make sure the **platter** is in **Vinyl** mode (press the **Vinyl** button so it is lit), touch the top of the platter and tap the desired location in the track overview.

  See *Menu > Preferences* to learn about Needle Lock.

To zoom in and out of the waveform, place two fingers on the touchscreen and spread them apart or pinch them together.
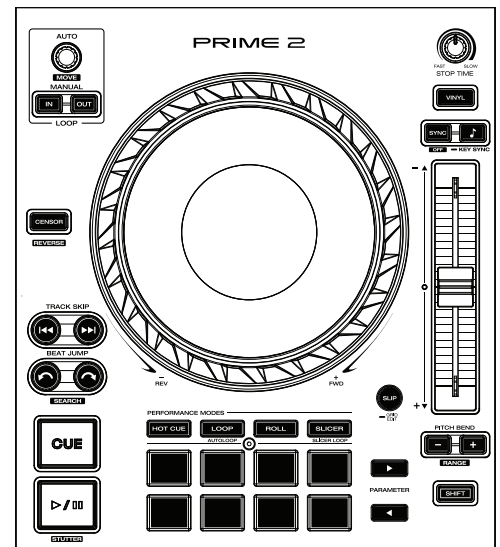
Looping & Beat-Jumping

To create and activate an auto loop, press the **Auto Loop** knob.

To set the auto loop length, turn the **Auto Loop** knob to select the number of beats: **1/32**, **1/16**, **1/8**, **1/4**, **1/2**, **1**, **2**, **4**, **8**, **16**, **32**, or **64**.

> **Note:** You can set the default Auto Loop size in the *Preferences* menu. When a track is loaded, the Auto Loop size will be automatically reset to your preference.

To create and activate a manual loop, press the **Manual Loop In** button to set the start point, and then press the **Manual Loop Out** button to set the end point. The loop will be activated immediately, and the loop will be indicated as a shaded area in the waveform and track overview.

To deactivate a loop, press the **Auto Loop** knob.

To move the loop, press and hold **Shift** and turn the **Auto Loop** knob while the loop is activated.

To double or halve the length of a loop, turn the **Auto Loop** knob while the loop is activated.

To manually edit the beginning or end of a loop, press **Loop In** or **Loop Out**, respectively, and then move the platter left or right to shorten or extend the loop region. Commit the edit by pressing **Loop In** or **Loop Out** again.

To beat-jump through a track, press one of the **Beat Jump** buttons. Each press will skip through the track by the length of an auto loop, which you can set by turning the **Auto Loop** knob.
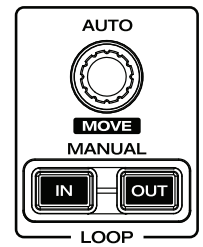
Syncing & Pitch Adjustment

To activate sync, press **Sync** on the deck that you want to control the BPM, which becomes the "master." After Sync is activated on that deck, press **Sync** on any additional decks. The tempo of each deck will immediately synchronize to match the tempo of the master deck.

The Sync state icon on the touchscreen will indicate the current status:

- **Sync Off**: Sync is deactivated.

- **Tempo Sync**: Only the tempo is synced (the BPM will match that of the master deck).

- **Bar/Beat Sync**: The tempo will be synced, and the track will be automatically beat-matched with the track on the master deck, depending on the **Sync Mode** setting.

To deactivate sync on a deck, press **Sync** again, or press **Shift**+**Sync**, depending on the setting of **Sync Button Action** in the *Preferences* menu.

To adjust the track's pitch, move the **pitch fader**.

To adjust the track's pitch momentarily, press and hold one of the **Pitch Bend –/+** buttons.

To adjust the range of the pitch fader, press and hold **Shift** and press one of the **Pitch Bend –/+** buttons to select **±4%**, **8%**, **10%**, **20%**, **50%**, or **100%**.

To lock or unlock the track's key, press **Key Lock/Key Sync**. When Key Lock is activated, the track's key will remain the same even if you adjust its speed.

To reset the track's key, press **Shift**+**Key Lock/Key Sync**.

To activate key sync, press and hold **Key Lock/Key Sync** on the deck you would like to sync. The track's key will sync to the key of the track on the other deck.

> **Note:** In order to activate Key Sync, playback must be enabled on both decks.
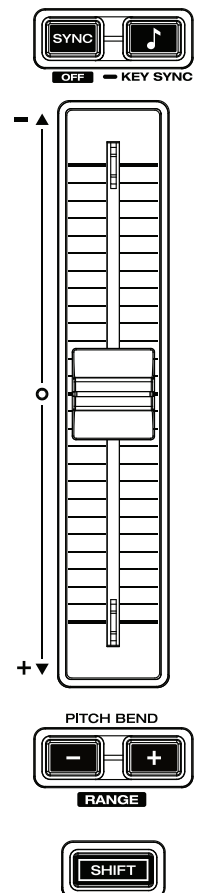
Pad Modes

The 8 performance pads on each deck have different functions in each pad mode. The **Parameter ◄/►** buttons will make adjustments specific to each pad mode.

To enter each pad mode, press the corresponding button: **Hot Cue**, **Loop**, **Roll**, or **Slicer**.

Hot Cue Mode

In Hot Cue Mode, you can use each pad to jump to an assigned hot cue point.

Tip: You can use the Engine PRIME software to set, name, and assign colors to your hot cue points. The names and colors will appear on the touchscreen for reference.

To assign a hot cue to a pad, press a dimly lit pad at the desired location in the track. The pad will light up when a hot cue point is assigned.
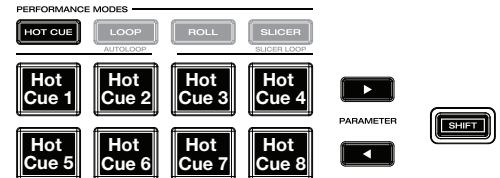
To jump to a hot cue point, press the corresponding pad.

To clear a hot cue from a pad, press **Shift** and the desired pad. The pad will become dim when there is no hot cue point assigned to it.

Loop Modes

In Manual Loop Mode, you can use each pad to activate an assigned loop. Pressing Loop for the first time will always enter Manual Loop Mode.

Tip: You can use the Engine PRIME software to set and name your loops. The names will appear on the touchscreen for reference.

To assign a loop to a pad and activate it, press a dimly lit pad to create a Loop In point at the current location, and then press it again to create the Loop Out point at another location. You can also assign an auto loop to a pad by pressing a dimly lit pad while in the auto loop. The loop will activate immediately, and the pad will light up.

To activate a loop, press the corresponding pad. Once a loop has been created, you can retrigger it by pressing the corresponding pad again, depending on the **Saved Loop Behavior** setting in the *Preferences*.

To delete a loop, press **Shift** and the desired pad.

In Auto Loop Mode (second press), you can use each pad to create and activate an auto loop. Pressing Loop while in Manual Loop Mode will enter Auto Loop Mode.

To activate an auto loop, press a pad. The touchscreen will show the length of the auto loop for each pad.

To deactivate an auto loop, press the pad again.

Use the **Parameter buttons** to increase or decrease the length of the loop. Hold **Shift** and use the **Parameter buttons** while a loop is engaged to shift the loop region forward or backward.
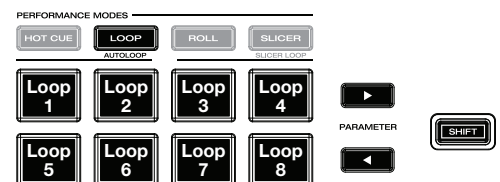
Roll Mode

In Roll Mode, you can press and hold each pad to trigger a "loop roll" of a certain length while the track's timeline continues (the lower half of the waveform on the touchscreen will continue moving forward). When you release the pad, 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).

To trigger a roll, press the corresponding pad. Pads with triplet-based loop rolls are lit purple.

(**T** denotes a triplet-based time division)

Use the **parameter buttons** to increase or decrease the length of the roll. Hold **Shift** and use the **parameter buttons** while a loop is engaged to shift the roll region forward or backward.

Slicer Modes

In Slicer Mode, the eight pads represent eight sequential beats—"slices"—in the beat grid. When you press **Slicer**, you automatically activate an eight-beat loop. 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. You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been if you had never pressed it (i.e., as if the track had been playing forward the whole time).

To play a slice, press the corresponding pad.

In Slicer Loop Mode (second press), 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, which will loop (this is the difference between this mode and Slicer Mode). You can press a pad to play that slice. When you release the pad, the track will resume normal playback from where it would have been in the loop if you had never pressed it (i.e., as if the track had been playing forward the whole time).

Use the **parameter buttons** while a slice is engaged to increase or decrease the length of the slice.
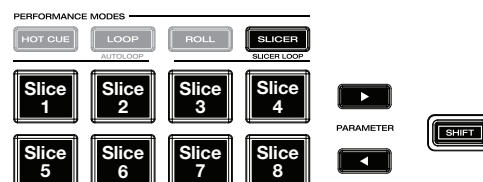
Menu

Press and hold the View button to open the Menu. Here, you can access the following pages. Click the links below to jump to that part of the guide:

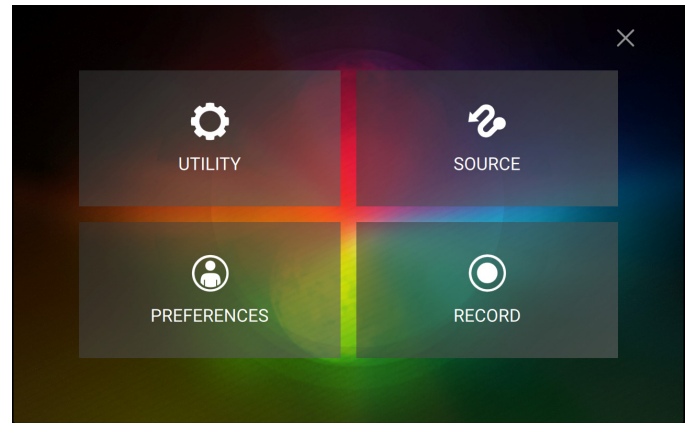- *Utility* – This screen is used to edit the settings of the PRIME 2 hardware.

- *Preferences* – This screen is used to edit your performance preferences.

- *Source* – This screen is used for selecting your source media device.

- *Record* – This screen is used for recording and saving your performances.

Utility

Device Settings

- **Wi-Fi:** This determines whether Wi-Fi connectivity is enabled (**On**) or disabled (**Off**).

- **Wi-Fi Settings:** Tap **Open** to view available wireless networks. See *Menu > Source* for more information about the Wi-Fi menu.

- **Nudge Sensitivity:** This determines the level of sensitivity when moving the platters: **Low**, **Mid**, **High**, or **Max**.

- **Track Preview:** When active, Track Preview will reveal a play button for each song in the library, allowing the songs to be auditioned in the cue without loading a song to the deck. Select **On** or **Off**.

- **Screen Brightness**: This setting determines the brightness of the touchscreen: **Low**, **Mid**, **High**, or **Max**.

Mixer Settings

- **Mic Attenuation:** This setting determines the amount of additional attenuation for the **Microphone Inputs**: **-20 dB**, **-10 dB** or **0 dB**.

- **Send Mic to Booth:** This setting determines whether the microphone signal is sent to the booth outputs (**On**) or not (**Off**).

- **EQ Type:** This setting determines the type of equalization for the **Channel EQ** knobs. Select **Isolate** for EQ bands with infinite cut for full band "kills," or select **Norm** for EQ bands with limited cut.

- **ISO EQ High Xover:** When EQ Type is set to Isolate, this setting determines the crossover frequency between the Mid and High EQ bands, from **1000** to **8000 Hz**.

- **ISO EQ Low Xover:** When EQ Type is set to Isolate, this setting determines the crossover frequency between the Low and Mid EQ bands, from **100** to **800 Hz**.

- **Filter Resonance:** This setting determines the amount of resonance of the filter, from **0** to **15**.

- **Filter Extreme Type:** This setting determines the effect of the Sweep Filters at the extreme low and high ends. Select **Kill** for the filter extremes to end in silence, or select **Bleed** to allow the extreme end of the filter to play.

- **Cue Solo Mode:** This setting determines how many channels can be sent to the cue mix. Set to **On** to have only one channel at a time in the cue mix, or set to **Off** to cue multiple channels at a time.

Streaming Services

Use these options to enable or disable connections to streaming service partners. When set to **On**, the selected service will be available in the *Source* Menu.

Cloud Services

Use this option to retrieve your Engine library database from a cloud storage service. You must first use the Engine PRIME software to back up your database. Then, when this option is set to **On**, the selected service will be available in the *Source* Menu and you can access these files over an established internet connection.

Note: We recommend using only high-quality, name brand USB 3.0 or Class U1 or U3 SD cards as source drives, especially when cloud services are enabled.

Device Info

- **Model**: This is the product name.
- **Firmware Version**: This is the current version of the unit's Engine operating system. Tap **Check for Updates** to search for firmware updates when connected to the internet.
- **PRIME2 Right Display:** This is the current version of the PRIME 2 right display software.
- **PRIME2 Controller:** This is the current version of the PRIME 2 controller software.
- **PRIME2 Left Display:** This is the current version of the PRIME 2 left display software.
- **Reset all settings to default:** Press **Reset** to restore the default factory settings for your device.

Update

- **Update Firmware**: Use this option to restart PRIME 2 in Update Mode, which enables you to update its firmware. Follow the firmware update instructions included with the firmware update package you downloaded.

Legal Info

- **Legal Info:** Use this option to view the Denon DJ EULA and patent list.

Preferences

Press the **Save To My Drive** button to save your settings to a connected drive. User profiles can be loaded when a media device with an Engine PRIME profile is connected to PRIME 2.

Playback

- **Track Start Position**: This setting determines where the beginning of a track is after it loads. Select the actual start of the file (**Track Start**) or the automatically detected beginning of an audio signal (**Cue Position**).

- **Default Speed Range**: This setting determines the range of the **pitch fader**. Select **±4%**, **8%**, **10%**, **20%** or **50%**.

- **Sync Mode**: This setting determines the degree of synchronization applied when you press the Sync button on PRIME 2:

  o **Bar**: The tempo will be synced, and the track will be automatically bar-matched with the track on the master deck (the downbeats of each bar will be aligned).

  o **Beat**: The tempo will be synced, and the track will be automatically beat-matched with the track on the master deck.

  o **Tempo**: Only the tempo will be synced (the BPM will match that of the master deck).

- **Sync Button Action:** This setting determines how the **Sync** button will act when pressed.

  o **Toggle:** This mode allows you to toggle sync on and off without having to hold **Shift**.

  o **Shift Disable:** This mode requires **Shift** to be held in order to turn off sync.

- **Pitch Control Type:** This setting determines the primary function of the Pitch Bend buttons. Select **Pitch Bend** to keep the primary function as momentarily reducing or increasing the pitch, or select **Range** to set the primary function to adjusting the range of the pitch fader. The function not used as the primary will still be available by holding **Shift** and using the **Pitch Bend** buttons.

Cues/Loops

- **Cue/Loop Quantization**: This setting determines the degree of quantization for time-based features. Select **1/8** beat, **1/4** beat, **1/2** beat, **1** beat or **4** beats.

- **Paused Hot Cue Behavior**: This setting determines how pads will play their hot cue points. When set to **Momentary**, playback will start from a hot cue point when you press and hold its pad—release the pad to return to the hot cue point. When set to **Trigger**, playback will start from a hot cue point (and continue) when you press and release its pad.

- **Default Loop Size**: This setting determines the default size of an auto loop when you load a new track to the deck: **1**, **2**, **4**, **8** or **16** beats.

- **Smart Loops**: This setting determines whether or not a manual loop will be automatically expanded or reduced to a conventional length (e.g., 2 beats, 4 beats, 8 beats, etc.) when you set it. Select **On** or **Off**. This setting works independently of the quantization setting.

- **Move Cue To Loop In:** This setting determines whether the song's initial **Cue Point** will automatically be moved to the start of a loop (**On**), or remain at its current point (**Off**).

- **Saved Loop Behavior:** This setting determines the action of loops after they have been saved. When set to **Reloop**, pressing a pad with a saved loop will start playing the loop again. When set to **Disable**, pressing a pad with a saved loop will turn off the loop.

Display

- **Track Title:** This setting determines whether track titles are shown as the track's **Filename** or its embedded **Metadata** (tags).

- **Time Format**: This setting determines whether or not pitch adjustment affects how the track time is displayed. When set to **Static**, the track's time corresponds to locations in the track as usual; adjusting the pitch does not affect it. When set to **Dynamic**, the track's time will automatically adjust to account for changes in pitch. For instance, if you set the pitch fader to **-8%**, the track time will increase so it is 8% longer.

- **Track End Warning**: This setting determines how long before the end of a track PRIME 2 will warn you that it is nearing the end by flashing the track overview on the touchscreen.

Safety

- **Lock Playing Deck**: This setting determines whether or not you will be able to load a track to the deck as it is playing. Select **On** or **Off**. When this setting is on, the deck must be paused in order to load a track to it.

- **Needle Lock**: This setting determines whether or not you can tap the **track overview** on the touchscreen to jump to that location in the track during playback. Select **On** or **Off**. You can use the track overview while playback is stopped regardless of this setting.

- **Pad Lock**: This setting determines whether the pads and pad mode buttons are always enabled (**Off**) or disabled (**On**). When disabled, the pads and pad mode buttons will not be lit.

Library

- **Key Notation**: This setting determines how the track key is notated on the touchscreen. You can view the key as all **Sharps**, all **Flats**, **Open Key** or **Camelot**.

- **Key Filter**: This setting determines whether the **Key** filter shows tracks with the same key only (**Match**) or tracks with compatible keys (**Compatible**).

- **BPM Range**: This setting determines the lowest- and highest-possible BPM values that will be used when tracks are analyzed: **58–115**, **68–135**, **78–155**, **88–175** or **98–195 BPM**.

- **BPM Filter Tolerance**: This setting determines the "tolerance" of the **BPM** filter so you can include tracks with tempos that are within a small range of the selected tempo. Select **±0**, **1**, **2**, **3**, **5**, **10**, or **15**.

- **Collection Browse Behavior**: This setting determines browsing behavior when using the Library. When set to **Select**, tapping a playlist, crate or folder will select it, and a double-tap is required to open it. When set to **Open**, tapping a playlist, crate or folder will open it.

Deck Colors

To change the deck color, tap the color box under the name of the deck, and then tap the color to select.

Source

The Source menu allows you to select a connected media device, streaming service or cloud service for use with PRIME 2. All connected media sources will be shown in the top part of the display, and available streaming and cloud service partners at the bottom of the display.

Tap the device name to select it as your media source. The currently selected source device, if any, will show **Source** next to its name. The currently selected recording device, if any, will show **Rec** next to its name.

Tap the streaming or cloud service name to select it as your media source. If you have not set up a connection to the service yet, you will be prompted to sign in with your username and password or given a web link and code in order to activate your device. Once signed in or activated, you can use the streaming or cloud service to browse and add tracks. Streaming and cloud services may be enabled or disabled in the *Utility* menu.

Tap the computer icon at the top of the touchscreen to switch PRIME 2 to computer mode. In computer mode, you can use PRIME 2 to send and receive MIDI messages to and from your computer.

Tap the Wi-Fi icon at the top of the touchscreen to open the Wi-Fi connection menu. In this menu, tap the network name to establish a connection. If a password is required, you will be prompted to enter it. Tap the gear icon next to the network name to view information about the network. You can also disable Wi-Fi from within this menu by tapping the icon again.

Tap the X to exit the Source menu.
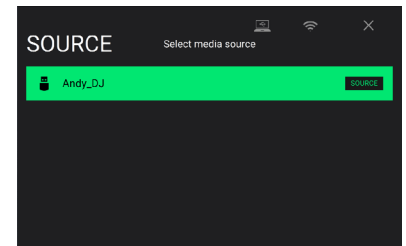
Record

Select the media device destination that you will use to save your recording. The currently selected source device will show **Source** next to its name. Once you have selected the recording device, you can begin recording your session.

Tap Start to begin recording. The timer on the touchscreen will show the total length of time recorded.

Tap Pause to pause recording.

Tap Resume to resume recording when paused. PRIME 2 will continue recording your session from where you pressed pause.

Tap Stop to stop recording. Once recording is stopped, you will have the option of saving the file to your device.

Tap Clear to clear the recording. A warning screen will be shown before the file is deleted. Tap **Yes** to continue, or **No** to return to the previous page to save the recording.

Tap Save As to save it to your drive. A keyboard will appear where you can title your file. Tap **Done** to finish and save your file, or tap **Cancel** to return to the previous page. A success message will be shown on the touchscreen when the operation is complete. Tap **OK** to continue, or wait a few seconds and you will be returned to the Record menu.

Recorded files will be saved in a folder called **Sessions** on your media device. You can access these recordings from your PRIME 2 under the **Files** section of the **Library**.

Tap the back arrow (<) to move back a page or return to the previous page.

Tap the X to exit the Record menu.
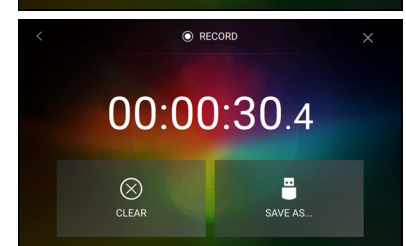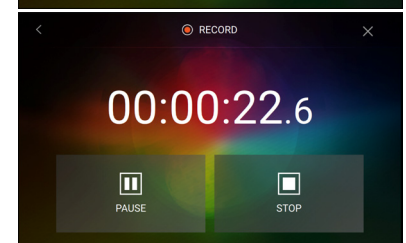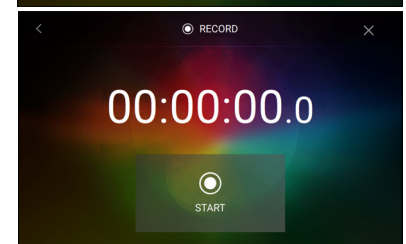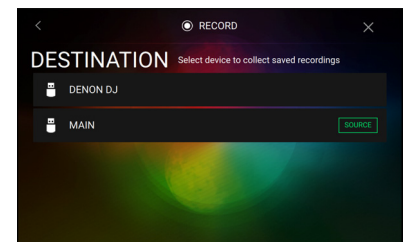
Appendix

SATA Drive Installation

To create more internal storage space on your PRIME 2 hardware, you can purchase a **SATA** (Serial ATA) drive and install it yourself, but read this chapter first.

Your PRIME 2 can support nearly any standard 2.5" SATA drive on the market—either a solid-state drive (SSD) or hard-disk drive (HDD). Make sure it uses a **2.5**" (63.5 mm) form factor and uses (or can use) the **exFAT** or **FAT32** file systems.

Note: Alternatively, you could install an **mSATA** (mini-SATA) drive, but make sure you also purchase an adapter that enables it to fit into a typical 2.5" SATA interface.

1. Make sure your PRIME 2 hardware is powered **off**.

2. Locate the **SATA drive panel** in the center of the bottom panel of your PRIME 2 hardware. Use a Phillips-head screwdriver to remove the screws (don't lose them!), and remove the SATA drive panel.

3. Gently pull the **SATA connector and cable** out from inside your PRIME 2 hardware. Be careful not to disturb anything inside—handle just the SATA connector and cable.

4. Connect your **SATA drive** to the **SATA connector**. Make sure the connection is secure.

5. Use four **3x5 mm mounting screws** (included with PRIME 2 hardware or with your SATA drive) to secure the SATA drive to the SATA drive panel. Do not overtighten the screws, but make sure the drive is secure and does not shake.

6. Place the SATA drive panel back onto the bottom panel of your PRIME 2 hardware, and use the original screws to secure it in place.

    You can now access this drive while using your PRIME 2 hardware!

FX Parameters

Echo	Parameter	Value Range
This effect adds echoes of the original signal.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Feedback	0–100
	Wet/Dry	0–100

Delay	Parameter	Value Range
This effect adds repeated instances of the original signal that decay over time.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Hall	Parameter	Value Range
This effect adds reverberated echoes of the original signal.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Decay	0–100
	Wet/Dry	0–100

Ping Pong	Parameter	Value Range
This is a stereo delay effect where the rate of delay is different between the left and right channels.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Pan	0–100
	Wet/Dry	0–100

Auto Gate	Parameter	Value Range
This effect applies level reduction to the original signal at a regular rate.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Flanger	Parameter	Value Range
This effect adds a slightly delayed copy of the original signal to create a comb-filter effect (often referred to as resembling a jet plane engine).	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

LFO Filter	Parameter	Value Range
This effect varies the cutoff frequency at a regular rate.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Resonance	0–100
	Wet/Dry	0–100

Phaser	Parameter	Value Range
This effect adds a copy of the original signal with its phase shifted slightly to create a subtle, modulatory effect.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Crush	Parameter	Value Range
This effect applies bit reduction to the original signal for a lo-fi, down-sampled effect.	AVG	0–100
	Wet/Dry	0–100

Roll	Parameter	Value Range
This effect samples the current audio signal and repeats it at a regular rate based on the current time division.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Rev. Roll	Parameter	Value Range
This effect (reverse roll) samples the current audio signal and repeats it backward at a regular rate based on the current time division.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Scratch	Parameter	Value Range
This effect alternates between normal and reverse playback of each beat, creating a vinyl-scratching effect.	Beats	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Wet/Dry	0–100

Reverb	Parameter	Value Range
This effect adds reverberation to the original signal.	Decay	0–100
	Wet/Dry	0–100

Technical Specifications

Digital Audio	**Bit Depth**	24-bit
	Sampling Rate	44.1 kHz
Supported Media	**Type**	SD/SDHC/SDXC card, USB mass-storage devices (flash memory, 2.5" internal SATA, external HDD)
	File Systems	exFAT, FAT32
	Audio File Formats	AAC/M4A, AIF/AIFF (44.1–192 kHz, 16–32 bit), ALAC, FLAC, MP3 (32–320 kbps), MP4, Ogg Vorbis, WAV (44.1–192 kHz, 16–32 bit)
Frequency Response		20 Hz – 20 kHz (±1 dB)
Dynamic Range		> 112 dB (A-weighted)
Signal-to-Noise Ratio		> 92 dB (A-weighted)
Headroom	**Aux/Line**	> 15 dB
	Mic Input	> 20 dB
	Outputs	> 20 dB
Channel Separation		< -85 dB (1 kHz, unity)
T.H.D.	**Aux/Line**	< 0.01% (1 kHz, unity)
	Microphone	< 0.02% (1 kHz, unity)
Analog Input	**Aux/Line**	+15 dBV (maximum) 0 dBV (unity)
	Microphone	-40 dBu (unity) -60 dBu (minimum)
Analog Output	**Master, Balanced**	+24 dBu (maximum) +4 dBu (unity)
	Master, Unbalanced	+20 dBu (maximum) 0 dBu (unity)
	Booth	+24 dBu (maximum) +4 dBu (unity)
	Headphone Output	< 150 mW @ 40 Ω
Connections	**Audio Outputs**	**2** XLR outputs (master left/right, balanced) **1** RCA output pair (master left/right, unbalanced) **2** XLR outputs (booth left/right, balanced) **1** 1/4" (6.35 mm) stereo output (headphones) **1** 1/8" (3.5 mm) stereo output (headphones)
	Audio Inputs	**1** RCA input pairs (line-level, unbalanced) **2** XLR+1/4" (6.35 mm) input
	Other	**3** USB ports (for USB drives. Port 3 with 5 V, 1 A) **1** SD card slot **1** USB port (to computer) **1** Ethernet port **1** IEC power cable input

Displays	Main	Full color LED-backlit display with touch interface 7" / 178 mm (diagonal)
	Jog Wheel	Full-color LED-backlit display 2.2" / 56 mm (diagonal)
Power	Connection	IEC
	Voltage	100–240 VAC, 50/60 Hz
	Consumption	34W (with smartphone charging from USB4 port) 32W (without smartphone charging)
Dimensions (width x depth x height)		25.39" x 16.15" x 4.73" 644.8 x 410.1 x 120.2 mm
Weight		15.9 lb. 7.2 kg

Specifications are subject to change without notice.

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