DENON DJ

PRIME 4 G2

User Guide

English

Manual Version 5.3.0

Table of Contents

Introduction 4

Support 4

Product Registration 4

Setup 5

For Use with Engine DJ (Standalone Preparation) 5

Devices & File Analysis 5

Installing an Internal Drive 6

Features 7

Top Panel 7

Navigation Controls 7

Mixer and I/O Controls 9

Deck Controls 11

Pad, Loop, and Stem Controls 13

FX Controls 14

Front Panel 15

Rear Panel 15

Operation 17

Touchscreen Overview 17

Performance View 17

Track Overview & Waveform 17

Performance Library 19

Toolbar 20

Library View 21

Platter Display Overview 23

Performing 24

Loading Tracks 24

Searching & Filtering Tracks 25

Match 26

Editing Playlists 27

Playlist Deck 28

Playback & Cueing 29

Looping & Beat-Jumping 30

Syncing & Pitch Adjustment 31

Beat Grid Editing 33

Pad Modes 34

Classic Pad Modes 34

MPCe Pad Modes 38

Engine Lighting Pad Modes 42

FX 44

Main FX 44

Sweep FX 45

Fader FX 46

Touch FX 47

Mixer 48

Control Center 50
Parameters 51
Layout 52
Profile 53
Settings 56
Source 59
Engine Remote Library 60
Wi-Fi 61
Bluetooth® 62
Record 63
Engine Lighting 64
Preferences 65

Appendix 66
FX Parameters 66
Main FX 66
Touch FX 73
Technical Specifications 75
Trademarks & Licenses 79

Introduction

Thank you for purchasing your Denon DJ PRIME 4 G2! 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 and creative DJ journey!

Support

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

For additional product support, visit **support.denondj.com**.

For additional software support for Engine DJ, visit **support.enginedj.com**.

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**. Alternatively, go directly to **profile.inmusicbrands.com**.
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.

Note: You can also automatically register your product to your inMusic Brands Profile when you connect to your Engine DJ profile after turning on PRIME 4 G2. See the following ***Software Setup > For Use with Engine DJ (Standalone Preparation)*** for more information.

Setup

For Use with Engine DJ (Standalone Preparation)

1. Download and install the Engine DJ desktop software at **enginedj.com/downloads**.
2. Import music into the Engine DJ software to analyze it and prepare your music for stems, then export your music to your media device. See the following ***Devices & File Analysis*** section for more information, and consult the Engine DJ software User Guide.
3. Place PRIME 4 G2 on a flat, stable surface.
4. While the power is switched off, plug the included power cable into PRIME 4 G2 first, then plug the cable into a power outlet.
5. Power on PRIME 4 G2 using the **power button**.
6. During startup, you will first be presented with a Wi-Fi connection menu to connect to your local network.

   After the initial setup, you can dismiss this screen each time, or set it to not show again at startup. You can also adjust your connection settings at any time using the ***Wi-Fi*** menu in the Control Center.
7. Once connected to the internet, follow the on-screen prompts to update to the latest firmware (if available). Firmware can also be downloaded from **enginedj.com/downloads**. When the firmware update is complete, PRIME 4 G2 will restart.
8. Next, you will be prompted to connect to your Engine DJ profile. With your Engine DJ profile, you can register your device, connect streaming and cloud services so you can log into each with a single Engine DJ profile login, and access crowd-sourced streaming metadata and beat grid information. You can use a mobile device to scan the QR code, or visit **device.enginedj.com** and enter the code shown.

   You can also dismiss this screen each time, or set it to not show again at startup. To log in to an Engine DJ profile at any other time, use the **Log In** button found in the ***Profile*** menu.
9. PRIME 4 G2 has more settings that you can customize in the ***Layout***, ***Profile***, and ***Settings*** menus. See ***Control Center*** to learn about these settings.

Devices & File Analysis

In standalone operation, PRIME 4 G2 can play music files from physical media such as USB drives, SD cards, or a drive connected to the Internal HD bay (as well as from streaming and cloud services). Make sure you are using only the supported file systems (for USB drives, SD cards, and the internal drive) and file formats (for music files) listed below.

Supported file systems:	exFAT (recommended), 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 4 G2 can play tracks that have not been analyzed yet, pre-analyzing them allows its features to work most effectively. You can analyze tracks in two ways:

- **On PRIME 4 G2, load the track**: When you load a track to play, PRIME 4 G2 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 DJ software**: The included Engine DJ software can pre-analyze your music library for use with PRIME 4 G2. You can also use it to organize your library by creating playlists. It also manages your hardware preferences (see ***Operation*** to learn more about this).

  Visit **enginedj.com/downloads** to download the Engine DJ software.

Installing an Internal Drive

To create internal storage space on PRIME 4 G2, you can purchase a **SATA** (Serial ATA) drive and install it yourself, but read this chapter first.

PRIME 4 G2 can support nearly any standard 2.5" (63.5 mm) form factor SATA drive on the market. A solid-state drive (SSD) is highly recommended for the best performance, especially when using Stems, but you can also use a hard-disk drive (HDD). Drives should be formatted to an **exFAT** file system prior to installation for best results.

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 PRIME 4 G2 is powered **off** and unplugged, and place it upside-down on a soft, flat surface.
2. Locate the **Internal HD panel** in the center of the bottom panel of PRIME 4 G2. Use a Phillips-head screwdriver to remove the screws (don't lose them!), and remove the drive panel.
3. Gently pull out the red **SATA connector and cable** from inside your PRIME 4 G2. 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 4 G2 or with your SATA drive) to secure the SATA drive to the drive panel. Do not overtighten the screws, but make sure the drive is secure and does not shake.
6. Place the drive panel back onto the bottom panel of PRIME 4 G2, and use the original screws to secure it in place.

You can now access this drive while using PRIME 4 G2. To transfer files to your internal drive from a connected computer, follow these steps:

1. Connect the included USB-C cable from the **Media / Computer** port on the rear panel of PRIME 4 G2 to an available USB port on your computer.
2. With PRIME 4 G2 powered on, press the **Source** button.
3. Tap the **computer icon** next to your internal drive name in the list of sources.
4. In the **Access Device Storage** window that appears, tap **Continue** to stop track playback and safely eject the internal drive from PRIME 4 G2. It will then proceed with mounting the drive to your connected computer. This process may take a few seconds.

   Note: While in Device Storage mode, PRIME 4 G2 is not available for playback.
5. Once mounting is complete, the drive will appear as an external drive on your computer. You can now use Engine DJ to transfer analyzed music to it, or transfer files directly from your file browser.
6. To exit Device Storage mode, first safely eject the internal drive from your computer. Then, tap **Exit Mode** on the PRIME 4 G2 touchscreen. The unit will restart and the internal drive will be available to select as a source.

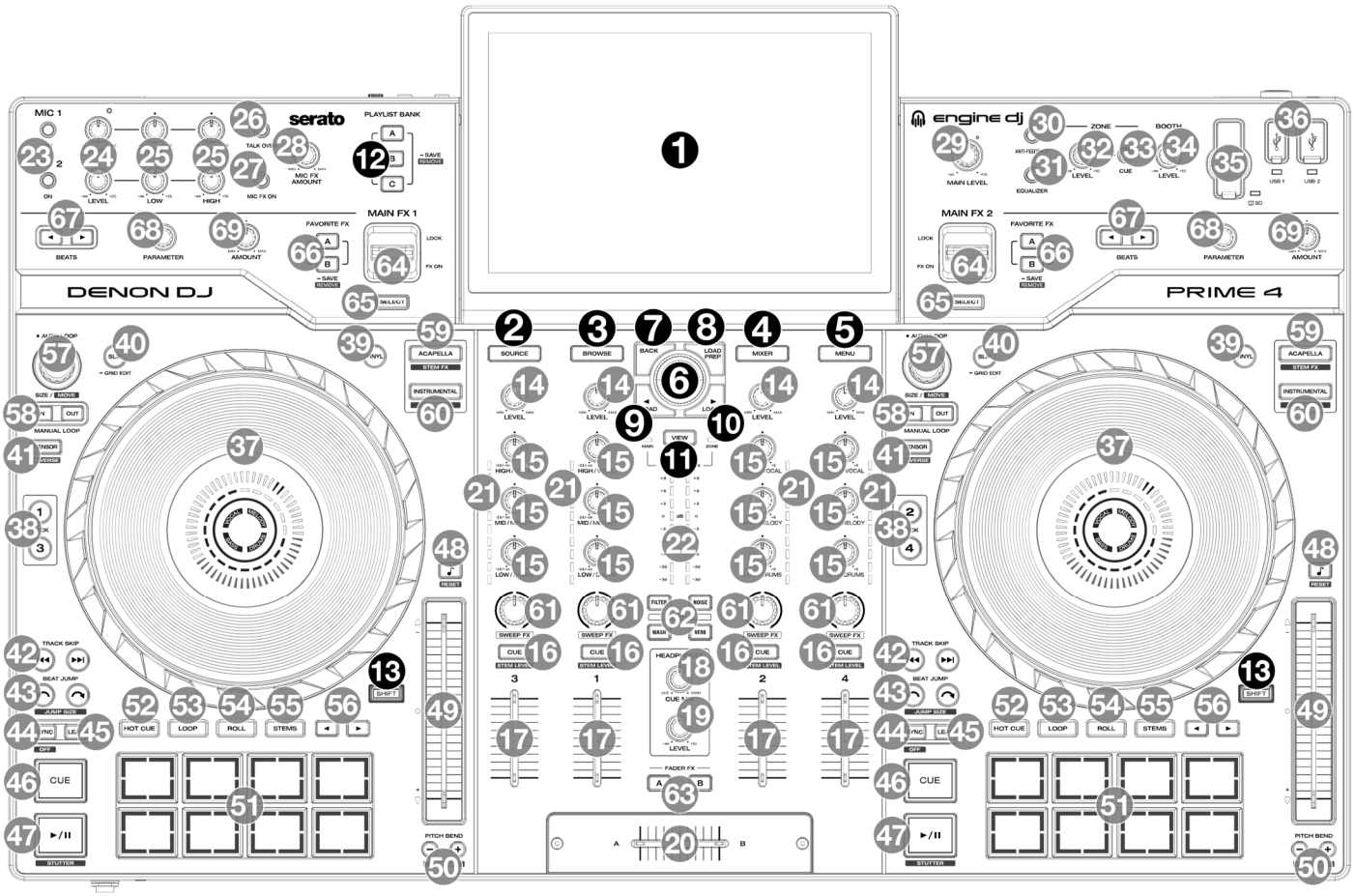
IMPORTANT: If your internal drive has not been formatted prior to installation, you will see an option titled **Setup Internal Drive** in the **Connect New Sources** section of the Source menu. Select this option to enter Device Storage mode, where you can format your device to an exFAT file system. Scan the QR code shown on your touchscreen for additional help with setting up your drive.

See the ***Devices & File Analysis*** section to learn more about supported files and file systems, or see the ***Source*** section to learn more about selecting your internal drive as the active source.

Features

Top Panel

Navigation Controls



1. **Touchscreen:** This 10.1” full-color multi-touch display shows information relevant to PRIME 4 G2's current operation. Touch the touchscreen (and use the hardware controls) to control the PRIME 4 G2 interface. See ***Touchscreen Overview*** for more information.
2. **Source:** Press this button to open the ***Source*** menu, where you can view and select from available media devices and cloud sources. From this menu you can also eject connected media devices. To prevent data corruption, drives must be ejected before being removed from the player.
3. **Browse:** Press this button to cycle between ***Library View*** and ***Performance View***.
4. **Mixer:** Press this button to open the ***Mixer*** menu, where you can select input sources and adjust crossfader, microphone, and EQ settings.
5. **Menu:** Press this button to open the ***Control Center***, which provides access to commonly used **Parameters** and includes quick links to other menus such as **Source**, **Wi-Fi**, **Bluetooth**, **Engine Lighting**, **Profile**, and **Settings**.

6. **Scroll/Load Encoder:** In ***Performance View***, turn this knob to open ***Library View*** and navigate through lists.

   Note: Alternatively, you can change the default **Encoder Behavior** for these knobs to adjust the waveform zoom level in the ***Settings > Device*** menu.

   Press this knob to move forward in the touchscreen, select an item, or load a track to the selected deck.

   While in Performance View, push the encoder left and right to zoom in and out of the waveform, respectively.

   While in Library View:

   - Move the encoder up to display the Track Information window for the highlighted track.
   - Move the encoder down to begin track preview for the highlighted track.
   - Move the encoder left to move to the previous window.
   - Move the encoder right to move to the next window.

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

8. **Load Prep:** Press this button to load the selected track to the Prepare List.

9. **Load ◄:** Press this button to load the selected track to Deck 1 or Deck 3.

   Quickly double-press this button to instant double the track currently playing on the focused right Deck (2/4) to the focused left Deck (1/3).

   Press and hold **Shift** and press this button to remove the selected track from Deck 1 or Deck 3.

10. **Load ►:** Press this button to load the selected track to Deck 2 or Deck 4.

    Quickly double-press this button to instant double the track currently playing on the focused left deck (1/3) to the focused right deck (2/4).

    Press and hold **Shift** and press this button to remove the selected track from Deck 2 or Deck 4.

11. **View / Layout:** Press this button to cycle between ***Library View*** and ***Performance View***. Press and hold this button to open the ***Control Center***. Double-press this button to enter the ***Engine Lighting*** view.

    In Performance View, hold **Shift** and press this button to cycle between **View 1–3** layout presets, which can be customized in the ***Layout*** menu.

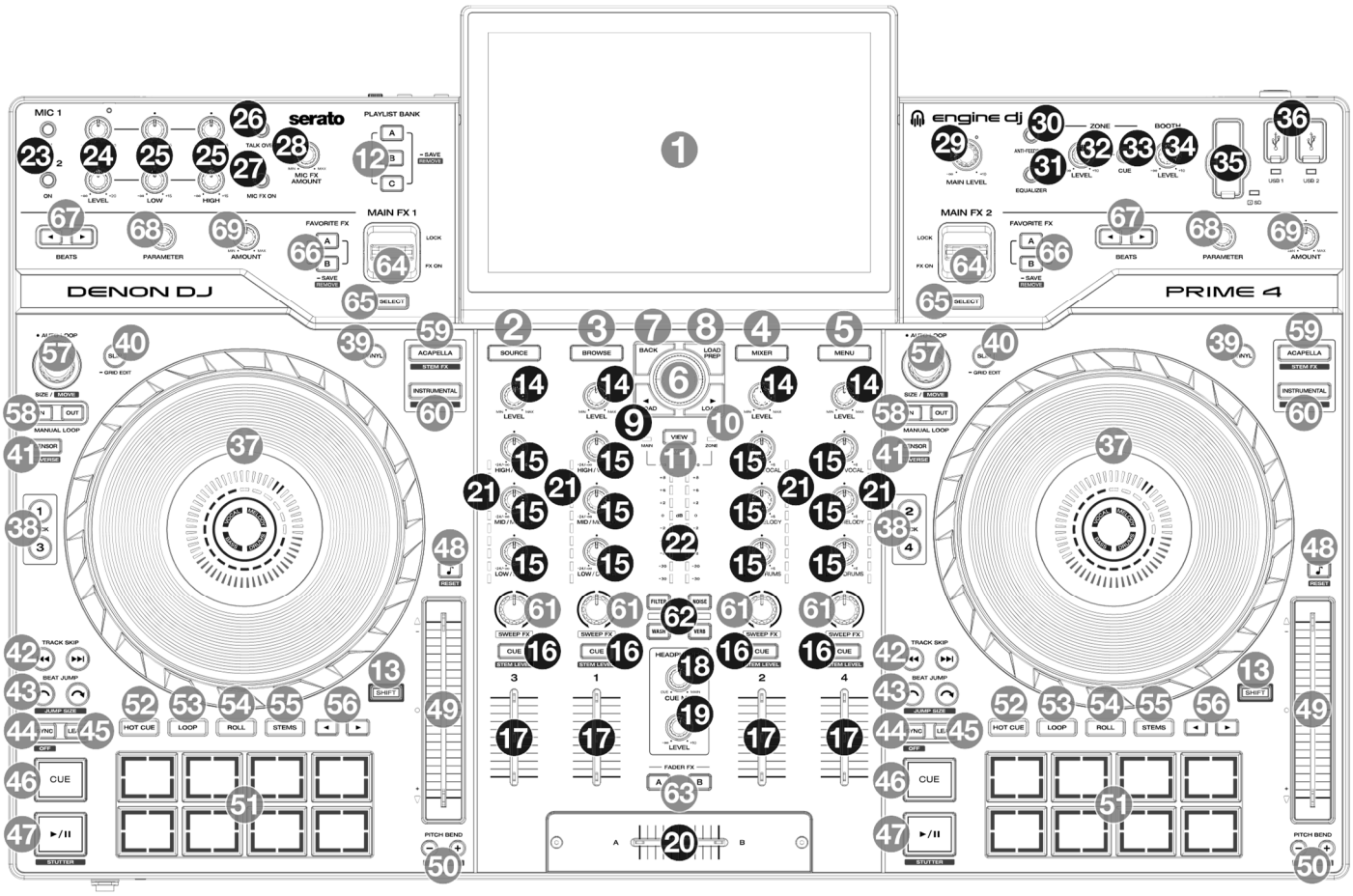
    In Library View, hold **Shift** and press this button to open or close the collection panel while the track list is in focus.

12. **Playlist Bank A/B/C / Save/Remove:** While in ***Library View***, press and hold these buttons to save the current playlist to the selected bank (A/B/C). Once a playlist has been saved, you can press these buttons to open Library View with the saved playlist selected. Press and hold **Shift** and press these buttons to remove the selected playlist from the bank.

    While viewing the ***Source*** menu, press and hold these buttons to save the currently highlighted source to the selected bank (A/B/C). Once a source has been saved, you can press these buttons while viewing the Source screen to select the saved source. Press and hold **Shift** and press these buttons to remove the saved source from the selected bank while viewing the Source screen.

13. **Shift:** Press and hold these buttons to access secondary functions of other controls.

Mixer and I/O Controls

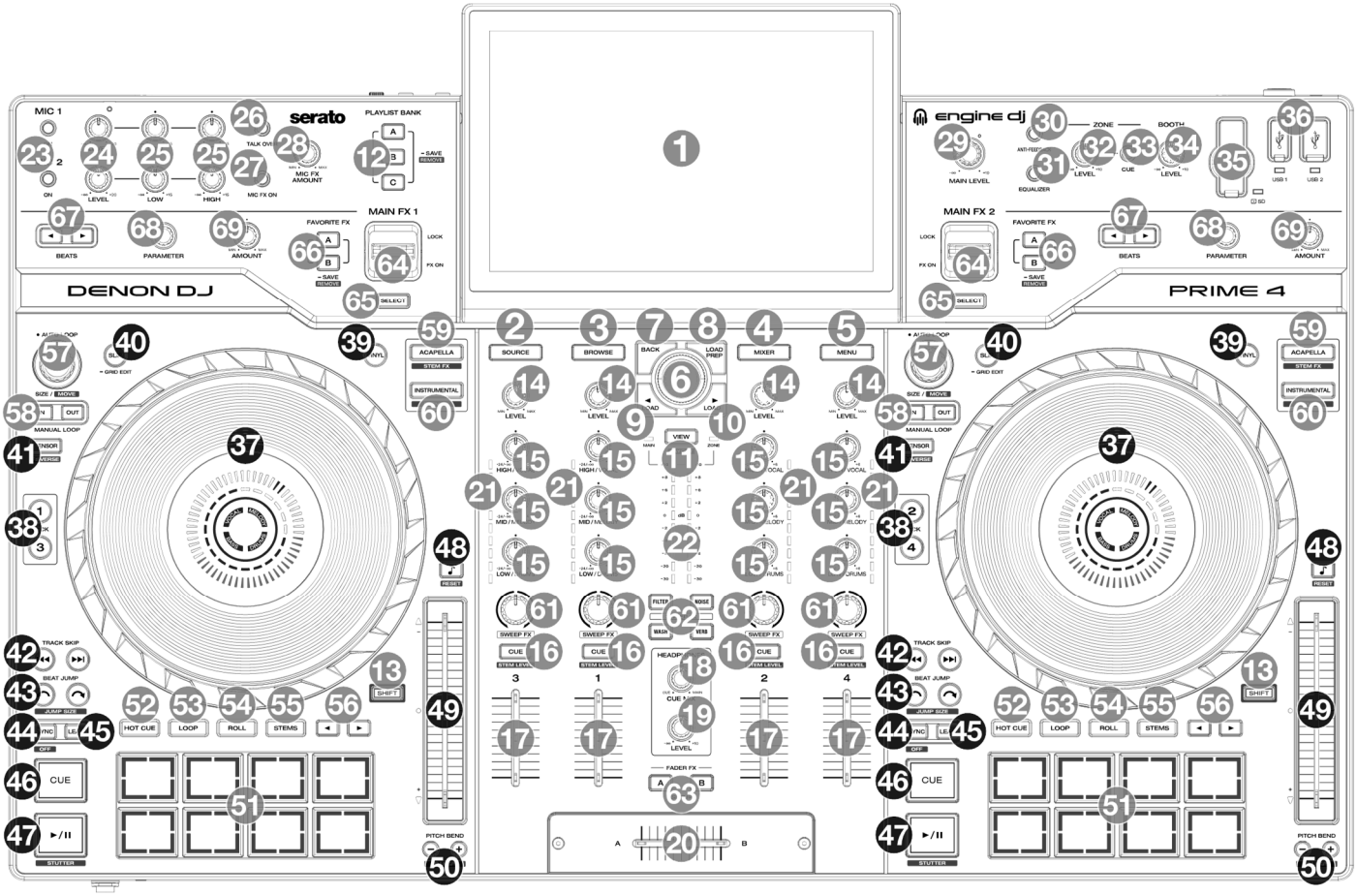


14. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
15. **Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.
    When the **Stem Level** function is engaged, use these knobs to adjust the level of the **Vocal**, **Melody**, and **Drums** stems.
16. **Channel Cue / Stem Level:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.
    Press and hold **Shift** and press these buttons to engage the Stem Level function, allowing you to use the **Channel EQ** knobs to adjust the level of the **Vocal**, **Melody**, and **Drums** stems. While **Stem Level** is activated, the **Cue/Stem Level** buttons will flash when **Shift** is held.
17. **Channel Fader:** Use this fader to adjust the channel's volume level.
18. **Headphones Cue Mix:** Adjusts the audio output to the headphones, mixing between the **Cue** output and the **Main** mix output.
19. **Headphones Level:** Adjusts the volume of the headphones.
20. **Crossfader:** Use this crossfader to mix between channels assigned to the left and right sides of the crossfader.
21. **Channel Level Meters:** These LEDs display the audio signal level of the channel.
22. **Main / Zone Meters:** These LEDs display the audio signal level of the **Main** mix (sent out of the **Main Outputs**), or the **Zone** mix when **Zone Cue** is activated.
23. **Mic 1 / 2 On:** Press these buttons to activate/deactivate the microphones.
24. **Mic 1 / 2 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). You can adjust the microphone attenuation in the ***Settings > Mic*** menu.
    Important: The audio signals from the microphones are routed directly to the **Master/Main Outputs**.
25. **Mic 1 / 2 EQ:** Turn these knobs to boost or cut the high and low frequencies for the corresponding microphones.

26. **Talk Over:** Press this button to use the “talk over” feature, which automatically reduces the volume level of the main mix when you speak into the microphone. You can adjust the talk over level in the ***Settings > Mic*** menu.
27. **Mic FX On:** Press this button to turn the microphone effects on or off. You can adjust the active Mic FX in the ***Mixer > Microphone*** menu.
28. **Mic FX Amount:** Turn this knob to adjust the amount of FX applied to the microphone.
29. **Main Level:** Turn this knob to adjust the **Main Output** volume level.
30. **Anti-Feedback:** Press this button to engage the microphone anti-feedback feature for the **Main Output**.
31. **Equalizer:** Press this button to open the ***Mixer > Output*** menu.
32. **Zone Level:** Turn this knob to adjust the volume level of the **Zone Output**.
33. **Zone Cue:** Press this button to activate pre-fader cueing for the Zone Output. When activated, the **Main / Zone Meters** will display the signal level of the **Zone Output**.
34. **Booth Level:** Turn this knob to adjust the **Booth Output** volume level.
35. **SD Card Slot**: Insert a standard size SD card into this slot. When you select that SD card as a source, you can select and load tracks from it.
36. **USB 1 (Type-A)** / **2 (Type-C®) Ports:** Connect standard USB flash drives to these USB ports. When you select a USB flash drive as a source, you can select and load tracks from it.

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.

Deck Controls



37. **Platter:** These 8” capacitive, touch-sensitive platters control 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.

    The LEDs in the jog wheel display show information about the current track. See ***Platter Display Overview*** for more information.

38. **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.

    Press and hold **Shift** and then press the Deck 3 or Deck 4 buttons to switch between four-deck and two-deck layouts in ***Performance View***.

39. **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.

40. **Slip / Grid Edit:** Press these buttons to activate or deactivate **Slip** mode for the selected deck. 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 **Shift** and press these buttons to enable ***Beat Grid Editing*** for the selected track in focus on each deck.

41. **Censor** / **Reverse:** Press these buttons to activate the **Censor** feature on the selected deck: 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 these buttons to activate **Reverse**, which will reverse playback of the selected deck.

42. **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.

    Press and hold **Shift** and then press one of these buttons to seek/search through the timeline of the track loaded to the selected deck.

43. **Beat Jump / Jump Size:** Press either of these buttons to skip backward or forward through the track.

    Press and hold **Shift** and then press one of these buttons to adjust the beat jump size. You can also adjust the default beat jump size in the ***Profile > Cues/Loops*** menu. The beat jump size will revert to this value each time a track is loaded.

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

    Press and hold **Shift** and press this button to deactivate sync. In the ***Profile > Playback*** menu, you can change the **Sync Mode** setting to adjust degree of synchronization and set PRIME 4 G2 to turn sync on and off without using **Shift** by changing the **Sync Button Action** setting.

45. **Lead:** Press this button to set the respective deck in focus as the Sync Lead deck. See ***Performing > Syncing & Pitch Adjustment*** for more information.

46. **Cue:** During playback, press this button to return the track to the initial cue point and stop playback.

    To move the initial cue point while the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button. Alternatively, if the track is playing, press and hold **Shift** and then press this button to set the initial cue point at the current playhead position.

    If the deck is paused at the initial cue point, press and hold this button to temporarily play the track. 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.

47. **Play/Pause / Stutter:** This button starts or stops playback.

    Press and hold **Shift** and then press this button to “stutter-play” the track from the initial cue point.

48. **Key Lock / Reset:** Press this button to activate or 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 the track key to its original setting.

    Press and hold this button to activate **Key Sync** for the current track during playback. The track's key will sync with the key of the track on the adjacent deck.

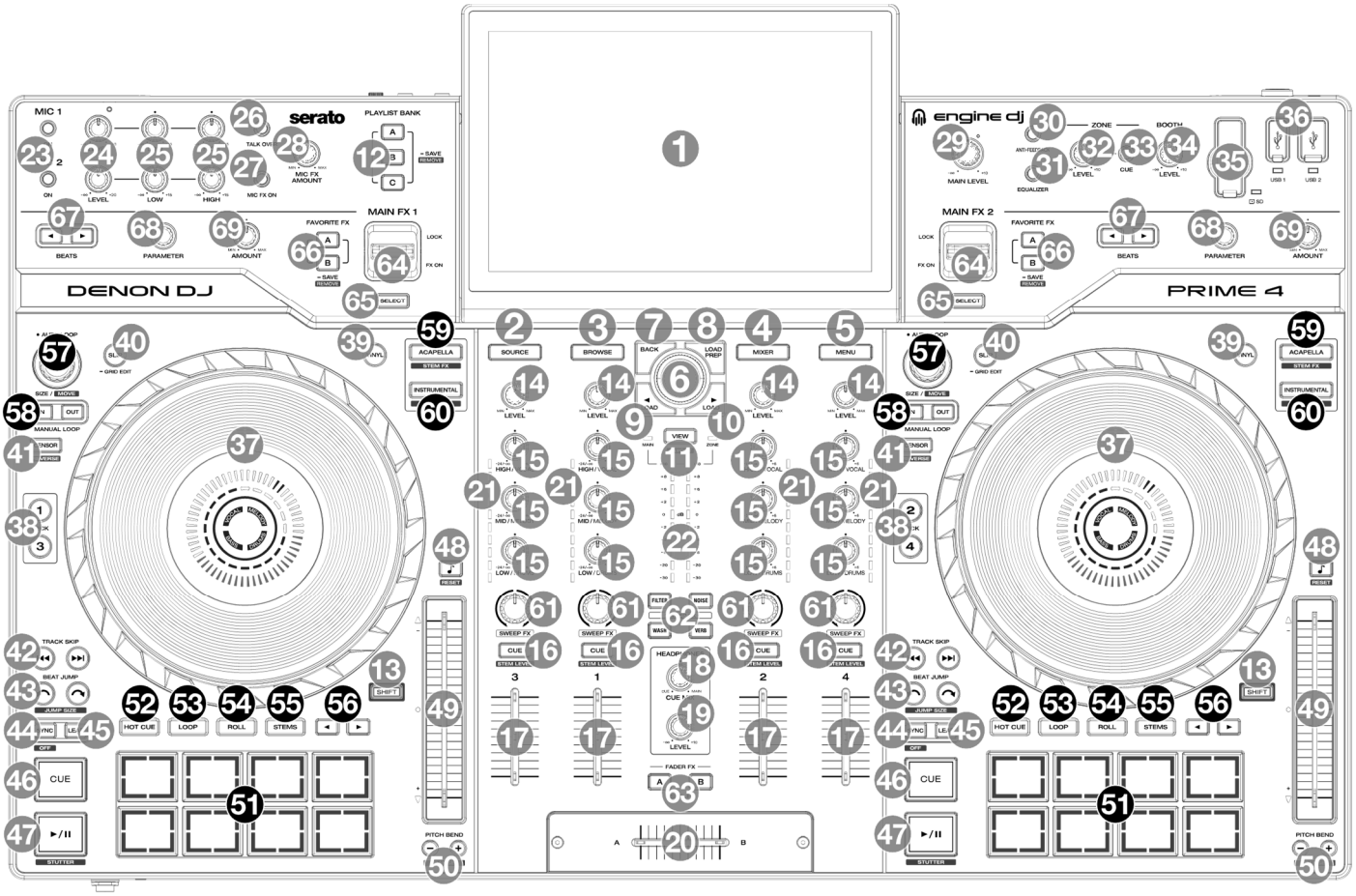
49. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Pitch Bend -/+ / Range -/+** buttons.

    When changing tracks, the position of the **Pitch Fader** may not match the Pitch setting for the new track. Slowly move the **Pitch Fader** in the direction indicated by the white takeover LED until it turns off. At this point, the **Pitch Fader** matches the Pitch setting of the new track and can control it again.

50. **Pitch Bend -/+ / Range -/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track. By default, these are set to **Progressive** behavior, so the longer you press the button the greater the rate of track speed change. You can adjust this to **Fixed** behavior in the ***Profile > Playback*** menu

    Press and hold **Shift** and then press these buttons to decrease or increase the range of the **pitch fader**. You can adjust this to be the primary function of the **Pitch Bend -/+ / Range -/+** buttons in the ***Profile > Playback*** menu.

Pad, Loop, and Stem Controls



51. **Performance Pads**: These multi-zone pads have different functions on each deck depending on the current pad mode. See ***Pad Modes*** for more information.
52. **Hot Cue**: Press this button to enter Hot Cue Mode, and press it again to enter Hot Cue Roll Mode. Press and hold **Shift** and press this button to enter Hot Cue Stems mode if a stemmed track is loaded to the deck.
53. **Loop**: Press this button once to enter Manual Loop Mode, and press it again to enter Sampler Mode. Press and hold **Shift** and press this button to enter Auto Loop Stems mode if a stemmed track is loaded to the deck.
54. **Roll**: Press this button once to enter Roll Mode, and press it again to enter Filter Roll Mode. Press and hold **Shift** and press this button to enter Roll FX Mode.
55. **Stems**: Press this button to enter Stems Mode if a stemmed track is loaded to the deck, and press it again to enter XY FX Mode. When Engine Lighting mode is already running, press and hold **Shift** and press this button to enter Engine Lighting pad mode.
56. **Parameter ◀/▶:** Use these buttons for various functions in certain Pad Modes. See ***Pad Modes*** for more information.
57. **Auto Loop** / **Size/Move**: Turn this knob to set the size of an automatic loop. The value will be shown in the touchscreen.

    Press this knob to activate or deactivate an automatic loop at the current location of the track. When a loop is active, the light ring around this knob will flash in the current deck color.

    Press and hold **Shift** and turn this knob to shift the engaged loop to the left or right.
58. **Manual Loop In** / **Out**: Press either of these buttons to create a manual Loop In or Loop Out point at the current location. Their placement will be affected by the **Quantize** and **Smart Loops** settings. See ***Looping & Beat-Jumping*** for more information.

59. **Acapella / Stem FX:** Press this button to activate an instant Acapella, muting the **Melody**, **Bass**, and **Drums** stems to isolate the **Vocal** stem.

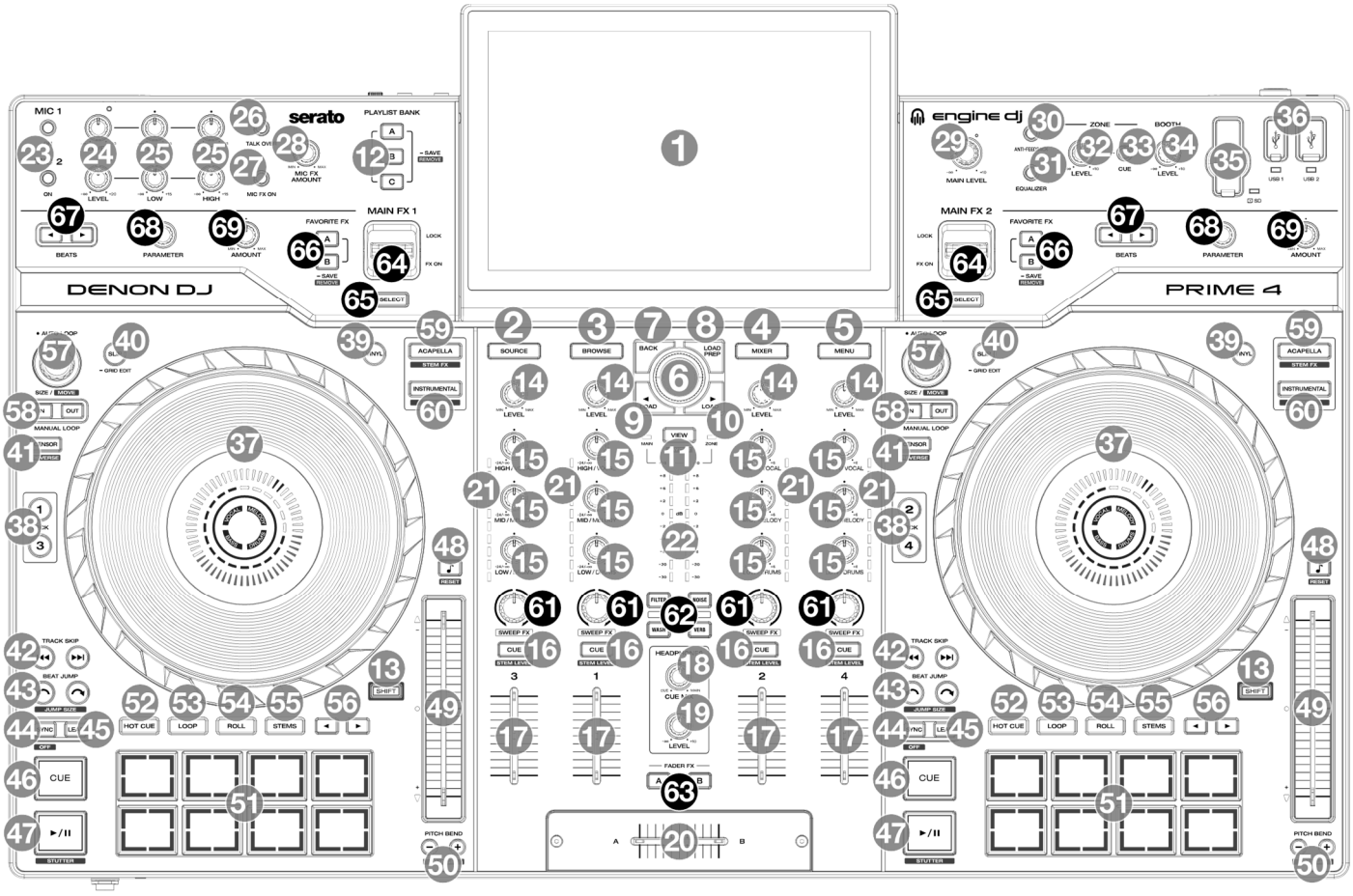
    Press and hold **Shift** and press this button to trigger the instrumental echo out FX.

60. **Instrumental / Stem FX:** Press this button to activate an instant Instrumental, muting the **Vocal** stem to isolate **Melody**, **Bass**, and **Drums** stems.

    Press and hold **Shift** and press this button to trigger the acapella echo out FX.

    Note: You can adjust the primary function of the **Acapella** and **Instrumental** buttons to be **Stem FX** in the ***Profile > Playback*** menu.

FX Controls



61. **Sweep FX Knobs:** Turn these knobs to control the effect selected by the **Sweep FX buttons**.

62. **Sweep FX Buttons:** Press one of these buttons to enable or disable an effect that you can control with the **Sweep FX knobs**. Only one of these buttons can be enabled at a time. When a Sweep FX knob is engaged on any channel, the active effect button will flash. See ***Performing > FX > Sweep FX*** for more information.

63. **Fader FX A/B / Setup:** Press these buttons to activate or deactivate the selected favorite Fader FX. When enabled, you can use the **Channel Faders** and **Crossfader** to apply and control effects. Only one Fader FX can be activated at a time.

    Press and hold these buttons to open the Fader FX setup mode. While active, you can select the desired Fader effect from the touchscreen. See ***Performing > FX > Fader FX*** for more information.

64. **Main FX 1/2 Toggles:** Move these toggle switches away from you to activate the selected Main FX—the toggle will latch to that position. Pull the toggle back to the center position to deactivate the effect.

    Pull and hold this toggle toward you to activate the selected effect momentarily, and release the toggle to deactivate the effect—the toggle will return to the center position.

65. **Main FX 1/2 Select:** Press these buttons to select and arm internal Main FX.

    Press and hold these buttons to open the Main FX Select menu to select different effects for each button. See ***Performing > FX > Main FX*** for more information.

66. **Favorite FX A/B / Save/Remove:** Press these buttons to load a favorite effect. By default, **Echo** is loaded to **Favorite FX A**, and **Reverb** is loaded to **Favorite FX B**. Loading a favorite effect will immediately disable any currently active effect.

    Press and hold these buttons to save the current FX as a Favorite in the selected slot (A or B).

    Press and hold **Shift** and press these buttons to remove the saved FX from the selected slot. Once removed, the default FX will be reloaded to the slot.

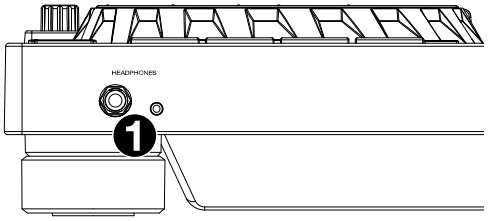
67. **FX Beats ◀/▶:** Press these buttons to decrease or increase the time division for Main FX.

68. **FX Parameter:** Use this encoder to adjust the current Main FX parameter. Push this knob to cycle through available parameters for the selected effect. Press and hold **Shift** and press this encoder to reset the current parameter to the default value.

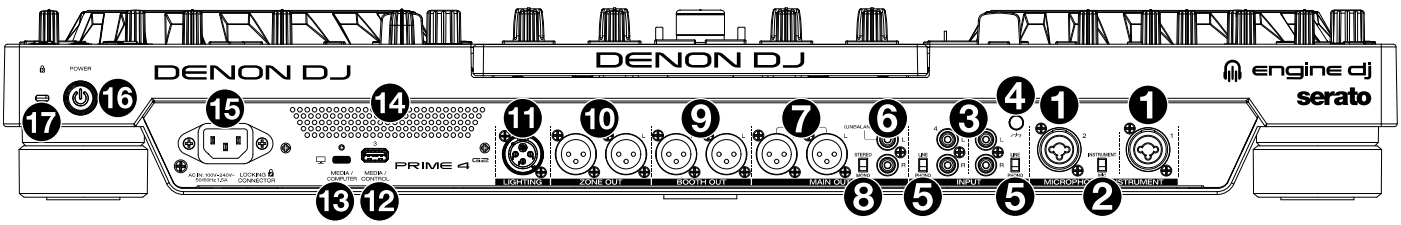
69. **FX Amount:** Turn this knob to adjust the amount of output signal from the Main FX module.

Front Panel

1. **Headphones** (**1/4”, 1/8”**) (**6.35 mm, 3.5 mm**)**:** Connect your stereo headphones to these outputs for cueing and mix monitoring. The headphone volume is controlled using the **Headphones Level** knob on the top panel.



Rear Panel



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

2. **Mic / Instrument Switch:** Set this switch to the appropriate position depending on the device connected to **Microphone / Instrument Inputs 1 / 2**. If you are using a microphone, set the switch to **Mic**. If you are using an instrument, set the switch to **Instrument**.

3. **Inputs 3 / 4** (**RCA, unbalanced**)**:** Use standard RCA cables to connect these line-level or phono-level inputs to an external audio source.

4. **Phono/Line Switches:** Set these switches to the appropriate position depending on the device connected to **Inputs 3 / 4**. If you are using phono-level turntables, set the switch to **Phono** to provide the additional amplification needed for phono-level signals. If using a line-level device, such as a CD player or sampler, set the switch to **Line**.

5. **Grounding Terminal:** If using phono-level turntables with a grounding wire, connect the grounding wire to these terminals. If you experience a low “hum” or “buzz”, this could mean that your turntables are not grounded.

   Note: Some turntables have a grounding wire built into the RCA connection and, therefore, nothing needs to be connected to the grounding terminal.

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

7. **Main Outputs** (**XLR, balanced**)**:** Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the **Main Level** knob on the top panel to control the volume level.
8. **Stereo**/**Mono:** Use this switch to set the channel configuration of the **Main Outputs**: **Stereo** (binaural audio using separate left and right channels) or **Mono** (summed monaural audio through both left and right channels).
9. **Booth Outputs** (**1/4”** / **6.35 mm**)**:** Use standard 1/4” (6.35 mm) TRS 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.
10. **Zone Out** (**XLR, balanced**): Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the ***Mixer > Output*** menu to apply EQ to the Zone Out and adjust the signal routing (Ch.1–4 or the Main output signal [default]). Use the **Zone Level** knob on the top panel to control the volume level of the Zone Out. You can also enable pre-fader cueing for the Zone Out using the **Zone Cue** button on the top panel.
11. **Lighting:** Use a standard 3-pin XLR DMX cable to connect this lighting control output to DMX lighting interface or fixture. You can use the built-in ***Engine Lighting*** mode to control connected lighting fixtures.
12. **Media / Control USB Port 3 (USB-A):** Connect a standard USB media drive to this USB Type-A port, which you can then select as a source (**Port 3**) and use to load tracks.
13. **Media / Computer (USB-C®)**: Connect a standard USB media drive to this USB-C® port, which you can then select as a source and use to load tracks.

    Use a USB-C® cable (included) to connect this USB port to an available USB port on your computer. This connection can be used for **Device Storage Mode** to access the internal drive, as well as sending and receiving audio and MIDI messages to and from the computer.
14. **Vent/Fan:** Keep the area in front of this vent clear from obstructions. The fan behind the vent cools the PRIME 4 G2, preventing overheating.
15. **Power Input**: Use the included locking IEC power cable to connect this input to a power outlet.
16. **Power Button**: Press this button to power PRIME 4 G2 on. Power on PRIME 4 G2 only **after** you have connected all your input devices and **before** you power on your amplifiers and loudspeakers.

    To power off PRIME 4 G2, press this button and follow the prompts on the touchscreen. Power off your amplifiers and loudspeakers **before** powering off PRIME 4 G2.
17. **Kensington® Lock Slot**: Use this slot to secure PRIME 4 G2 to a table or other surface.

Operation

Touchscreen Overview

Performance View

Track Overview & Waveform

Swipe up or **down** (or **left** or **right**, depending on the chosen layout) on the **track overview** to scan through the track while the track is paused.

Note: You can use this feature during playback when 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 ***Profile > Safety*** to learn about Needle Lock.

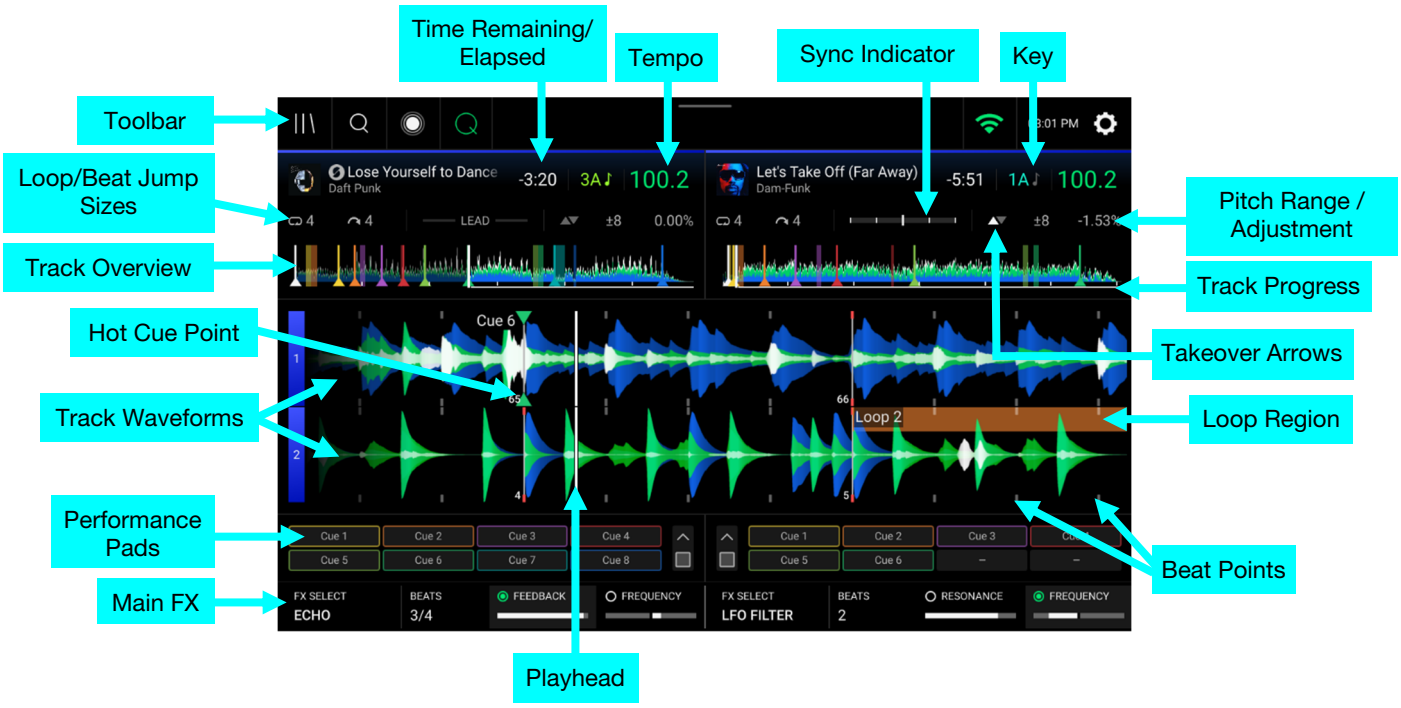
Spread or **pinch your fingers** on a **waveform** to zoom in or out of it, respectively. Alternatively. Push the **Scroll/Load** encoder left or right.

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

Tap the key to show the Key Change Menu, where you can adjust the key of the track. See ***Syncing & Pitch Adjustment*** for more information.

Tap the track artwork (if shown) to open the track information window. In this window, tap the **star icons** at the bottom of the screen to add or change a track's star rating. Turn the **Scroll/Load** encoder to scroll through the current track list with the information window open.

Hold Shift and press Menu to cycle between **View 1–3** layout presets. Performance View layouts can be customized using the ***Layout*** menu. The default views will be restored with a factory reset.



Layout 1: Two Decks, Two Horizontal Waveforms with Performance Pads and Main FX

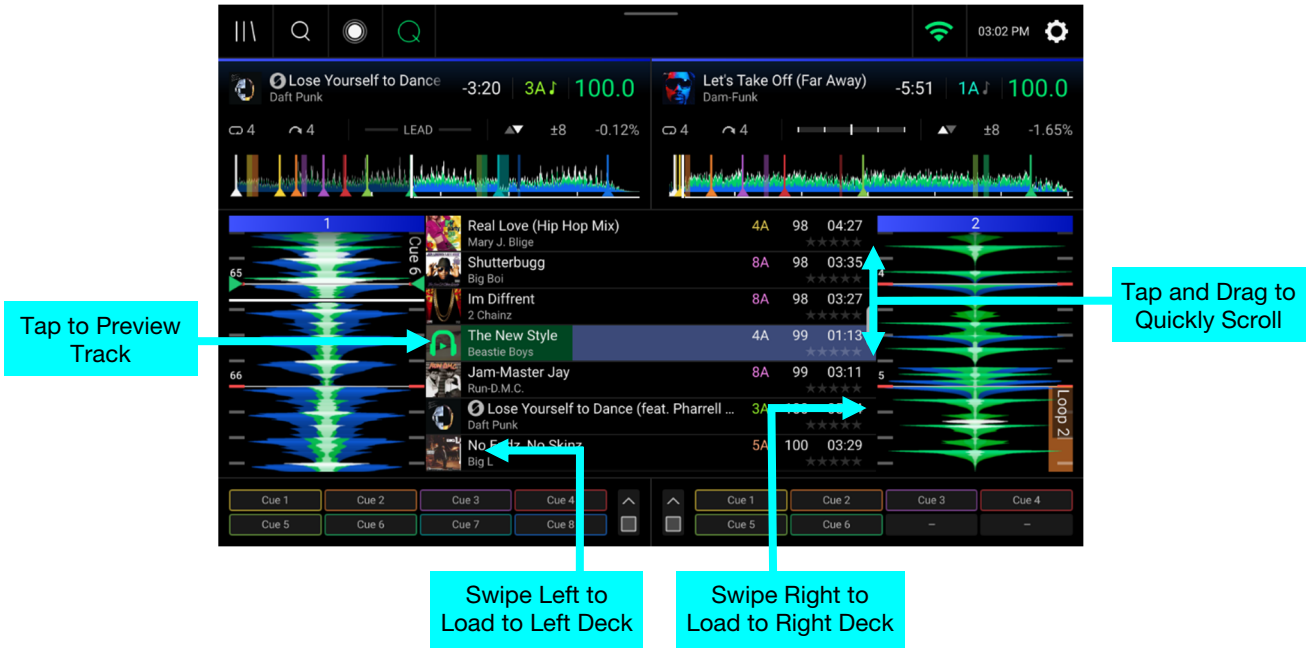


Layout 2: Two Decks, Two Vertical Waveforms with Performance Pads and Performance Library



Layout 3: Four Decks, Four Horizontal Waveforms with Performance Pads

Performance Library



The Performance Library can be enabled or disabled in the ***Layout*** menu of the **Control Center**. When the Performance Library is shown, you can do the following:

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

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

Swipe left to load a track to the left active deck. Alternatively, half-swipe left and then tap **Deck 1** (or **Deck 3**, if in focus).

Swipe right to load a track to the right active deck. Alternatively, half-swipe right and then tap **Deck 2** (or **Deck 4**, if in focus).

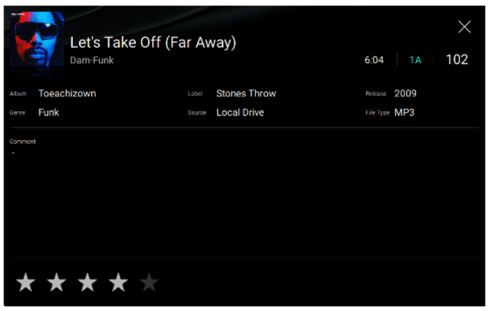
Double-tap to load a track to a selected deck or sampler slot.

Tap the track art to preview the track. Alternatively, push down on the **Scroll/Load** encoder. While previewing, tap along the track entry to needle drop through the track. Tap the track art or push down on the **Scroll/Load** encoder again to stop the preview.

Tap and hold a track to view track information. Alternatively, push up on the **Scroll/Load** encoder.

In this window, tap the **star icons** at the bottom of the screen to add or change a track's star rating. Turn the **Scroll/Load** encoder to scroll through the current track list with the information window open.

To close the window, tap the X in the corner, press the **Back** button, or push up on the **Scroll/Load** encoder again.



Toolbar

The **toolbar** at the top of the touchscreen displays the status of certain hardware and feature settings. **Swipe down** from this area to open the ***Control Center***.



Browse: Tap the stacks icon to open the full ***Library View*** screen.

Search: Tap the magnifying glass icon to search for tracks using the keyboard that appears in the display.

Touch FX: Tap the target icon to open the ***Touch FX*** screen.

Q: Tap the Q icon 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 ***Profile > Cues/Loops*** menu.

Stems Level Soft Takeover: When Stem Level control of the EQ knobs is engaged (by holding **Shift** and pressing the **Cue** button for the selected track), this icon will appear if a **Channel EQ** knob position does not match the current Stem Level setting. Moving the knob will initiate a “soft takeover” once the current setting position is reached, and this icon will disappear.

Link: Shows the current Ableton Link status. Enabling Ableton Link will synchronize the beat, phase, and tempo of Ableton Live and your Engine OS hardware over a wireless or wired network.

Record: When recording is active, the current record status and time elapsed will be displayed here.

Continue: The figure-eight icon indicates Continue is enabled, which will keep playing the next track when the active track has ended.

Bluetooth: Shows the current Bluetooth connection status when Bluetooth is enabled. Tap here to open the ***Bluetooth*** connection menu.

Wi-Fi: Shows the current Wi-Fi connection status when Wi-Fi is enabled. Tap here to open the ***Wi-Fi*** connection menu.

Time: Displays the current local time. You can adjust the Time in the ***Settings > Device*** menu.

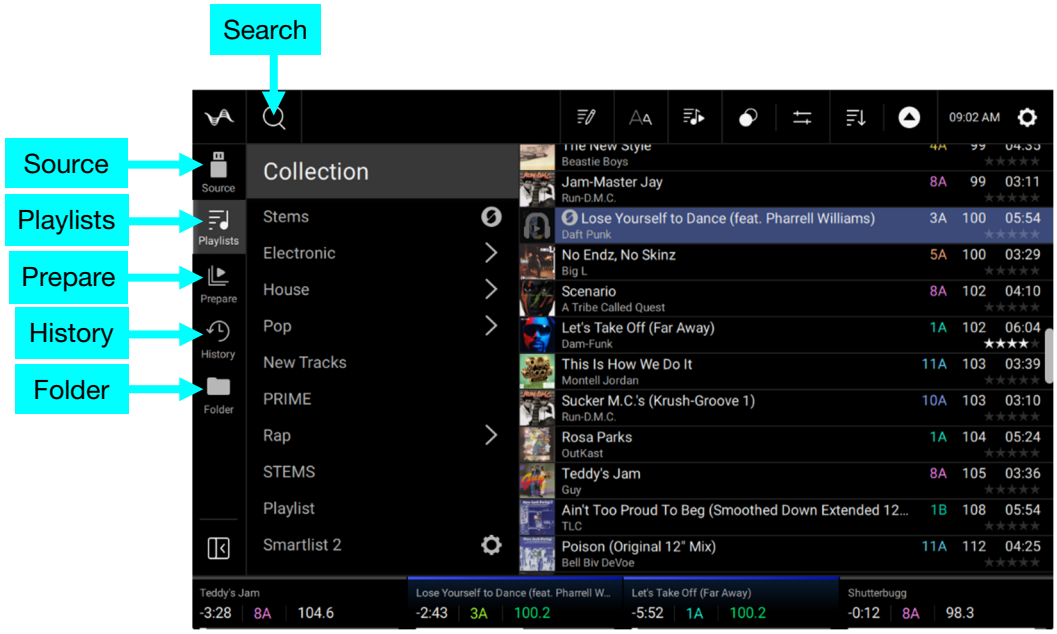
Control Center: Tap the gear icon to open the ***Control Center***.

Note: If your PRIME 4 G2 rises above normal operating temperatures, an overheat warning will be displayed in the toolbar. Make sure to leave sufficient space around the PRIME 4 G2 for ventilation. If overheating persists, shut down the unit and allow it to cool down to prevent damage.

Library View

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

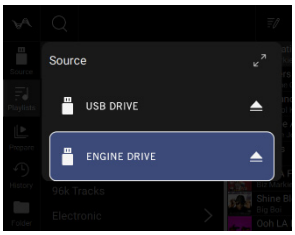
Important: Visit **enginedj.com/downloads** to download the Engine DJ software.



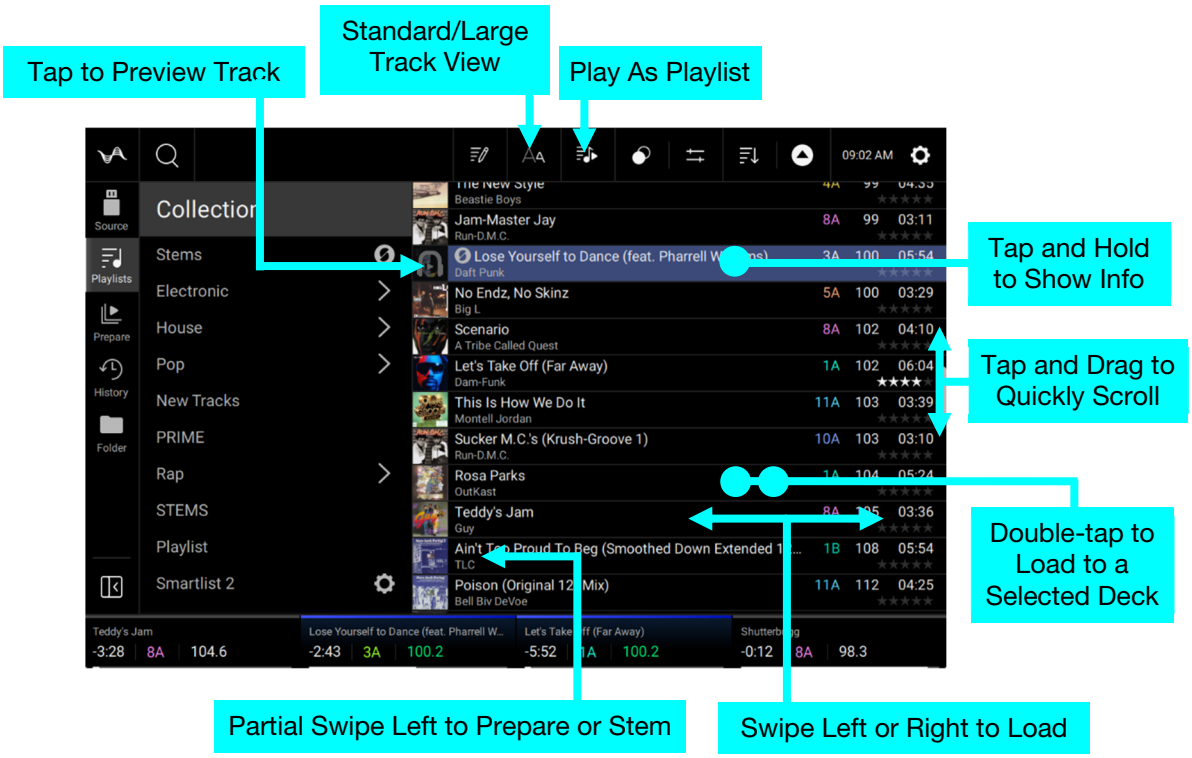
Tap the **magnifying glass icon** to search through your tracks by keyword. See ***Searching & Filtering Tracks*** for more information.

To close the collection panel while browsing a track list, tap the **close panel icon** at the bottom of the left side in Playlists or History view. Alternatively, press and hold **Shift** and press **View**.

Use the five icons on the left side to navigate while in Library View:



- **Source:** Tap here to access the Quick Source Menu, where you can swap between connected sources to view and select tracks. Tap the **expand icon** to open the full ***Source*** menu, where you can connect to available streaming and cloud services, Engine Remote Libraries, and access pre-installed Demo and Sampler content. You can also enable or disable streaming and cloud services using the ***Settings > Services*** menu.
- **Playlists**: Your playlists are your collections of tracks, including 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 create playlists to use here directly on your device (See ***Editing Playlists***) or by using the included Engine DJ software.
- **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).
- **History**: Use this option to view your playback history.
- **Folder**: Use this option to browse the list of supported files on a USB drive, SD card, or installed internal drive.



Tap the Standard/Large Track View icon (AA) at the top of the display to toggle between standard and large list views.

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

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 Playlists, Prepare List, or Files on the left side of the Library). Alternatively, press the **Scroll/Load** encoder.

Swipe a track to the left or right to load it to a deck. Alternatively, highlight the track and then press the **Load ◀/▶** buttons to load the track to the active deck on that side. You can also partially swipe the track to the left or right and then tap **Deck 1** or **Deck 2** (or **Deck 3/Deck 4**, if available and active), respectively, to load to that deck.

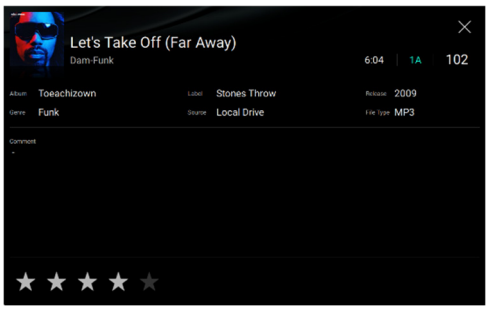
Partially swipe a track to the right and tap **Load** to load it to a deck or sampler slot. Then, tap the desired deck number or sample slot.

Alternatively, double-tap the track, or press the **Scroll/Load** encoder, then tap the deck number or turn and press the **Scroll/Load** encoder to select the desired deck.

Partially swipe a track to the left and tap **Prepare** to add it to the Prepare list. Alternatively, highlight the track using the **Scroll/Load** encoder, and then press the **Load Prep** button or hold **Shift** and press the **Scroll/Load** encoder. Swipe a track to the left in the Prepare list to remove it.

Partially swipe a track to the left and tap **Stems** to add it to the Stems list.

Tap and hold your finger on a track to show its information window (see image, right). Alternatively, push up on the **Scroll/Load** encoder.



In this window, tap the **star icons** at the bottom of the screen to add or change a track's star rating. Turn the **Scroll/Load** encoder to scroll through the current track list with the information window open.

To close the window, tap the X in the corner, press the **Back** button, or push up on the **Scroll/Load** encoder again.

Tap the track art to preview the track. Alternatively, push down on the **Scroll/Load** encoder. While previewing, tap along the track entry to needle drop through the track. Tap the track art or push down on the **Scroll/Load** encoder again to stop the preview.

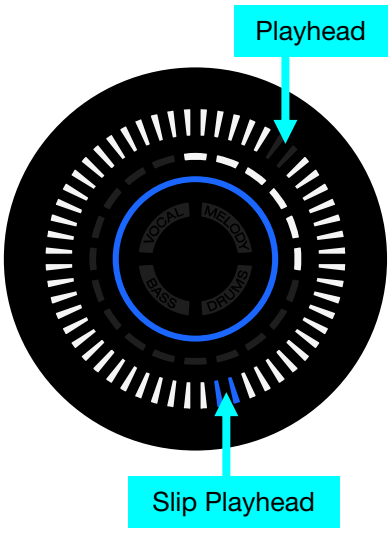
Tap the Play As Playlist icon to send the currently selected track list to a selected deck. See ***Playlist Deck*** to learn more.

Platter Display Overview

The PRIME 4 G2 platter features a multi-color display that provides feedback on the current play state of the track. There are four elements to the platter display which are described below.

Needle Ring

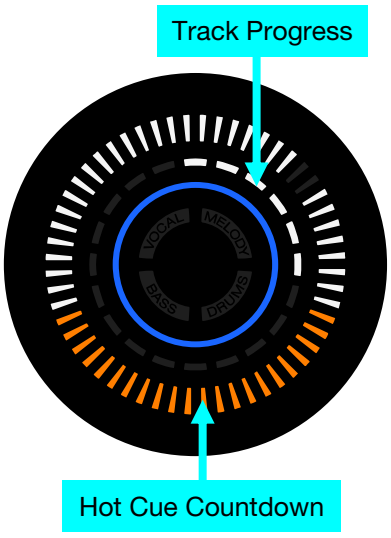
The outermost segments display the current playhead position. At the start of the track, the top two segments will remain unlit, indicating the playhead. These segments will rotate clockwise around the needle ring during playback.



When Slip mode is enabled, a secondary playhead indicator will appear as two blue segments. This indicator shows the actual playhead position as the track's timeline continues. This helps you identify where playback will resume when exiting Slip mode.

When the Hot Cue Countdown is enabled in the ***Settings > Device*** menu, the needle ring will also illuminate to indicate an approaching or recently passed hot cue point.

As the hot cue approaches, the needle ring segments will illuminate up in the next hot cue color, starting from the bottom and filling up symmetrically on both sides going up. Once the hot cue is reached and the colored segments reach the top of the ring, the segments will begin returning back to white, moving symmetrically downward until it reaches the bottom.



If the current deck is set to Line or Bluetooth, all Needle Ring segments will remain illuminated in white. Some Bluetooth sources may provide track progress information.

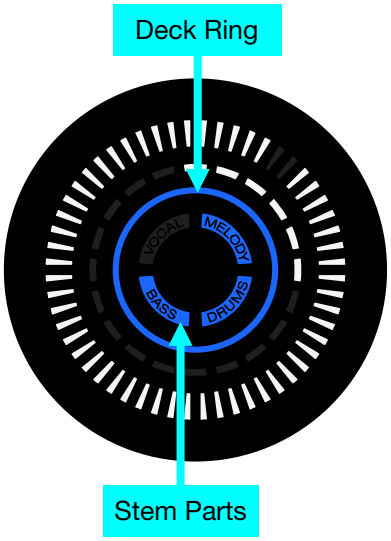
Track Progress Ring

The second outermost segments display track progress. When the track time is set to Elapsed, the segments will illuminate clockwise from the top. When the time is set to Remaining, the segments will be fully illuminated and turn off sequentially clockwise.

If the Track End Warning setting is on, this will also flash to indicate the track is nearing its end. You can adjust this in the ***Profile > Display*** menu.

Deck Ring

This solid circle displays the color of the active deck. This can be adjusted in the ***Profile > Deck Colors*** menu.



Stem Parts

The icons in the center of the platter display indicate whether a **Vocal**, **Melody**, **Bass**, or **Drums** stem is activated. When the stem part is activated, the corresponding segment will be illuminated in blue. When the stem part is deactivated, the corresponding segment will be off.

Performing

Loading Tracks

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

- In Performance Library or Library View, highlight the track, and then press the **Load ◄/►** buttons to load the track to the active deck on that side.
- In Performance Library or Library View, swipe the track to the left or right to load the track to the active deck on that side.
- In Performance Library or Library View, partially swipe the track to the left or right, and then tap **Deck 1** or **Deck 2** (or **Deck 3/Deck 4**, if active), respectively, to load to that deck.
- In Performance Library or Library View, highlight the track, then press the **Scroll/Load** encoder to bring up the deck selection screen. Turn the **Scroll/Load** encoder to select the desired deck, and then press the knob to load the track to that deck.
- In Performance Library or Library View, double-tap the track to bring up the deck selection screen. Tap to select the desired deck.
- In Library View, partially swipe the track to the right, and then tap **Load**. Next, tap the deck or sampler slot where you want the track loaded.

To add a track to the Prepare list, partially swipe the track to the left while in **Library View**. Alternatively, highlight the track using the **Scroll/Load** encoder, and then press the **Load Prep** button or hold **Shift** and press the **Scroll/Load** encoder.

To show a track's information, tap and hold your finger on it. Alternatively, push up on the **Scroll/Load** encoder. In this window, tap the **star icons** at the bottom of the screen to add or change a track's star rating.

To remove a track from a deck, press and hold **Shift** and then press the **Load ◄/►** buttons.



While viewing the Prepare list:

Swipe right to load to a deck.

Swipe left to remove the track from the Prepare list.

Tap the clear button at the top of the display to remove all tracks from the Prepare list.

Searching & Filtering Tracks

To search tracks, tap the **magnifying glass icon** and use the keyboard that appears in the display.

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. Tap the **magnifying glass icon** again and then use the dropdown menu to select other categories, or to **Search All** categories.

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

When searching from a playlist, you can choose to search only in that playlist (tap the playlist name) or your entire collection (tap **All**).

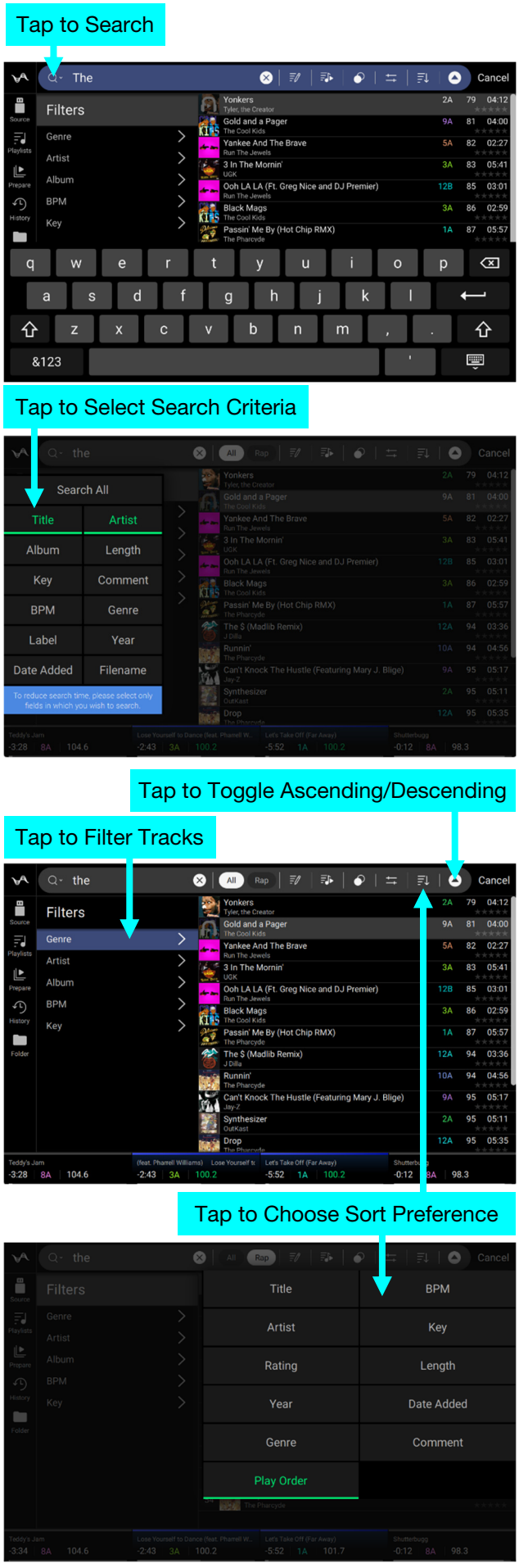
To hide the keyboard, tap the **keyboard icon** in the lower-right corner of the virtual keyboard, or tap anywhere on the screen other than the keyboard or the Search field.

To clear your search term, tap the **X** icon. Tap **Cancel** to stop searching

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, or filter tracks from a search result.

Note: You can also use the Profile to set whether you want to show tracks with the same key only or tracks with compatible keys as well as the "tolerance" of BPM filter (to include tracks with tempos within 1–15 BPM of the selection). See ***Profile > Library*** to learn more.

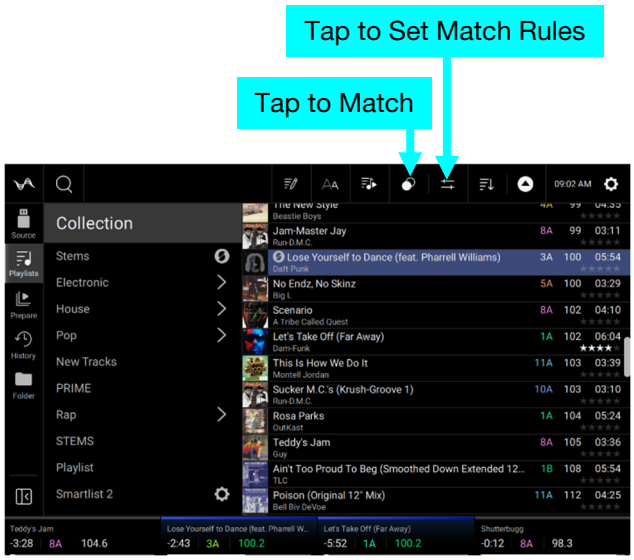
To sort the list of results, tap the **Sort By icon** in the upper-right corner, and then tap one of the available options. Tap the **arrow icon** next to this to toggle between ascending and descending order.

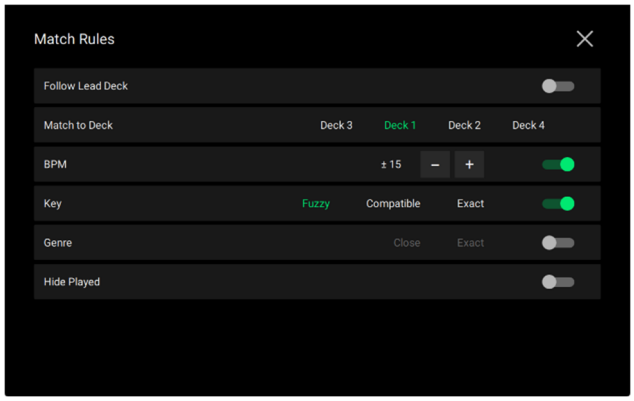


Match

In addition to the examples above, you can also use the **Match** tool to filter tracks that match the current lead track using a customizable set of parameters.

The Match function can be used in Playlist, Search, Prepare, and History views of the Browser. You can also access Match rules when viewing your Engine Remote Library.





Click the **sliders icon** to open the Match Rules screen, where you can select the following options for filtering tracks:

Follow Lead Deck: When enabled, tracks will be matched to the current Sync Lead deck. When disabled, use the following option to select the match deck.

Match to Deck: When Follow Lead Deck is disabled, use this option to select the deck for matching tracks.

BPM: Enable to match tracks by BPM. Use the - and + buttons to set the BPM range to match.

Key: Enable to match tracks by key. Select Fuzzy (includes relative keys of the dominant and subdominant keys of the lead track), Compatible (includes relative keys of the lead track), or Exact (includes only the same key of the lead track).

Genre: Enable to match track by genres. Select **Close** to include related genres (e.g., “Deep House” or “Acid House” will match to a track tagged with “House”), or **Exact** to match only the exact genre of the selected deck’s track.

Hide Played: When enabled, previously played tracks (highlighted in green text) will be hidden from the match results.

Note: Hide Played is unavailable when using Match in History view.

Once the Match Rules are set, tap the **match (circles) icon** to display the matching tracks in the list. If no tracks match the set rules, a message will appear in the track list noting that tracks may be hidden. Match results can be further sorted using the **Sort By** preferences and **Ascending/Descending** order.

Editing Playlists

Tap the edit icon at the top of the display while viewing the playlist screen. While editing is active, you can do any of the following:

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

To rename a playlist, swipe right on the playlist name. Use the keyboard that appears to type a new name, and then tap **Rename** to confirm. To exit without renaming, tap **Cancel**.

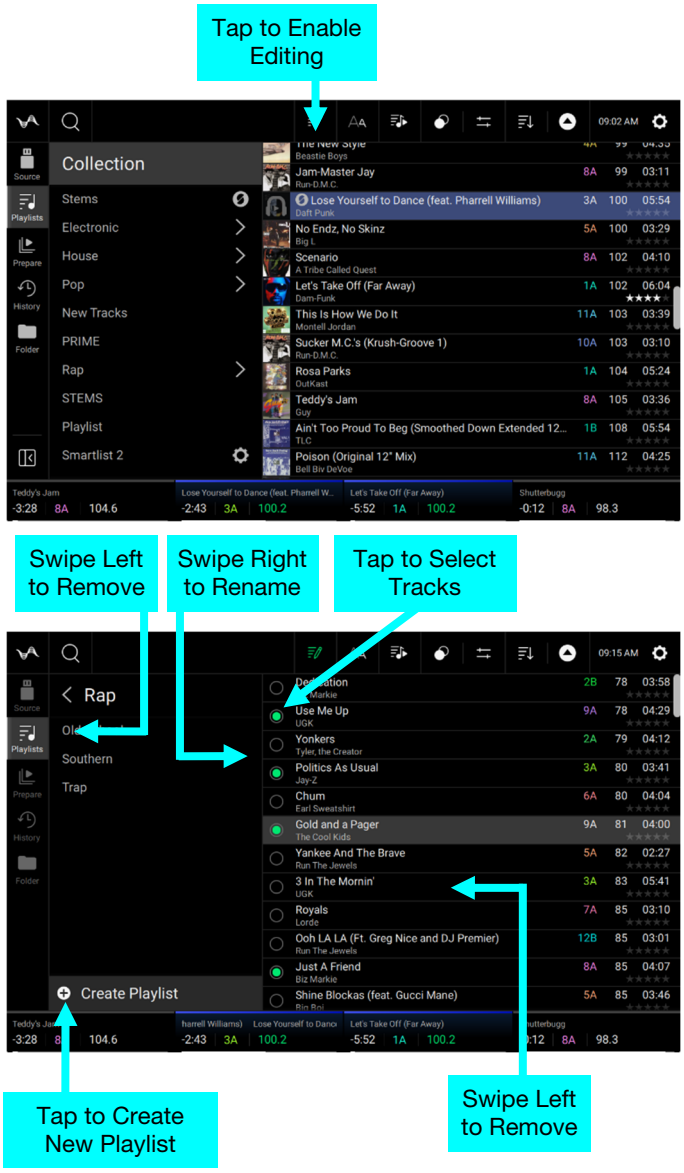
To add tracks to your playlist, tap a track to select it, and the open circle will become filled. After selecting tracks, tap and hold to move the tracks. You can drag the tracks over a playlist or folder and release your finger to instantly add them.

To remove a track from your playlist, swipe left on the track name, and then tap **Remove From Playlist**.

To reorder tracks in a playlist, first make sure the **Sort Preference** is set to **Play Order**. Then, tap and hold on the track name (while editing mode is still active) and move your finger up or down to change the track order.

To reorder playlists, tap and hold the playlist name and move your finger up or down to change the playlist order.

To remove a playlist, swipe left on the playlist name. A pop-up will appear for confirmation. Tap **Yes** to remove the playlist, or **No** to return to editing. Tracks in a removed playlist will remain in your collection.

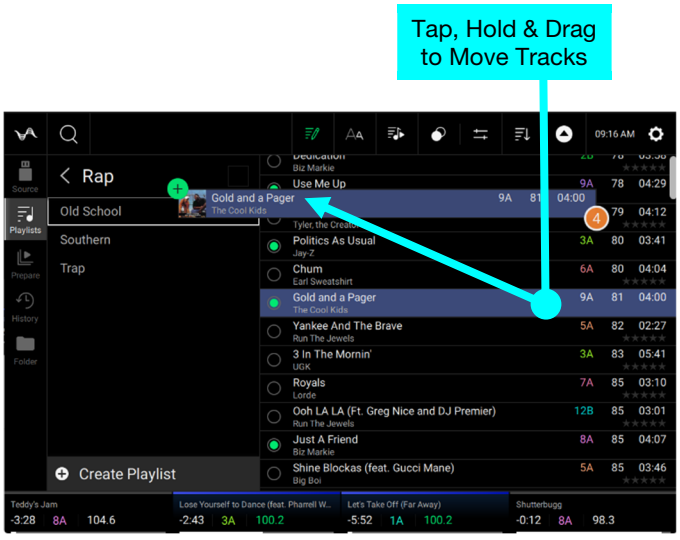


Playlists can also be quickly saved and recalled directly from the PRIME 4 G2 hardware.

While in Library View, press and hold one of the **Playlist A/B/C** buttons to save the current playlist to the selected bank (A/B/C).

Once a playlist has been saved to a bank, press the **Playlist A/B/C** buttons to open Library View with the saved playlist selected.

Press and hold **Shift** and press **Playlist A/B/C** buttons to remove the selected playlist from the bank.



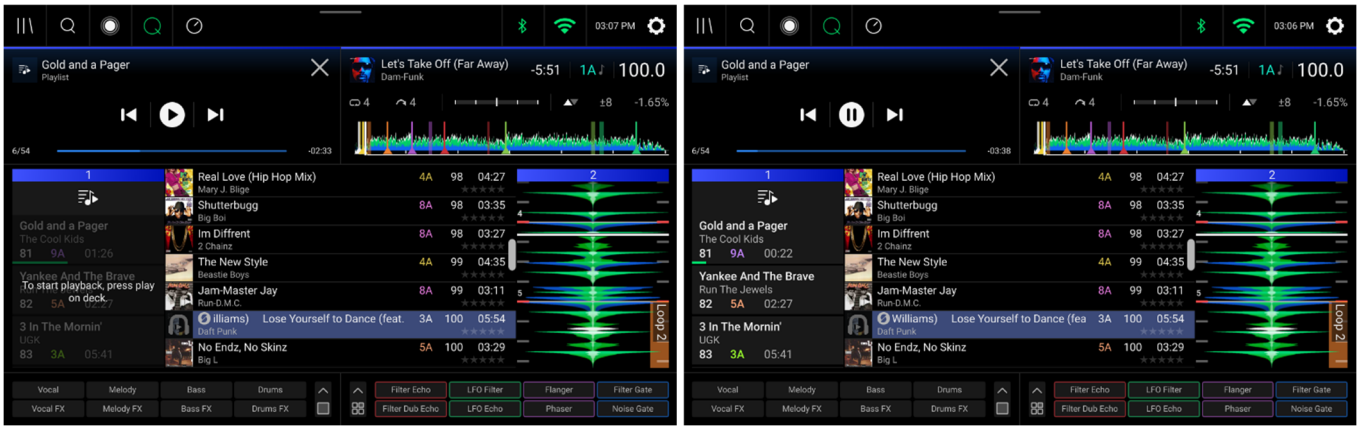
Playlist Deck

While in Library View, you can send the currently viewed file list to its own deck to play as a playlist.



To enable Playlist Deck, tap the **Play As Playlist icon** in Library view. Then, select which deck is used for the playlist. When enabled, the playlist on deck will play through the selected track list and automatically crossfade between each track according to the **Playlist Deck Crossfade Time** parameter in the ***Settings > Mixer*** menu.

To send the Playlist Deck audio to the Zone Out, use the **Send to Zone Out** setting in the ***Settings > Mixer*** menu to select **Ch1–4**, depending on where the Playlist Deck is loaded.



To enable playlist deck playback, press **Play** on the selected deck.

To change tracks within the playlist, use the **Track Backward** and **Track Forward** buttons in the track overview area, or using the **Track Skip** buttons on the hardware.

To remove the playlist from the deck, tap the **X** in the track overview area.

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 cue point, pause the track, move the **platter** to the desired location, and press **Cue**. Alternatively press and hold **Shift** and press **Cue** at the desired location during playback.

To return to the cue point and stop, press **Cue**.

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

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, then stop the platter with your hand or palm to swipe through the track overview.

See ***Profile > Safety*** to learn about Needle Lock.

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

To scan quickly through the track, press and hold **Shift** and press the **Track Skip** ⏮/⏭ buttons. Alternatively, drag your finger left or right through the waveform overview on the display. If Needle Lock is enabled, pause playback or stop the platter before doing so.

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

To zoom in and out of the waveform, place two fingers on the display and spread them apart or pinch them together.

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 (half of the waveform in the main display 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 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 and hold **Shift** and press **Censor**/**Reverse**. The button will flash while playback is reversed.

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

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**. The auto loop length in the deck info will change as the value is adjusted.

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

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

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

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

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

To jump back or forward through a track, press one of the **Beat Jump** buttons. Each press or turn will skip through the track by the set length. You can adjust the beat jump length by pressing and holding **Shift** and pressing either **Beat Jump** button, or by using the **Default Beat Jump Size** setting in the ***Profile > Cues/Loops*** menu. The beat jump length in the deck info will change as the value is adjusted.

You can also create and manage loops with the **Performance Pads** using ***Loop Mode***.

Syncing & Pitch Adjustment

To enable sync, press **Sync**. The track tempo will turn green when sync is enabled. Tracks that are not synced will have their tempo displayed in white.

Note: Colors will appear differently when **Day Mode** is enabled in the ***Control Center***.

By default, the track that has been playing the longest (typically the first track played) will be considered the "sync lead," or the track that controls the sync BPM. The **sync indicator** (beat phase meter or beat keeper, described below) for the deck will show "**LEAD**" when a track is the sync lead. After Sync is activated and the sync lead is set, press **Sync** on any additional decks. The tempo of each deck will immediately synchronize to match the tempo of the sync lead deck. If the first track played is stopped, or if sync has been broken, the next track that has been playing the longest becomes the lead.

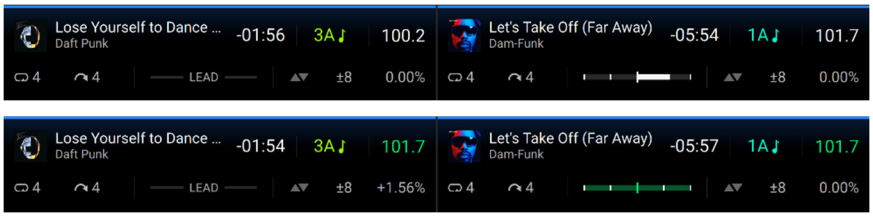
The Sync behavior is determined by the **Sync Mode** setting in the ***Profile > Playback*** menu.

To manually set which deck is the "sync lead," press the **Lead** button. Alternatively, tap the deck tempo.

To deactivate sync on a deck, press and hold **Shift** and press **Sync**, or press **Sync** again, depending on the setting of **Sync Button Action** in the ***Profile > Playback*** menu.

Sync Indicator option in the ***Profile > Display*** menu determines whether the **Beat Phase** meter or **Beat Keeper** is displayed in Performance View for visually syncing tracks.

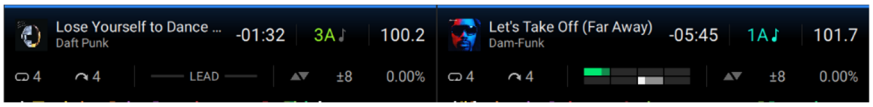
When set to **Beat Phase**, the **phase meters** on each deck can be used to visually match the beat grid phase of your tracks in relation to the current Sync Lead deck.



When the beat grid phase of the current deck is behind or ahead of the Sync Lead deck, the meter will be positioned to the left or right of the center, respectively. The phase meter visualizes a 1/2 beat in both directions. When the beat grid phase of the current deck matches the Sync Lead deck, the meter will be centered and fully lit green. To manually match the tracks using the phase meter, nudge the current deck until both meters are centered.

When a track is paused or unanalyzed, the phase meter will show a grey line.

When set to **Beat Keeper**, the sync indicator shows the current beat value of the Sync Lead track in the top row, and the track on the current deck in the bottom row.



To adjust the track's pitch, move the **pitch fader**. You can do this only when the deck is not synced. The pitch value in the deck info will change as the pitch is adjusted.

When active deck's **pitch fader** is moved during playback, the **takeover arrows** on the inactive deck will light to indicate which direction to move the pitch fader in order to match the active layer's pitch.

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%**. The pitch range display in the deck info will change as the range is adjusted.

To lock or unlock the track's key, press **Key Lock**. 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 and lock it, press **Key Lock**. To reset the track's key without locking it, press and hold **Shift** and press **Key Lock**.

To activate key sync, press and hold the **Key Lock** button. The track's key will sync with the key of the track on the other active deck. The key value will depend on the **Key Sync Mode** setting in the ***Profile > Playback*** menu.

Note: In order to activate Key Sync, playback must be enabled on at least 2 decks.

To change the key, tap the key in Performance View to open the Key Change Menu. In the Key Change Menu, you can access the following controls:

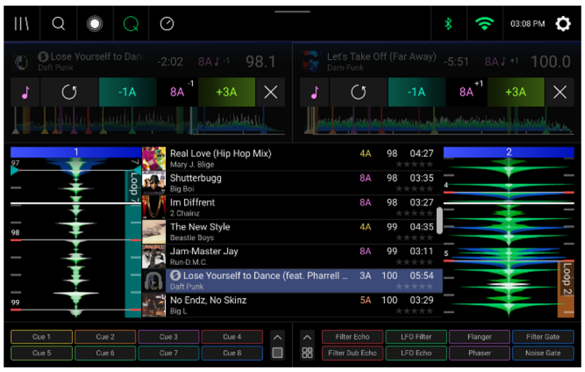
Tap the **musical note** to lock or unlock the track's key.

Tap the **Sync** button to enable Key Sync.

Tap the **key values** to decrease or increase the key. The key in the center will update to show the new key and the amount of change from the original key.

Tap the **reset** button to reset the key.

Tap the **X** button to close the Key Change Menu.



Beat Grid Editing

You can edit a track's beat grid directly from your PRIME 4 G2 hardware, in the same way you can when using the Engine DJ software.

To enable beat grid editing, do any of the following:

- Press and hold the **Slip** button on each deck.
- Open the **Control Center** and tap the **Beat Grid Edit** icon. When accessing via the Control Center, you may need to tap the Deck 1–4 **Track Information** area at the top of the screen to ensure you are editing the desired track.

Note: Beat grid editing is not accessible if there are no tracks added to the decks, if the deck is in use with a Computer Input, if the deck is in use with Bluetooth, or if the deck is in use as a Playlist Deck.

Important: When the **Cue/Loop Quantization** feature is **on**, hot cue points and loop points will be automatically aligned according to the degree of quantization. See ***Profile > Cues/Loops*** to learn about this.



To adjust the position of the beats:

- Tap the **Downbeat Left/Right** buttons to move the beats based on the current analyzed grid.
- Tap the **Shift Left/Right** buttons or nudge the hardware platter to "slip" the entire grid left or right.
- Tap the **Insert Anchor** button to move the closest beat to the position of the playhead. All other beats will also shift accordingly. This allows you to create flexible beat grids for tracks with fluctuating tempo.
- Tap the **Delete Anchor** button to delete the closest anchor within a few beats.

To adjust the tempo:

- Tap the **BPM** field to input a new tempo. Use the number pad that appears to input the new value, and then tap the **Enter** button to accept it. Tap the **X** icon to cancel changes and return to the grid edit controls.
- Tap in the **Tap Tempo** icon area to manually set a tempo based on repeated taps.
- Tap the **Decrease/Increase BPM** buttons to decrease and increase BPM in small increments.
- Tap the **2X** and **/2** buttons to double or halve the current BPM.

To reset the beats to the original analyzed tempo and grid, tap the **Reset** button.

To lock the beat grid, tap the **lock** icon. When locked, further editing is prevented and all other Grid Edit controls will be greyed out.

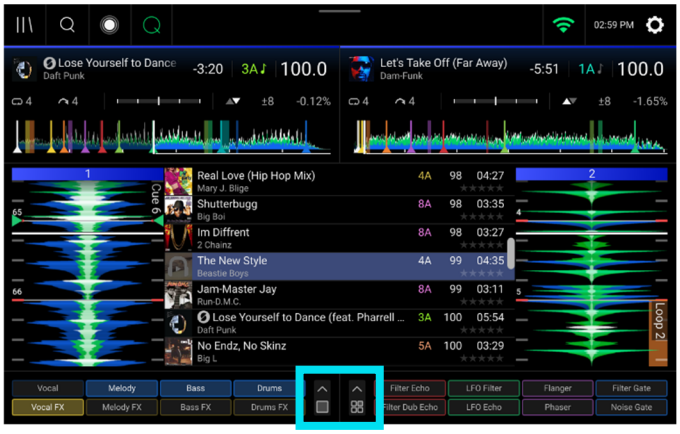
To select another track for editing, tap the **Track Information** area.

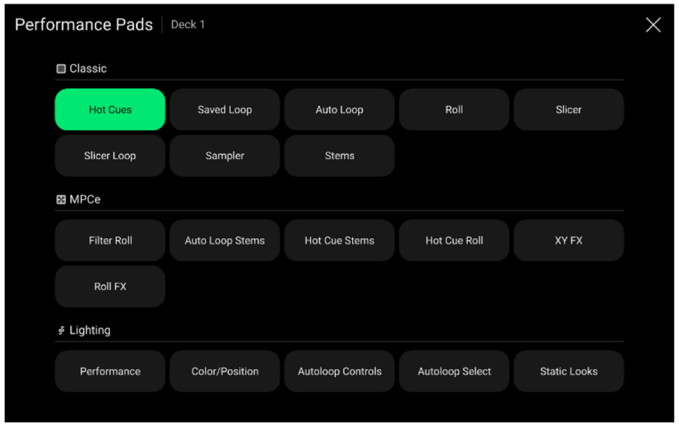
To exit beat grid editing, tap the **X** in the top-right corner of the touchscreen, or select another mode.

Pad Modes

The eight performance pads on each deck have different functions in each pad mode. PRIME 4 G2 features eight classic pad modes, six MPCe-capable pad modes, and five Engine Lighting-capable pad modes.

All pad modes can be selected using the Performance Pads selection menu, accessible by tapping the pad menu icon next to the Performance Pads when enabled in Performance View.





Note: If a stem track is not loaded to the deck, stem-related pad modes will not be shown or available for selection. If Engine Lighting is not enabled, the Engine Lighting pad modes also will not be shown or available for selection.

Classic Pad Modes

Hot Cue Mode

In Hot Cue Mode, you can use each pad to jump to an assigned hot cue point. The location of set hot cue points and timing of triggered hot cue points will depend on the current **Quantize** setting, if enabled.

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

To enter Hot Cue Mode, press **Hot Cue**, or use the Performance Pads selection menu. The **Hot Cue** button will light up blue in this mode.

To assign a hot cue to a pad, press an unlit 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.

Note: Use the **Paused Hot Cue Behavior** setting in the ***Profile > Cues/Loops*** menu to determine how hot cues are triggered when playback is paused, either **Momentary** (pressing and holding the pad) or **Trigger** (any time the pad is struck).

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

Saved Loop Mode

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

Tip: You can use the Engine DJ software to set and name your loops. The names will appear in the display for reference.

To enter Saved Loop Mode, press the **Loop** button, or use the Performance Pads selection menu. The **Loop** button will light up blue in this mode.

To assign a loop to a pad and enable it, press a dimly lit or unlit 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 or unlit pad while in the auto loop. The loop will activate immediately, and the pad will become brightly lit.

To enable a loop, press the corresponding pad. Once a loop has been created, you can also retrigger it by pressing the corresponding pad again, depending on the **Saved Loop Behavior** setting in the ***Profile > Cues/Loops*** menu.

To enable an active loop, press and hold the **Parameter ◄ button** and press a pad with a saved loop. Active loops will begin looping automatically as soon as they are reached, and are shown with a striped pattern in the track waveform. You can also set these in the Engine DJ software.

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

Auto Loop Mode

In Auto Loop Mode, you can use each pad to create and activate an auto loop.

To enter Auto Loop Mode, use the Performance Pads selection menu.

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

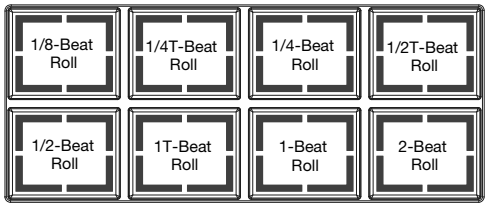
To deactivate an auto loop, press the pad again.

To increase or decrease the length of the loop, use the **Parameter buttons** (◄/►).

To shift the loop region forward or backward, press and hold **Shift** and use the **Parameter buttons** while a loop is engaged.

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 in the display 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).



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

To enter Roll Mode, press **Roll**, or use the Performance Pads selection menu. The **Roll** button will light up blue in this mode.

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

Slicer Mode

In Slicer Mode, the eight pads represent eight sequential beats—“slices”—in the beatgrid.

To enter Slicer Mode, use the Performance Pads selection menu.

Entering Slicer Mode automatically activates an eight-slice phrase. 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.

To play a slice, press the corresponding pad. 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).

Use the **Parameter buttons** (◄/►) while a slice is engaged to increase or decrease the length of the slice.

Slicer Loop Mode

Slicer Loop Mode operates the same as Slicer Mode, but entering it automatically activates an eight-slice phrase that loops.

To enter Slicer Loop Mode, use the Performance Pads selection menu.

To play a slice, press the corresponding pad. 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.

Sampler Mode

In Sampler Mode, you can assign and trigger up to eight samples using your performance pads.

To enter Sampler Mode, press **Loop** a second time. The **Loop** button will light up green in this mode.

You can view your assigned samples in ***Performance View*** by enabling the **Performance Pads** option in the ***Layout*** menu. When the Sampler pad mode is selected, you will see the sample names loaded to each pad in the slots below the track overview waveform.

Your hardware includes a set of pre-installed sample content, which you can browse from **Library View** when **Sampler Content** is selected as a source.

To load a sample from Library View, partially swipe the sample to the right and tap **Load**, or double-tap the sample. Next, instead of selecting a deck, tap one of the eight sampler slots on the touchscreen. Alternatively, press the hardware pad where you want the sample assigned. If a sample is already loaded to the selected pad, the new sample will replace the existing sample.

You can view assigned samples on the **Performance Pads** in **Performance View** while Sampler Mode is activated.

Loaded samples will be retained in memory across device reboots if the same source drive is connected and selected.

To trigger a sample, press the performance pad on the hardware.

The sampler volume can be adjusted using the **Sampler Level** slider in the ***Control Center***.

Sampler audio routing can be adjusted using the **Sampler Output** option in the ***Settings > Mixer*** menu.

To stop a playing sample, hold **Shift** and press the performance pad.

To remove a sample, you must first exit Performance View. Samples cannot be removed while in Performance View to prevent accidental ejection. While in Library View, Settings, or another page, press and hold **Shift** and then press the performance pad with the sample you want to remove. If the sample is playing, you will need to stop it first, and then remove it.

Stems Mode

Stems Mode is automatically included with PRIME 4 G2 hardware. Track stems can be created directly on PRIME 4 G2 (partially swipe a track to the left and tap **Stems**), or using the Engine DJ software and packed to an external drive for use with PRIME 4 G2.

Tracks with stems will show a **Stems icon** before the track name. All stemmed tracks can be found in the **Stems** list of ***Library View*** when it is enabled in the ***Profile > Library*** menu.

To add a track to the Stems list, partially swipe a track to the left and tap **Stem**. Tracks added to the stems list that have not previously been rendered are processed in the background as you use the PRIME 4 G2 and are saved on the current drive for future recall. Stems cannot be used until the entire track has been rendered.

To remove a track from the Stems list, tap the **edit icon** at the top of the display to enter editing mode, and then swipe left on the desired track, or partially swipe left and tap **Remove Stems**. This will remove the track from the stems list and remove the stems themselves.

Note: Stems cannot be removed if the track is loaded to a deck.

Adding a stem track to a deck will allow you to use Stems pad mode. This can be accessed from the hardware by pressing the **Stems** button when a stem-enabled track is added to the deck. The **Stems** button will light up blue in this mode.

When Stems Pad Mode is enabled, the top four pads can be used to isolate stems. From left to right, these pads control **Vocal**, **Melody**, **Bass**, and **Drums**.

To mute a stem, press the pad so it is dimly lit.

To unmute a stem, press the pad again so it is brightly lit.

Press the **ACAPELLA** stems button to activate an instant Acapella, muting the **Melody**, **Bass**, and **Drums** stems to isolate the **Vocal** stem.

Press the **INSTRUMENTAL** stems button to activate an instant Instrumental, muting the **Vocal** stem to isolate **Melody**, **Bass**, and **Drums** stems.

The bottom four pads can be used to trigger stem FX. Press each pad to trigger a **Vocal**, **Melody**, **Bass**, or **Drums** echo out effect.

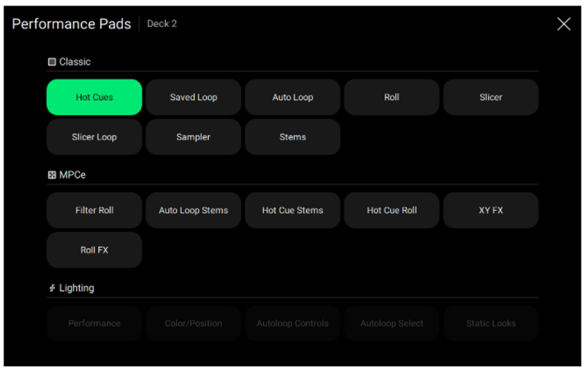
You can also press and hold **Shift** and press the **ACAPELLA** or **INSTRUMENTAL** stems buttons to trigger the acapella or instrumental echo out effect.

Note: You can adjust the primary function of the **Acapella** and **Instrumental** buttons to be **Stem FX** in the ***Profile > Playback*** menu.

Press and hold **Shift** and press the **Channel Cue / Stem Level** button for the desired deck to enable **Stems Level** mode, allowing you to use the **Channel EQ** knobs to control the volume level of the stems. The **High EQ** knob adjusts the **Vocal** stem, the **Mid EQ** knob adjusts the **Melody** and **Bass** stems, and the **Low EQ** knob adjusts the **Drums** stem. As the **Channel EQ** knobs are turned, the **performance pads** and **ACAPELLA / INSTRUMENTAL** buttons will respond to indicate the active stems. For example, if the **Vocal** stem is turned all the way down using the **High EQ** knob, the **Vocal** performance pad will dim and the **INSTRUMENTAL** button will become lit.

While **Stem Level** is activated, the **knob icon** in the ***Toolbar*** will appear if the current **Channel EQ** knob position does not match the current Stem Level setting. Moving the knob will initiate a “soft takeover” once the current setting position is reached, and the icon will disappear. The **knob icon** will also appear when **Stem Level** is deactivated if the **Channel EQ** knob position does not match the current **Channel EQ** setting.

MPCe Pad Modes



There are six available MPCe pad modes, utilizing the 3D-sensing pads for additional control options.

These pad modes can all be selected using the Performance Pad selection menu, and some modes may be accessed using the hardware buttons.

The appearance of the pad in the Performance Pad selection menu icon in Performance View will indicate which areas of the pad can be used for controlling the selected mode:

 Standard Pad Mode

 Quad Pad Mode

 Dual Pad Mode

 Engine Lighting Pad Mode

Some pad modes also have different LED colors for different pad areas.

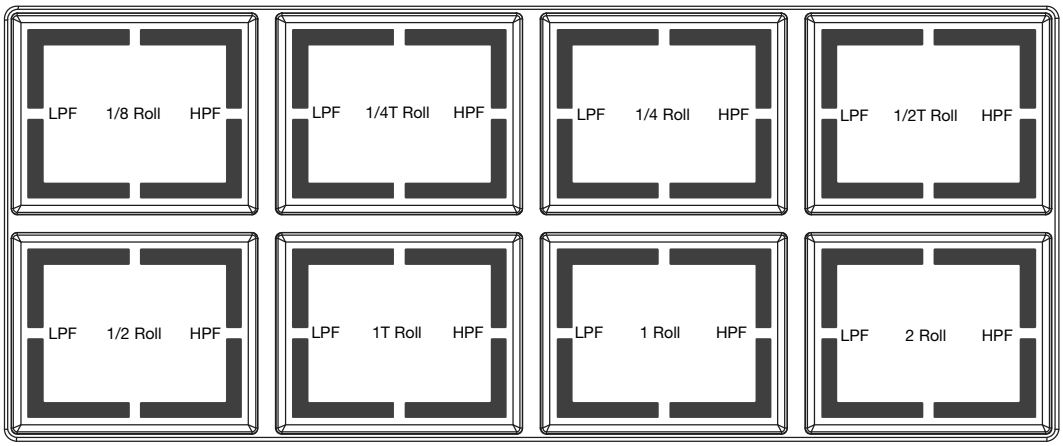
If the MPCe Pad Bloom setting in the ***Settings > Device*** menu is set to **On**, the pad LEDs will flash when an MPCe mode is entered, which will also indicate the available pad control sections.

Filter Roll Mode

In Filter Roll Mode, you can use each pad to trigger a “loop roll” of a certain length and activate a low pass filter (left) or high pass filter (right) depending on which side of the pad is struck.

To enter Filter Roll Mode, press **Roll** a second time, or use the Performance Pads selection menu in Performance View. The **Roll** button will light up green in this mode.

To trigger a Filter Roll, press the pad for the desired roll length. If the left side of the pad is struck, a low pass filter is triggered with the roll. If the right side of the pad is struck, a high pass filter is triggered with the roll. Moving your finger farther to each edge increases the amount of filter applied. You can move your finger left and right to adjust the filter while the roll continues. Pressing a pad in the center triggers only the roll with no filter.



Auto Loop Stems Mode

In Auto Loop Stems Mode, you can use each pad to jump to trigger an auto loop and activate the Acapella or Instrumental stem parts.

To enter Auto Loop Stems Mode, hold **Shift** and press the **Loop** button, or use the Performance Pads selection menu in Performance View. The **Loop** button will light up purple in this mode.

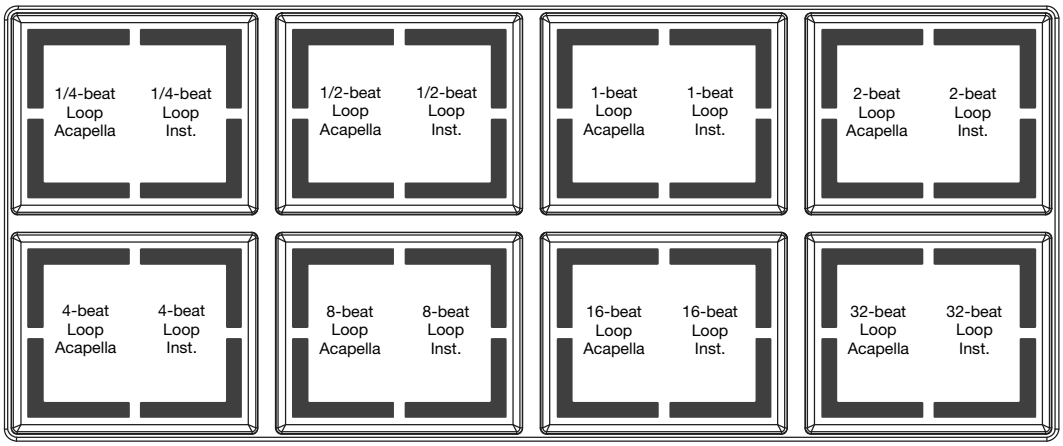
To trigger an Auto Loop Stem, press the pad for the desired loop length. If the left side of the pad is struck, an Acapella stem is triggered with the loop. If the right side of the pad is struck, an Instrumental stem is triggered with the loop. The corresponding **Acapella** or **Instrumental** button on the selected deck will also illuminate.

If an Acapella or Instrumental stem is already active, triggering a pad on the side of the same stem isolation will trigger the auto loop, leaving the stem unaffected.

While an Auto Loop Stem is active, you can disable the stem isolation only using the dedicated **Acapella** and **Instrumental** buttons on the top panel, and the auto loop will continue. You can also disable the auto loop only by pressing the **Auto Loop** knob, and the stem isolation will remain active.

To increase or decrease the length of the loop, use the **Parameter buttons** (◄/►) or turn the **Auto Loop** knob.

To move the loop, hold **Shift** and use the **Parameter buttons** (◄/►).



Hot Cue Stems Mode

In Hot Cue Stems Mode, you can use each pad to jump to the assigned hot cue point and activate the Acapella or Instrumental stem parts.

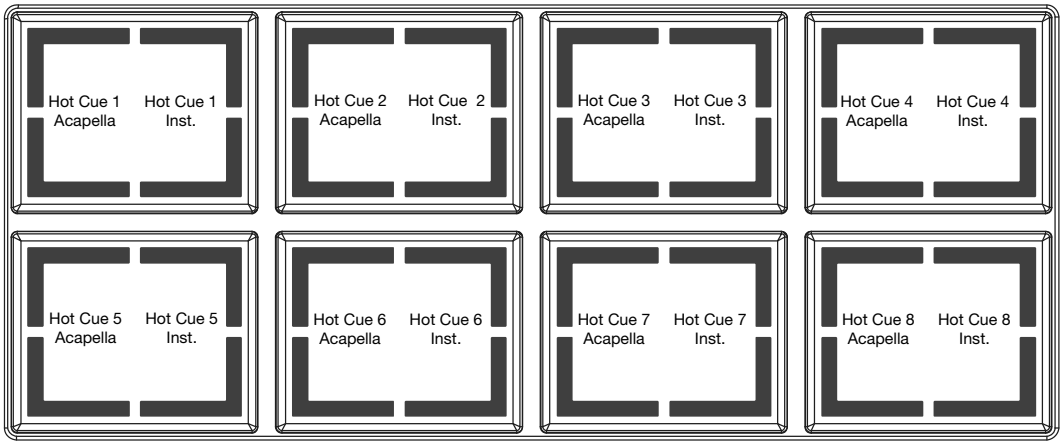
To enter Hot Cue Stems Mode, hold **Shift** and press the **Hot Cue** button, or use the Performance Pads selection menu in Performance View. The **Hot Cue** button will be lit purple.

To trigger Hot Cue Stems, press the pad for the corresponding hot cue. If the left side of the pad is struck, an Acapella stem is triggered with the hot cue. If the right side of the pad is struck, an Instrumental stem is triggered with the hot cue. The corresponding **Acapella** or **Instrumental** button on the selected deck will also illuminate.

If an Acapella or Instrumental stem is already active, triggering a pad on the side of the same stem isolation will trigger the selected hot cue, leaving the stem unaffected.

If a Hot Cue Stem is active, pressing the alternate side of the same pad will retrigger the hot cue and trigger the new stem isolation.

You can also disable the stem isolation using the dedicated **Acapella** and **Instrumental** buttons on the top panel.

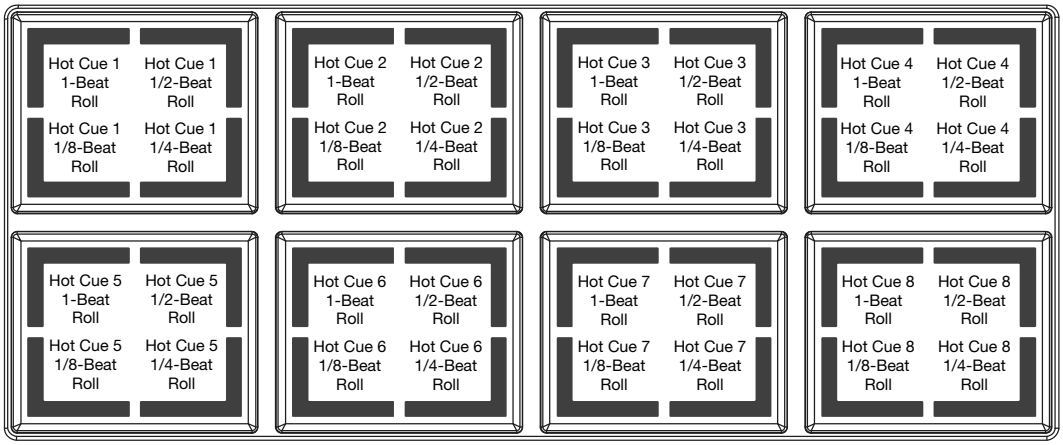


Hot Cue Roll Mode

In Hot Cue Roll Mode, you can use each pad to jump to the assigned hot cue point and trigger a roll at the same time.

To enter Hot Cue Roll Mode, press **Hot Cue** a second time, or use the Performance Pads selection menu in Performance View. The **Hot Cue** button will light up green in this mode.

To trigger a Hot Cue Roll, press the pad for the corresponding hot cue. The hot cue triggered depends on which pad is struck, and the roll length depends on which quadrant of the performance pad is struck.

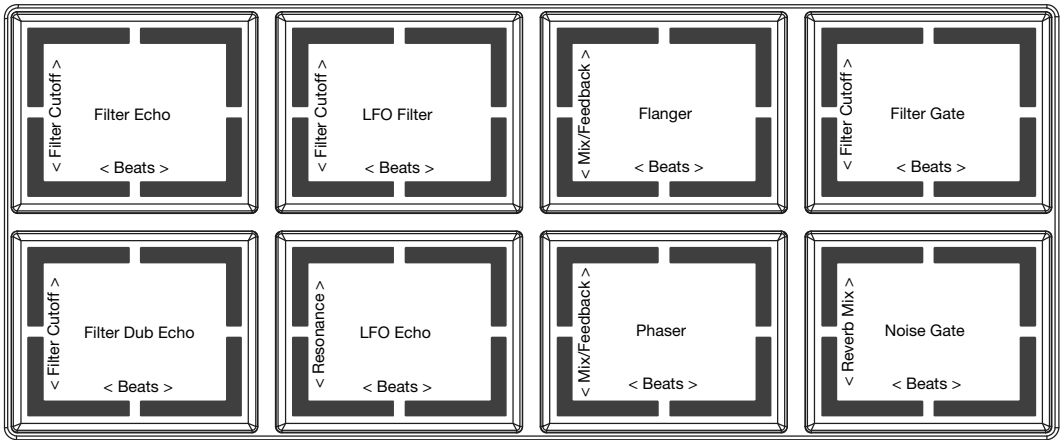


XY FX Mode

In XY FX Mode, you can use each pad to trigger XY effects.

To enter XY FX Mode, press **Stems** a second time, or use the Performance Pads selection menu in Performance View. The **Stems** button will light up green in this mode.

To trigger XY FX, press the pad with the desired effect. Different parameter variations will be applied depending on where the pad is struck, and you can drag your finger around the pad for real-time parameter manipulation. XY FX are triggered momentarily, and deactivate after lifting your finger off the pad. All eight effects can be triggered and used at the same time.



Roll FX Mode

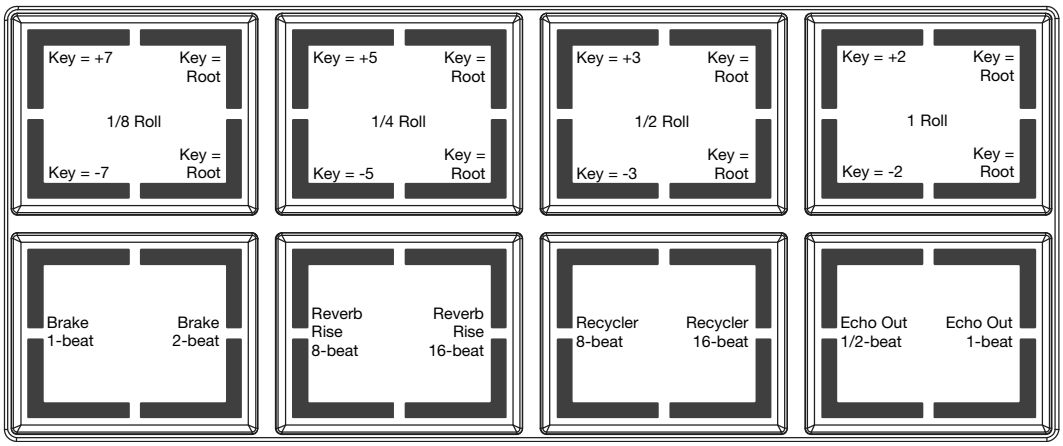
In Roll FX Mode, you can use each pad to trigger a “loop roll” of a certain length, with or without a key change, as well as applying FX, depending on which pad and where it is struck.

To enter Roll FX Mode, hold **Shift** and press the **Roll** button, or use the Performance Pads selection menu in Performance View. The **Roll** button will light up purple in this mode.

To trigger a Roll with or without a key change, press one of the top four performance pads. The roll length depends on which pad is struck, and the key change depends on which pad and which quadrant of the pad is struck.

To trigger FX, press one of the bottom four performance pads. Each pad offers a different effect, and you can adjust the effect length by striking the left or right side of the pad. Press the pad again to stop the current effect playing.

Both the top and bottom rows of pads can be triggered simultaneously. For example, you can press the top-left quadrant of pad 3 and the left side of pad 6 at the same time to triggers a 1/2-beat roll with a +3 key change and activates an 8-beat Reverb Rise effect at the same time.



Engine Lighting Pad Modes

There are five available pages of Engine Lighting pad modes which allow you to control various Engine Lighting parameters.

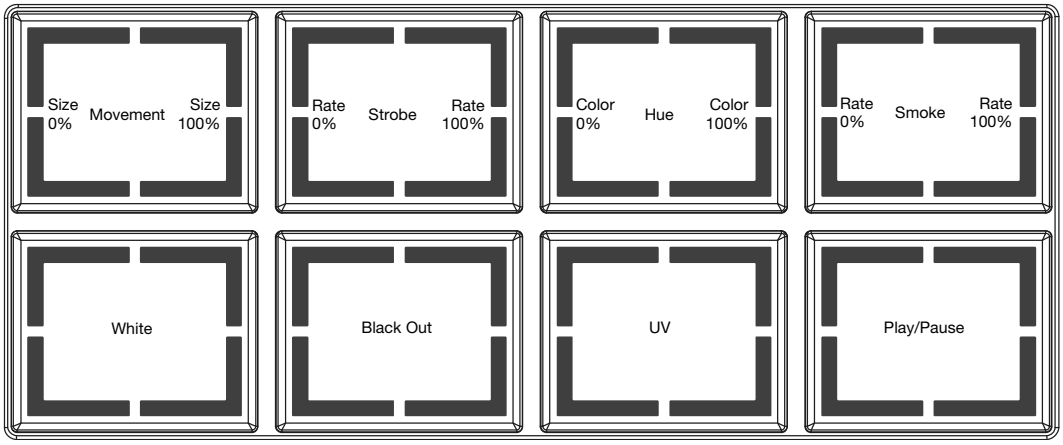
To select an Engine Lighting pad mode, use the Performance Pad selection menu. Once an Engine Lighting pad mode is selected, you can cycle between the other available pages by pressing the **Parameter buttons** (◄/►).

Performance

In Performance Mode, you can use the pads to trigger performance overrides and adjust performance parameters.

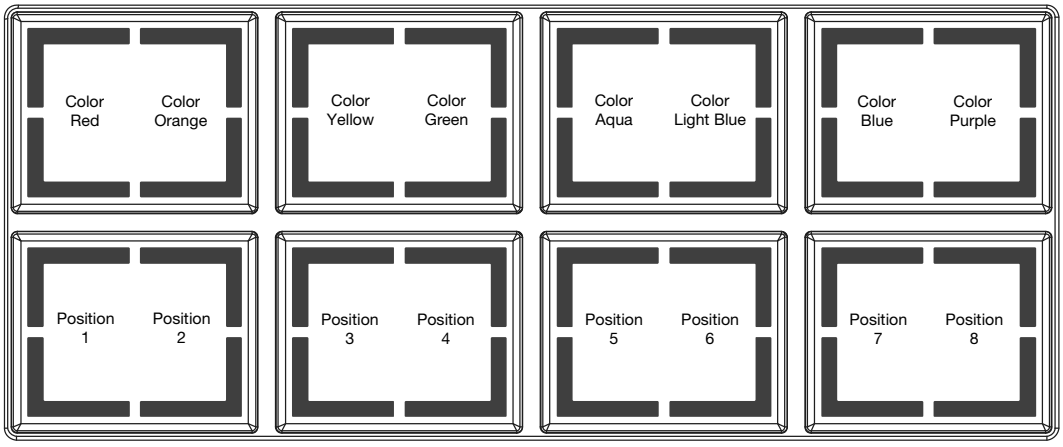
Press in the center of the top four pads to enable or disable the selected effect override. Use the left/right XY pad control to adjust the parameter amount.

Note: The White and UV pads are momentary triggers, while the remaining pads are latching.



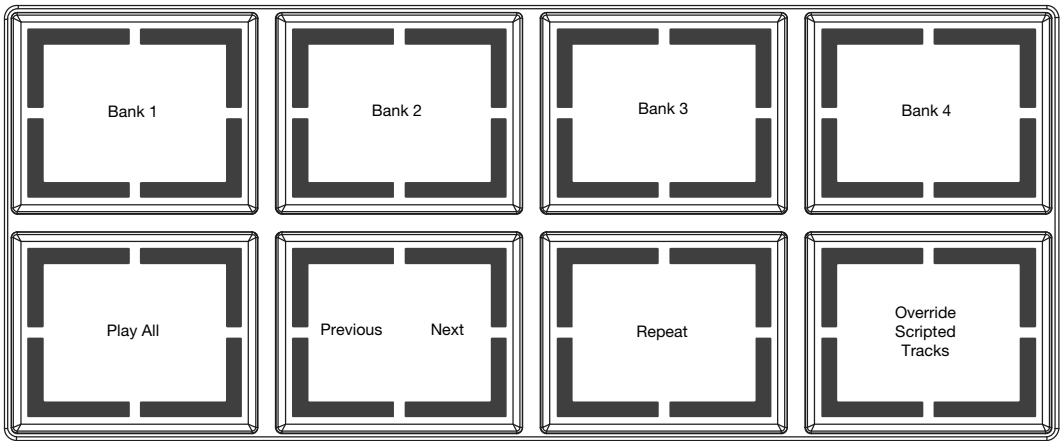
Color/Position

In Color & Position Mode, you can use the pads to activate color and position overrides.



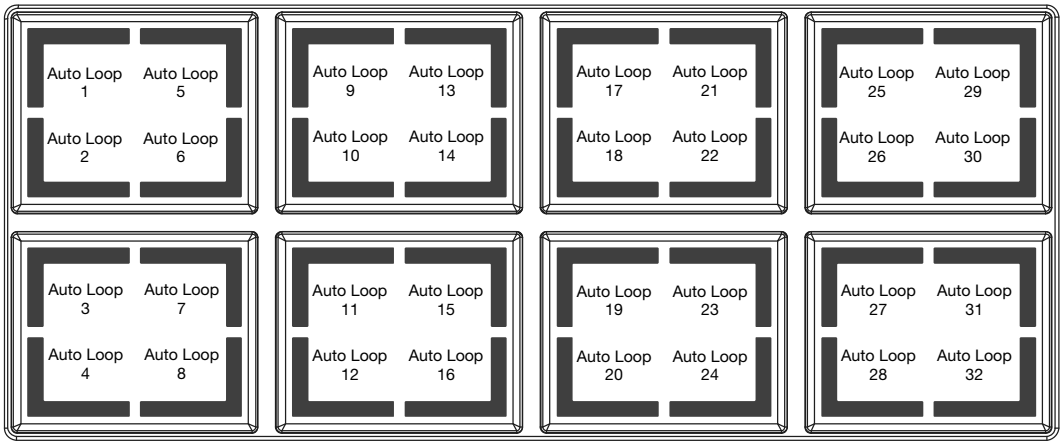
Autoloop Controls

In Autoloop Controls Mode, you can use the select auto loop banks, play autoloops, move to the previous or next autoloop, repeat the current autoloop, and override scripted tracks.



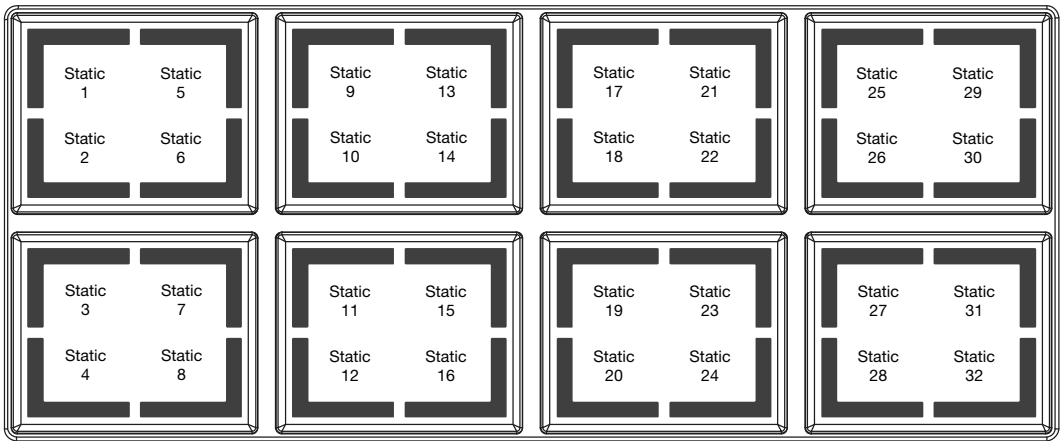
Autoloop Select

In Autoloop Select Mode, you can use the pads to select autoloops from the current bank.



Static Look Select

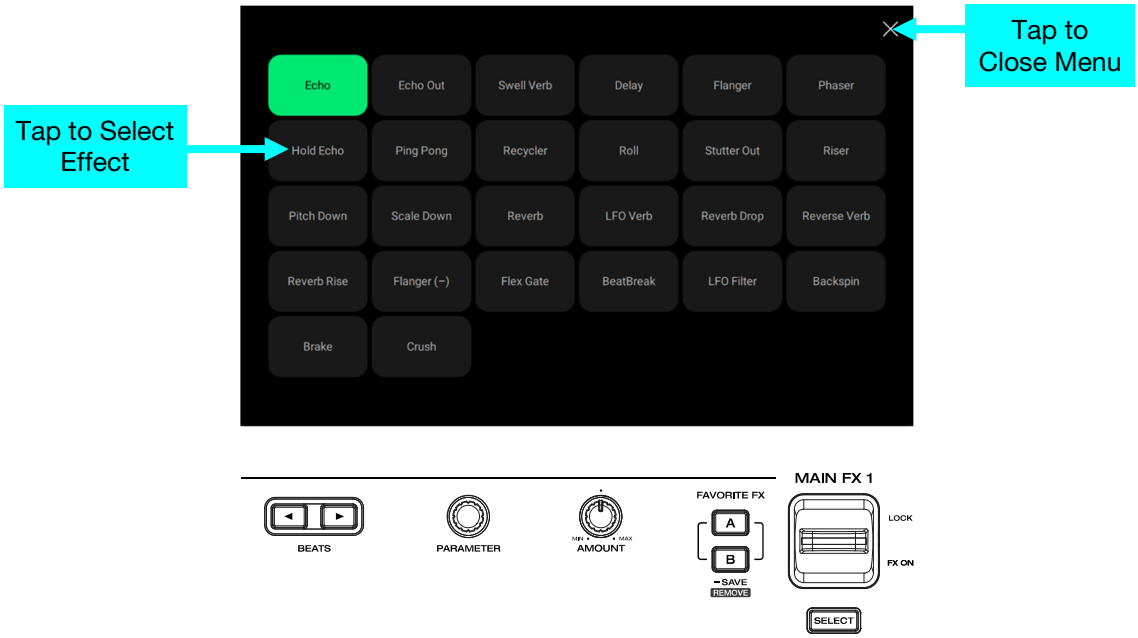
In Static Look Select Mode, you can use the pads to select static looks.



FX

Main FX

PRIME 4 G2 features built-in, time-based effects that can be selected and controlled using your hardware or touchscreen interface.



To open the Main FX selection menu, press and hold the **Main FX 1/2 Select** buttons on PRIME 4 G2.

To select an effect from the list, tap the desired effect. Selecting an effect will load it to the selected slot and close the Main FX selection menu.

To close the menu without selecting an effect:

- Tap the **X** icon in the upper-right corner of the screen.
- Tap anywhere outside of the effects list.
- Press the **Main FX 1/2 Select** button again.

To adjust the effect parameters, use the additional FX controls on PRIME 4 G2:

- Use the **Parameter** knob to adjust the selected parameter. Press it to change parameters if available.
- Press the **Beats ◀/▶** buttons to increase or decrease the time division.
- Use the **Amount** knob to adjust the amount of FX output signal.

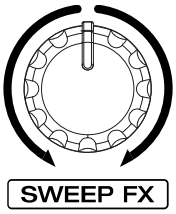
To save Main FX into the Favorite FX banks, press and hold the **Favorite FX A/B** buttons to save the currently loaded effect to the selected Favorite FX bank. When the **Mirror Favorite FX Banks** in the ***Settings > FX*** menu is set to **On**, the Favorite A/B effects are identical on each bank side.

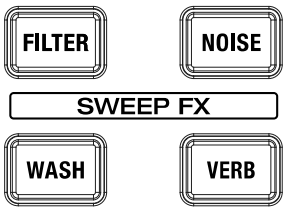
To remove a Favorite FX, press and hold **Shift** and press the **Favorite FX A/B** button for the desired slot. Once removed, the default effects will be reloaded to the slot (Echo for Favorite FX A, Reverb for Favorite FX B).

To use Main FX, move the **Main FX 1/2 Paddles** up or down. Moving the paddle up will lock the effect on until the paddle is returned to center. Moving the paddle down with temporarily apply the effect while the paddle is held.

See ***Appendix > FX Parameters > Main FX*** for more information on the available Main FX parameters.

Sweep FX





To select the active Sweep FX, press one of the four **Sweep FX buttons**:

- **Filter:** This effect applies a filter to the channel. Starting from the center (12:00) position, turn a Sweep FX knob counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter.

  In the ***Settings > FX*** menu, use the **Resonance** slider to determine the amount of resonance of the filter, from **0** to **15**. Use the **Extreme Type** setting to determine the effect of the Sweep Filter 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.

- **Noise:** This effect adds noise to the signal. Starting from the center (12:00) position, turn a Sweep FX knob counterclockwise to add pink noise, or turn it clockwise to add white noise.

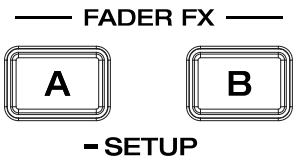
  Use the **FX Noise Volume** parameter in the ***Settings > FX*** menu to determine the level of the Noise Sweep effect in the mix when active, from **-20** to **15 dB**.

- **Wash:** This creates a transition effect. Turn a Sweep FX knob to its most counter-clockwise (minimum) position to apply a 1-beat echo that will also mute the channel's normal audio signal, or turn it to its most clockwise (maximum) position to apply a 1/2-beat echo.

- **Reverb:** This effect applies reverb to the signal. Turning the Sweep FX knob clockwise or counterclockwise from the center (12:00) position increases the room size of the reverb effect. Turning to the left applies a low-pass filter to the reverb, while turning to the right applies a high-pass filter.

To use Sweep FX, turn the Sweep FX knob for the desired deck clockwise or counterclockwise. You can quickly stop Sweep FX by pressing the button of the enabled effect to immediately disable it.

Fader FX



To view and select available Fader FX, press and hold the **Fader FX A/B / Setup** button. In the menu that appears, you can select the following effects:

- **Fader Echo:** This effect applies a short echo when the faders are moved.
  Use the **Beats** setting to determine the time division value for the echo (**1/4**, **1/3**, **1/2**, **3/4**, **1**, **3/2**, **2**, or **4** beats).
  Use the **Feedback** slider to determine the amount of Fader Echo effect signal fed back into the delay line, extending the length of repeats (**0**–**100%**).
- **Echo Down:** This effect applies a short echo with a pitch down effect when the faders are moved.
  Use the **Beats** setting to determine the time division value for the echo (**1/16**, **1/8**, **1/4**, **1/3**, **1/2**, **3/4**, **1**, or **2** beats).
  Use the **Feedback** slider to determine the amount of Echo Down effect signal fed back into the delay line, extending the length of repeats (**0**–**100%**).
- **Stutter Verb:** This effect applies a stutter effect with reverb when the faders are moved.
  Use the **Pattern** setting to determine the stutter pattern used for the effect (**1**–**6**).
  Use the **Depth** setting to determine the size of the reverb (**0**–**100%**).
- **Reverb Down:** This effect applies a wind down effect with reverb when the faders are moved.
  Use the **Length** slider to determine the length of the effect (**0**–**100%**).

For all Fader FX:

- Use the **Trigger** setting to determine whether Fader FX are triggered when moving the **Crossfader**, **Channel Faders**, or **Both**.
- Use the **Disarm After Trigger** setting to determine whether Fader FX is automatically disabled after it is triggered, or if it remains enabled.

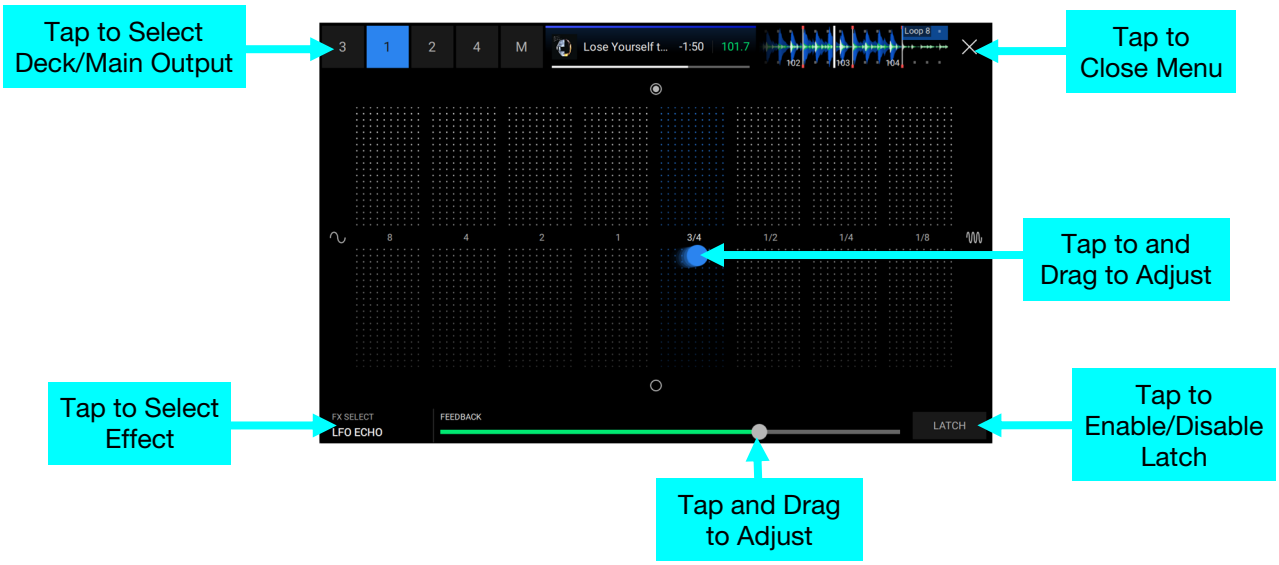
To minimize the Fader FX menu, release the **Fader FX A/B / Setup** button.

To use Fader FX, quickly move a **Channel Fader** down and/or the **Crossfader** to the opposite side.

Touch FX

The Touch FX feature allows you to control ten powerful audio effects via the touchscreen to create buildups, drops, and transitions with a single touch.

To access Touch FX, tap the **Touch FX** icon in the ***Toolbar***.



Touch FX can be applied to a single deck at a time, or to the main output (affecting all decks). Tap the deck number (**1** – **4**) in the upper-left corner of the screen to select the desired deck, and the track name, time, BPM, and waveform overview will be shown. Alternatively, tap **M** to select the main output.

Each effect has a pair of parameters, one mapped up and down and one mapped left and right, that can be continuously adjusted by tapping and dragging your finger around the center area. See ***Appendix > FX Parameters > Touch FX*** for more information on the available Touch FX parameters.

To change the current effect, use the **FX Select** menu in the bottom-left corner of the screen to select from the following options:

- LFO Echo
- Filter Roll
- Filter Echo
- Filter Dub Echo
- Filter Gate
- Noise Gate
- Filter Reverb
- Flanger
- LFO Filter
- Filter

To adjust an additional effect parameter, such as a **Feedback** or **Resonance** control, use the slider at the bottom of the screen.

To hold the current position of the Touch FX, tap the **Latch** button at the bottom-right of the screen. The **Touch FX** button will flash and the effect will remain on in any position you move it to until Latch is turned off. Latch will automatically turn off if you switch active decks or change FX selection while it is enabled.

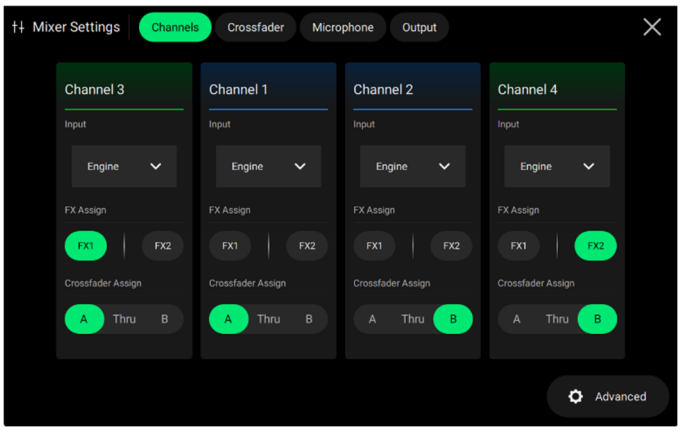
To close Touch FX and return to the previous screen, tap the **X** icon in the upper-right corner of the screen.

Mixer

To open the Mixer menu, press the **Mixer** button.

Channels

In this tab, you can select the active Input and change FX and Crossfader assignments.



Tap the **Input** drop-down menu to select the active input for each channel:

- **Engine:** Standalone use with connected drives.
- **Bluetooth:** Streaming audio from a connected Bluetooth device. See ***Bluetooth***® for more information.
- **Computer:** For use streaming audio from a connected computer. See ***Source*** for more information on Computer mode.
- **Line In:** Audio input from external devices connected to **Inputs 3 / 4** on the rear panel.

Decks are cleared when switching between active input sources.

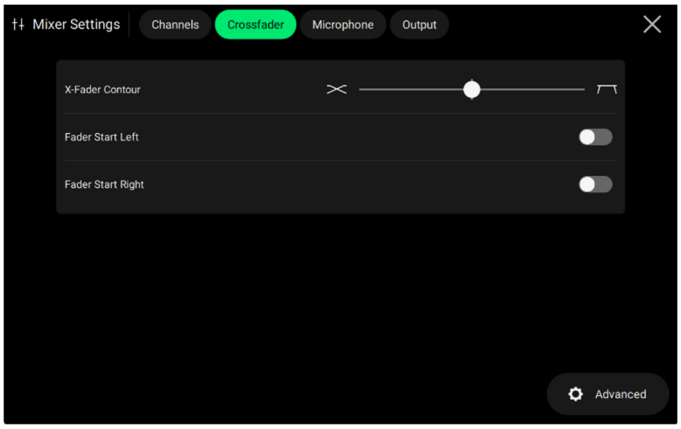
Use the **FX Assign** buttons to assign Main **FX1** or **FX2** to the selected channel.

Use the **Crossfader Assign** buttons to route the selected channel's audio to either side of the crossfader (**A** or **B**), or bypass the crossfader and send the audio directly to the program mix (**Thru**).

Press the **Advanced** button at the bottom of the screen to open the ***Settings > Mixer*** menu for more device settings.

Crossfader

In this tab, you can adjust settings for the crossfader.

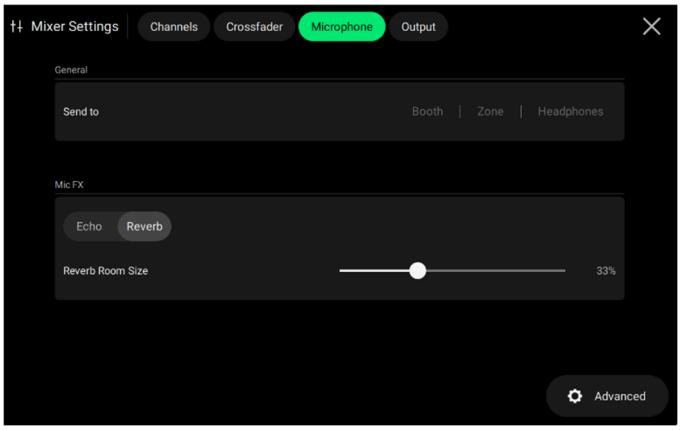


Use the **X-Fader Contour** slider to adjust the slope of the crossfader curve. Move the slider to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching). The center position is a typical setting for club performances.

Use the **Fader Start Left** and **Fader Start Right** to enable or disable the fader start function for the corresponding side of the crossfader. When fader start is enabled on one side, moving the crossfader toward that side will cause the deck to start playing.

Microphone

In this tab, you can adjust settings for the Microphone Inputs 1–2.



- **Send To:** This setting allows you to route the microphone signals to the **Booth**, **Zone**, and/or **Headphones** outputs. Tap to select each one.
- **Mic FX:** This setting allows you to enable either an **Echo** or **Reverb** effect to the microphones.

  When **Echo** is selected:
  - **Echo Feedback** controls the amount of echo signal fed back into the delay line.
  - **Echo Speed** controls the rate of echo delays.

  When **Reverb** is selected:
  - **Reverb Room Size** adjusts the length of the reverb tail.

Press the **Advanced** button at the bottom of the screen to open the ***Settings > Mic*** menu for more device settings.

Output

In this tab, you can apply and adjust EQ curves for the **Main**, **Booth**, and **Zone** outputs.



Tap **Main**, **Booth**, or **Zone** to view the EQ curve for the selected output.

Tap the **switch** in the upper-right corner to enable EQ for the selected output.

Tap and drag on each **Frequency marker** to boost or attenuate the selected frequency.

To reset the EQ curve, tap the **Reset** button. Customized EQ settings are retained between power cycles.



Use the **Send to Zone Out** to select what audio is sent to the Zone Outputs. You can select **Ch1–4** (useful when the Playlist Deck is active), or the **Main** mix.

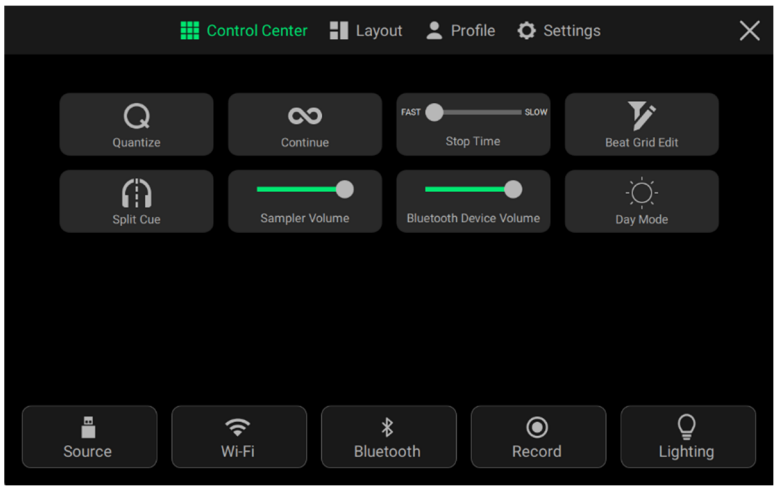
Control Center

Press the Menu button or swipe down from the toolbar to open the Control Center. Here, you can quickly adjust commonly used ***Parameters*** using the widgets in the center of the screen. You can also access the following pages. Click the links below to jump to that part of the guide:

- ***Layout*** – This screen is used to adjust the appearance of PRIME 4 G2.
- ***Profile*** – This screen is used to edit your performance and library preferences.
- ***Settings*** – This screen is used to edit the settings of PRIME 4 G2.
- ***Source*** – This screen is used for selecting your source media device.
- ***Wi-Fi*** – This screen is used for connecting to and configuring your Wi-Fi network.
- ***Bluetooth®*** – This screen is used for linking to and configuring Bluetooth devices.
- ***Record*** – This screen is used for recording and saving your performances.
- ***Engine Lighting*** – This screen is used for working with the SoundSwitch Engine Lighting integration.

Tap the **X** in the upper-right corner of the screen to exit the Control Center. Alternatively, press **Back** or swipe up from the bottom of the screen.

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 ***Profile > Cues/Loops*** menu.

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

Stop Time: Use this slider to adjust the stop time, or how long the track takes to stop playing after the pause button is pressed.

Beat Grid Edit: Tap this to access beat grid editing from the touchscreen. See ***Beat Grid Editing*** for more information.

Split Cue: Tap to enable or disable split cueing. When enabled, the headphone audio will be “split” such that the headphone cue preview signal is summed to mono and sent to the left headphone channel and the main mix is summed to mono and sent to the right channel. When disabled, the cue channel and main mix will be “blended” together.

Sampler Volume: Use this slider to adjust the sampler volume level. See ***Sampler Mode*** for more information.

Bluetooth Device Volume: Use this slider to adjust the Bluetooth device audio input level.

Day Mode: Tap this to enable or disable Day Mode. This mode inverts the colors of the PRIME 4 G2 interface for better visibility in bright daylight environments.

Layout

Use the **View 1–3** buttons to select a saved layout preset, and then use the options below to configure it. You can cycle between these options by pressing and holding **Shift** and pressing the **View** button on PRIME 4 G2.

Press the **Reset Current View** button to reset the selected layout preset to its default configuration.

Performance Layout

- **Decks:** Use this option to select whether **2 Decks** or **4 Decks** are displayed in Performance View.
- **Waveforms:** Use this option to select whether **2 Waveforms** or **4 Waveforms** are displayed in Performance View.
- **Waveform Orientation:** Use this option to select whether the track waveforms are in **Horizontal** or **Vertical** display in Performance View. The waveforms will also change in size based on other components on screen in each layout, including the Performance Library or Main FX.
- **Performance Pads:** Tap this to enable or disable the Performance Pads from appearing in Performance View. When enabled, the pads will be shown at the bottom of the touchscreen.
- **Performance Library:** Tap this to enable or disable the Performance Library from appearing in Performance View.
- **Main FX:** Tap this to enable or disable **Main FX** from appearing in Performance View. When enabled, the FX selection and parameters will be shown at the bottom of the touchscreen. When disabled, the FX selection and parameters are not shown on the touchscreen, but can still be used with the hardware controls. See ***Main FX*** for more information.

Profile

Press the **Log In** button to log in to your Engine DJ profile. Once you are logged in, you can access crowd-sourced streaming metadata and beat grid information, and automatically connect to associated streaming and cloud services. Any tracks loaded to a deck will be ejected after logging in. To manage your connected services, visit **enginedj.com** and log in to your account.

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 DJ profile is connected to PRIME 4 G2.

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**).
- **Maintain Play State on Load:** When enabled, loading a new track will automatically enter the play state of the previous track on the deck where it was loaded. For example, if a track was already playing, the new track will begin playing as soon as it loads. When disabled, tracks will always load with playback paused.
- **Acapella/Instrumental FX:** This setting determines whether the **Stem FX** function is the **Primary** function of the **Acapella** and **Instrumental** buttons (normal button press) or the **Shift** function of the **Acapella** and **Instrumental** buttons (default, **Shift** plus button press).
- **Default Speed Range**: This setting determines the range of the **pitch fader**. Select **±4%**, **8%**, **10%**, **20%** or **50%**.
- **Nudge Sensitivity:** This determines the level of sensitivity when moving the platters: **Min**, **Low**, **Mid**, **High**, or **Max**.
- **Sync Mode**: This setting determines the degree of synchronization applied when you press the Sync button on PRIME 4 G2:
  - **Bar**: The tempo will be synced, and the track will be automatically bar-matched with the track on the sync lead deck (the downbeats of each bar will be aligned).
  - **Beat**: The tempo will be synced, and the track will automatically beat-matched with the track on the sync lead deck.
  - **Tempo**: Only the tempo will be synced (the BPM will match that of the sync lead deck).
- **Sync Button Action:** This setting determines how the **Sync** button will act when pressed.
  - **Toggle:** This mode allows you to toggle sync on and off without having to hold **Shift**.
  - **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.
- **Pitch Bend Behavior:** This setting determines the behavior of the **Pitch Bend** button function. When set to **Fixed**, pressing and holding the **Pitch Bend** buttons changes the speed of the track at a consistent rate. When set to **Progressive**, the longer the **Pitch Bend** buttons are held, the greater the rate of speed change.
- **Key Sync Mode:** This setting determines whether key syncing is **Strict** or **Fuzzy** (default). When set to **Strict**, tracks will only be key synced to the same or relative key (i.e., 7a to 7b). When set to **Fuzzy**, the available compatible keys are increased to include relative keys of the dominant and subdominant keys of the lead track, decreasing the amount of pitch shifting necessary to match two tracks together.

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: **None**, **1**, **2**, **4**, **8**, **16**, or **32** beats.

- **Default Beat Jump Size**: This setting determines the default size of the beat jump when you load a new track to the deck: **None**, **1**, **2**, **4**, **8**, **16**, or **32** 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 **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.
- **Paused Saved Loop Behavior:** This setting determines the action of saved loops that are paused. When set to **Trigger**, pressing a pad with a saved loop on a paused track will trigger track playback from the point of the active loop. When set to **Enable**, pressing a pad with a saved loop on a paused track will move the playhead to the start of the loop, but the track will remain paused.

Display

- **Reset Played Tracks:** Click **Reset** to reset the played status of all tracks.
- **Track Title:** This setting determines whether tracks 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 that PRIME 4 G2 will warn you it is nearing the end. Once this time is reached, the **track overview** and platter ring will flash.
- **On Air Mode:** This setting changes the platter ring illumination when the channel fader on the PRIME 4 G2 mixer is up or down, indicating an active or "on air" deck. When this setting is **On**, raising the channel fader will change the platter color from **white** to the selected color. When this setting is **Off**, the user-selected color will always be shown regardless of the channel fader position.
- **Sync Indicator:** This setting determines whether the **Beat Phase** indicator or **Beat Keeper** indicator is active in Performance View.
- **Waveform Style:** This setting determines the appearance of track waveforms. Select **Tri-Band** for Engine OS waveforms where blue represents bass, green is mid-range, and white is treble. Select **RGB** for software-style waveforms where red represents bass, green is mid-range, and blue is treble.

  Note: RGB waveforms and track overviews will be built when loading a track to a deck. Alternatively, you can use Engine DJ software to **Analyze: Get missing analysis data** and reimport your tracks with RGB waveforms.
- **Track Overview Style:** This setting determines whether the track overview is displayed as a **Half** or **Full** waveform.

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** in the display 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

- **Stems List:** Use this option to enable or disable the **Stems** list from appearing in Library view.
- **Key Notation**: This setting determines how the track key is notated in the display. 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 or folder will select it, and a double-tap is required to open it. When set to **Open**, tapping a playlist 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.

Settings

Device

- **Wi-Fi:** This determines whether Wi-Fi connectivity is enabled (**On**) or disabled (**Off**). Tap the **gear icon** to open the Wi-Fi settings. See ***Wi-Fi*** for more information about the Wi-Fi menu.
- **Bluetooth:** This determines whether Bluetooth connectivity is enabled (**On**) or disabled (**Off**). Tap the **gear icon** to open the Bluetooth settings. See ***Bluetooth***® for more information about the Bluetooth menu.
- **Time/Date:** This displays the current local time and date. Tap **Sync Time** when connected to the internet to automatically sync the time.
- **24 Hour Clock:** This setting determines whether the **Time** uses the 12 Hour Clock (**Off**) or 24 Hour Clock (**On**).
- **Time Zone:** Displays the current time zone, formatted as **Region** / **City**.
- **Set time zone manually:** Enable this setting and then tap the **gear icon** to manually set your local time zone.
- **Hot Cue Countdown:** This setting determines whether the Jog Wheel Displays show the number of beats before and after the next hot cue.
- **Playhead Position:** Use this slider to set the position of the playhead along the track waveform in Performance View.
- **Hide Title/Artist:** Use this setting to enable "trainspotting mode," which hides the Track Title and Artist from decks in Performance View and in the Track Information window.
- **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**. When **On**, track preview audio will be routed to the active deck when no tracks are loaded. When tracks are loaded, the preview audio will be routed to the inactive deck.
- **Preview Volume:** Use this slider to set the volume level of the track preview (**0**–**100%**).
- **Screen Saver Time**: This determines if and when the screen saver will turn on after no activity for the selected time: **Off**, **15 mins**, **30 mins**, **60 mins**. While the screen saver is active, the touchscreen display will dim. Interact with the screen or any hardware control to exit the screen saver.
- **Screen Brightness**: This setting determines the brightness of the main display: **Low**, **Mid**, **High**, or **Max**.
- **Encoder Behavior**: This setting determines the default behavior when turning the **Scroll/Load** encoder while in Performance View. When set to **Open Library**, turning the **Scroll/Load** encoder will open Library View. When set to **Waveform Zoom**, turning the **Scroll/Load** encoder will adjust the zoom level of the waveforms in Performance View.
- **MPCe LED Bloom**: This setting determines whether the Performance Pads "bloom" upon entering any MPCe Pad Mode. This helps you identify which pad quadrants are available in the currently selected MPCe Pad Mode.

Mixer

- **Sampler Output:** This setting determines where Sampler audio is routed: **Ch 3**, **Ch 1**, **Ch 2**, **Ch 4**, or **Main**.
- **Playlist Deck Crossfade Time:** Use this slider to adjust the amount of crossfade between tracks when using the playlist deck.
- **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 **Normal** 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**.
- **Smart Headphone Cue:** This setting enables or disables smart headphone cueing. When set to **On**, once a track is loaded to a deck the headphone cue will automatically be switched to that deck. When set to **Off**, cue must be manually set.
- **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.
- **Split Cue Output:** This setting determines the stereo positioning of the pre-fader cueing mix and main mix when Split Cue is enabled. When set to **Normal**, the pre-fader cue mix will be stereo left and the main mix will be stereo right. When set to **Invert**, the pre-fader cue mix will be stereo right and the main mix will be stereo left.

FX

Sweep Effects

- **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.

General Settings

- **FX Noise Volume:** This setting determines the level of the Noise Sweep effect in the mix when active, from **-20** to **15 dB**.
- **Effect Select Behavior:** When set to **Default**, all effects settings will return to their default settings when a new track is loaded. When set to **Recall**, effects settings will be retained.
- **Mirror Favorite FX Banks:** This setting determines whether Favorite FX Banks A/B are identical across Main FX 1 and Main FX 2. When this setting is **Off**, you can save separate FX to each side.
- **Reset Effects to Default Settings:** Tap here to manually reset effects to the default settings.

Mic

- **Mic 1/2 Attenuation:** These settings determine the amount of additional attenuation for the **Microphone 1** and **Microphone 2 Inputs**, from **-15** to **0 dB**.
- **Mic 1/2 Talkover Threshold:** This setting determines the minimum threshold at which the **Microphone 1** and **Microphone 2** signals will activate, from **-40** to **-1 dB**.

Services

- **Engine Lighting:** This determines whether SoundSwitch Engine Lighting is enabled (**On**) or disabled (**Off**). Tap the **gear icon** to open the lighting control interface.
- **Sync:** This determines whether Ableton Link is enabled (**On**) or disabled (**Off**). Ableton Link synchronizes beat, phase, and tempo of Ableton Live and Ableton Link-enabled applications over a wireless or wired network. All Link-enabled devices must be connected to the same local network.

  Use the **Ableton Link Offset** slider to compensate for phase effects. You can adjust the offset between **-200** and **200 ms**.
- **Streaming:** 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:** Use this option to retrieve your Engine library database from a cloud storage service. You must first use the Engine DJ 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.

About / Update

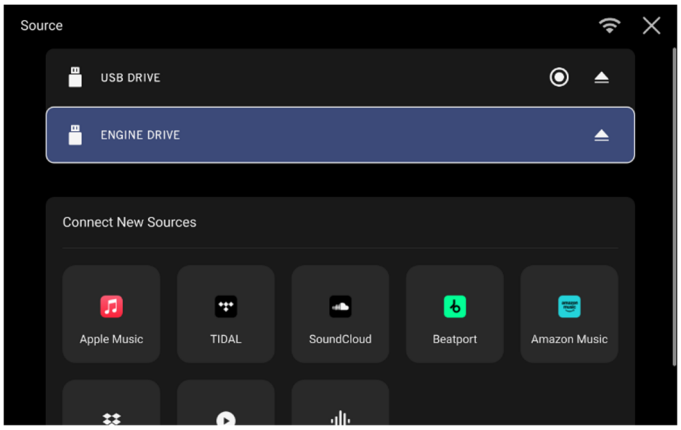
This page displays the product name, current firmware version, and other device information.

- **Firmware Update Mode**: If you are not running the latest firmware, tap **Options** to restart PRIME 4 G2 in Update Mode, which enables you to update its firmware using a computer (when connected via the supplied USB cable), a USB drive or SD card (if an update file is detected), or wirelessly (if connected to a network and an update is available). Follow the firmware update instructions included with the firmware update package you downloaded.
- **Send Anonymous Usage Statistics:** This determines whether or not your usage statistics will be sent occasionally to us, enabling us to improve the Engine experience.
- **Legal:** Tap here to view the inMusic Brands EULA and patent list.
- **Factory Reset:** Tap here to restore the default factory settings for your device.

Source

The Source menu allows you to select a connected media device, streaming service, or cloud service for use with PRIME 4 G2 hardware.

When the Source menu is open, all connected media sources are shown in the top part of the display. New sources that are available to connect to are shown at the bottom of the display.



To open the Source menu, press the **Source** button, or select it from the ***Control Center***.

While in ***Library View***, tap the Source icon to open the Quick Source Menu, where you can swap between connected sources to view and select tracks. Tap the **expand icon** to open the full Source menu.

To select a drive as a media source, tap the device name. The currently selected source device, if any, will be outlined. The currently selected recording device, if any, will show a **Rec icon** next to its name.

To select a streaming or cloud service as your source, tap the streaming or cloud service name. If you have not set up a connection to the service yet, you may 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, and the service will sign in automatically the next time you use PRIME 4 G2. Streaming and cloud services may be enabled or disabled in the ***Settings > Services*** menu.

Note: Connection to Amazon, Apple Music, Tidal, and SoundCloud must be enabled using your Engine DJ Profile, at **enginedj.com**.

Both Apple Music and Amazon Music can download up to one track at a time. Amazon Music allows for simultaneous streaming of up to two tracks, including tracks loaded to decks or previewed from the library. Apple Music allows for simultaneous streaming of up to four tracks.

To open *Wi-Fi* connection menu, tap the **Wi-Fi icon** at the top of the display.

To access the internal SATA drive using a computer connected via USB:

1. Tap the **computer icon** next to your internal drive name in the list of sources.
2. In the **Access Device Storage** window that appears, tap **Continue** to stop track playback and safely eject the internal drive from PRIME 4 G2. It will then proceed with mounting the drive to your connected computer. This process may take a few seconds.

   Note: While in Device Storage mode, PRIME 4 G2 is not available for playback.
3. Once mounting is complete, the drive will appear as an external drive on your computer. You can now use Engine DJ to transfer analyzed music to it, or transfer files directly from your file browser.
4. To exit Device Storage mode, first safely eject the internal drive from your computer. Then, tap **Exit Mode** on the PRIME 4 G2 touchscreen.

To eject a drive source, tap the eject icon next to the drive name. If a track from the selected source is currently in use, an alert will appear to note that the tracks will be unloaded. Tap **Eject Anyway** to continue or tap **Cancel** to return to the Source menu.

Note: An internal drive cannot be ejected from PRIME 4 G2.

To save a source to the Playlist A/B/C banks, highlight the source using the **Scroll/Load** encoder and then press and hold one of the **Playlist A/B/C** buttons. The selected source will be saved to the bank. While viewing the Source menu, you can then quickly select saved sources by pressing the **Playlist A/B/C** buttons.

To remove a saved source, press and hold **Shift** and press the **Playlist A/B/C** buttons.

Note: Source saving, recalling, and removing only works while viewing the Source menu. In all other views, the **Playlist A/B/C** buttons only function as playlist banks.

To exit the Source menu, tap the **X** at the top-right of the display.

Engine Remote Library

In addition to connected devices, streaming services, and cloud services, you can also connect to an instance of the Engine DJ software running on a computer sharing the same network as PRIME 4 G2. This allows you to browse and load tracks from your complete library without having to pack files to a portable drive.

To access your Engine Remote Library:

1. First, make sure your hardware and your computer are on the same network, and the Engine DJ software is opened. This can be done by connecting to the same Wi-Fi network.
2. Tap the **Source** icon in Library View from your hardware, and locate your computer under the list of available sources.
3. Tap to select the computer, and your hardware will show “Waiting for confirmation” while another message appears in the Engine DJ software asking to accept or deny access to your hardware. Click **Accept** to approve and continue.

   If the connection process is canceled, or if the connection is lost, both libraries will return to their previous selections.
4. Once the connection is established, you will be able to browse and load tracks from your Engine DJ software collection directly from your hardware.
5. When you load a track from the Engine Remote Library, the track will begin downloading over the network. The download progress will be shown on your hardware touchscreen. If the download fails, a “Failed to Download” message will appear on your hardware. You can remotely load tracks up to 250 mb in size.

   Tracks will download with any performance data associated with the file in your Engine DJ software collection. This includes beat grids, saved cues, and saved loops. If no beat grid information is included with the downloaded track, PRIME 4 G2 will analyze the file once it is loaded.

   Any edits made to performance data, track metadata, and playlists from PRIME 4 G2 or Engine DJ software will automatically sync to the other.

Wi-Fi

The Wi-Fi page allows you to connect to a local internet network so you can browse connected streaming and cloud services and download available firmware updates.

To enable Wi-Fi, tap the **Wi-Fi switch** at the top of the page. Once enabled, a list of local networks will appear on the display. You can also enable Wi-Fi from the ***Settings > Device*** menu.

To establish a connection, tap the desired network name. If a password is required, you will be prompted to enter it. Once a connection is established, **Connected** will appear next to the network name.

To view information about the network, tap the **three-dots icon** next to the network name.

The **Auto Connect** setting determines how your device reconnects to Wi-Fi. When this setting is **On**, a network you have previously connected to with your Engine OS hardware will automatically reconnect when Wi-Fi is enabled and the device is in range. When set to **Off**, you will need to manually reconnect each time.

In the **Login Credential** field, tap **Forget** to forget the password for the selected Wi-Fi network. You will have to re-enter the password next time you try to connect to this network.

Tap **Done** or anywhere outside the window to close the Wi-Fi device settings window.

A Wi-Fi connection menu will also appear when PRIME 4 G2 is powered on. On this page:

To enable Wi-Fi, tap the **Wi-Fi switch** at the top of the touchscreen.

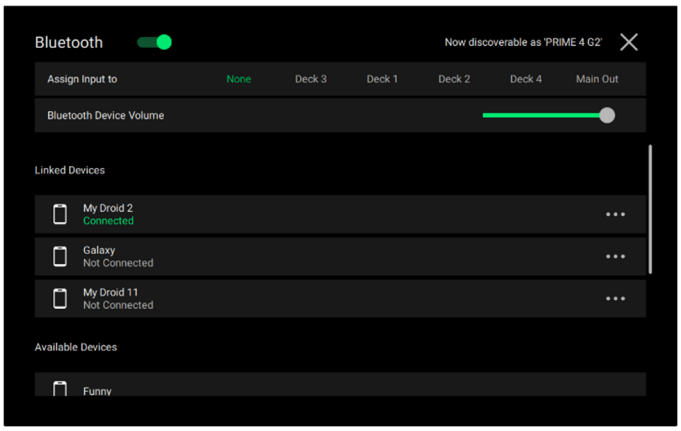
To establish a connection, tap the desired network name. If a password is required, you will be prompted to enter it. Once a connection is established, the page will be dismissed.

To view information about the network, tap the three-dots icon next to the network name.

To dismiss this page, tap **Next** at the top of the touchscreen.

To prevent this page from appearing each time your hardware is powered on, tap the **Do not show again at startup** box so it is checked.

Bluetooth®



The Bluetooth page allows you to connect to a Bluetooth audio input for streaming, a Bluetooth audio output, or a Bluetooth keyboard for searching tracks.

To enable Bluetooth, tap the **Bluetooth switch** at the top of the page. Once enabled, a list of available devices will appear on the display. You can also enable Bluetooth from the ***Settings > Device*** menu.

To link to an available device:

1. First, make sure your Bluetooth device is powered on, in range, and available for pairing. You should see the name of your device in the **Available Devices** list if it is ready to pair.
2. Select your device from the list of **Available Devices**. The first time you connect a device, you will be prompted with a passcode to confirm on both PRIME 4 G2 and the Bluetooth device.

   Alternatively, for audio input devices such as smartphones or tablets, navigate to the Bluetooth Settings screen on your device. Then, locate PRIME 4 G2 and select it.
3. Once successfully linked, your device will appear in the **Linked Devices** list. You can then easily reconnect to this device at any time.

   PRIME 4 G2 will automatically determine whether your device is used as an input or output. If your device supports both, a dialog will display to ask you to select one type. You can change this at any time using the **three-dots icon**.

To view device settings, tap the **three-dots icon** next to the device name.

The current connection **Status** appears below the device name.

The **Auto Connect** setting determines how your devices reconnect. When this setting is **On**, a device you have previously paired with PRIME 4 G2 will automatically reconnect when Bluetooth is enabled and the device is in range. When set to **Off**, you will need to manually reconnect each time.

The **Connection** field allows you to manage your device connection. Tap **Disconnect** to unlink from a connected device. Tap **Forget** to remove a device from the **Linked Devices** list.

Tap **Done** or anywhere outside the window to close the Bluetooth device settings window.

When paired to an audio input device, use the **Assign Input To** field to select where the Bluetooth audio input will be streamed to: **None**, **Deck 1–4**, or **Main Out**.

Note: You can also change the Bluetooth channel routing in the ***Mixer*** menu.

When a **Deck** is selected as the Bluetooth audio assignment, you will be able to view Bluetooth track information and play, pause, and skip tracks from your device in Performance View when viewing the selected Deck.

Note: Certain applications may not support track information and performance controls when used with PRIME 4 G2.

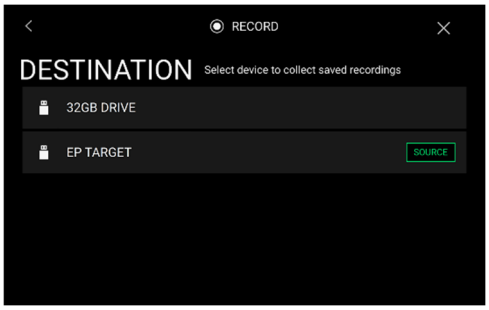
When **Main Out** is selected as the Bluetooth audio assignment, audio will be routed directly to the Main Output. You can play, pause, and navigate tracks on your Bluetooth device.

Use the **Bluetooth Device Volume** slider to adjust the Bluetooth device audio input level.

When paired to an audio output device, use the **Main Level** control to adjust the output volume.

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.



To begin recording, tap **Start**. The timer on the touchscreen will show the total length of time recorded.

To pause recording, tap **Pause**.

To resume recording when paused, tap **Resume**. PRIME 4 G2 will continue recording your session from where you pressed pause.

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

To clear the recording, tap **Clear**. 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.

To save the recording to your drive, tap **Save As**.

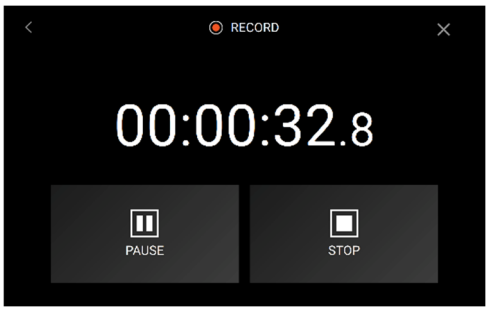
A keyboard will appear where you can title your file. Tap **Done** to finish and save your file, or tap **Cancel** to return to the previous page.

You can also use the **Maximize Recording Volume** option to normalize your audio recording at -1 dBFS. This may take some time, depending on the length of your recording. This option is enabled by default.

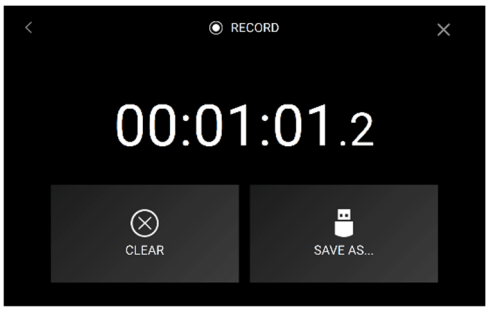
A success message will be shown on the display when the operation is complete. Tap **OK** to continue, or wait a few seconds and you will be returned to the Record menu.

Recorded files will be saved in a folder called **Sessions** on your media device. You can access these recordings from PRIME 4 G2 under the **Files** section of the **Library**.

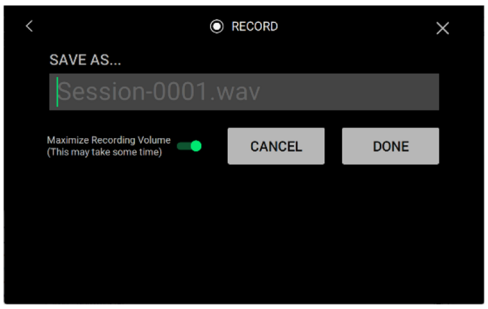




To move back a page or return to the previous page, tap the **back arrow (<)**. If you exit the Record menu while recording is active or paused, the record status and time elapsed will be displayed in the ***Toolbar***, and the **Record** button will flash.



To exit the Record menu, tap the **X**.



Engine Lighting

The Engine Lighting page allows you to control connected lighting devices such as DMX fixtures and Smart Lights using SoundSwitch to seamlessly sync your music and lights.

To open the Engine Lighting control page, enable **Engine Lighting** within the ***Settings > Services*** menu, and then tap the **gear icon**. You can also tap the **Lighting icon** at the bottom of the Control Center, or double-press the **View / Layout** button.

The first time you use Engine Lighting, you can select a **Basic** or **Pro** layout for performing:

Basic: A simple interface for controlling Smart Lights, Control Color, Blackout and Strobe Lighting FX.

Pro: Full control of all lighting effects for both DMX and Smart Lights, Control Movements, Strobe and more.

You will also be prompted if you want to connect Philips Hue or Nanoleaf Smart Lights when you first use Engine Lighting. This can also be configured later through the Engine Lighting ***Preferences*** menu.

Visit **soundswitch.com** for more information on using SoundSwitch lighting controls with PRIME 4 G2.





Basic View



Pro View

Preferences

Tap the **Preferences** tab at the top of the touchscreen to open the Engine Lighting preferences.

General

- **Engine Lighting Status**: This setting displays the current connection status to Engine Lighting devices. When **Running** is shown, Engine Lighting is active. Tap **Stop** to deactivate Engine Lighting. Tap **Start** to reactivate.
- **Sync Offset**: Use this slider to apply a time offset for syncing your connected lights, from **-1** to **0** to **+1** seconds.
- **Show Advanced Controls**: Enable this option to toggle between the **Basic** and **Pro** controls.
- **Randomize Autoloops**: This setting determines whether autoloops are randomized or play in order.
- **Override Scripted Tracks**: This setting determines whether a scripted track that is paired with an audio file is used (**Off**) or whether you can override it using the onboard controls (**On**). This setting takes effect after loading the next track.
- **Loop Auto Strobe**: This setting allows you to automatically generate strobe effects when a Loop Roll is engaged, or when Auto Loop is set to smaller than 1 Beat.
- **Broadcast Art-Net**: This setting allows you to enable or disable sending Art-Net protocol to control DMX interfaces over a network connection.
- **Strobes**: This setting determines whether strobe effects are enabled or disabled.
- **Philips Hue**: Enable this option to connect to available Philips Hue smart devices.
- **Nanoleaf**: Enable this option to connect to available Nanoleaf devices.
- **Fader Mode:** This setting determines whether the lighting intensity, while lighting is being output from two tracks, takes into account the **Crossfader** position (**Blend**) or the **Channel Faders** only (**Upfader Only**).
- **Repeat Autoloops Mode:** This setting determines whether autoloops are continuously repeated (**Infinite**) or repeated for the **Track Duration** only.
- **Active Faders**: This setting allows you to enable or disable Engine Lighting control on up to four channels at a time. Tap the **CH1–CH4** names to activate each channel.
- **Version**: Displays the current Engine Lighting version.

DMX Interfaces

Use this screen to view connected DMX interfaces and their Universe Assignments.

Philips Hue

Use this screen to set up Philips Hue devices.

Nanoleaf

Use this screen to set up Nanoleaf devices.

Appendix

FX Parameters

Main FX

Echo	Parameter	Value Range
This effect adds echoes of the original signal.	Beats	1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4
	Feedback	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Wet/Dry	0–100%

Echo Out	Parameter	Value Range
This effect adds echoes of the original signal with increased feedback at higher wet/dry values for transition effects.	Beats	1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount / Feedback	0–100% <50%: Effect is mixed with program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the tail length (feedback) is increased.

Swell Verb	Parameter	Value Range
This effect adds reverberation to the original signal that grows larger as the amount is increased.	Room Size	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Wet/Dry	0–100%

Delay	Parameter	Value Range
This effect adds repeated instances of the original signal that decay over time.	Beats	1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 3, 4
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount	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	1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Feedback	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Depth	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	1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64
	Feedback	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Depth	0–100%

Hold Echo	Parameter	Value Range
This effect grabs a chunk of the original audio and holds it.	Beats	1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount / Feedback	0–100 0%: The effect is not heard, and the effect buffer is reset if it was previously engaged. <50%: The effect is mixed with the program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the wet mix is increased, and feedback is increased until there is no decay at 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	1/8, 1/4, 1/2, 3/4, 1, 2, 4
	Pan	0–100% (50 = center)
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount	0–100%

Recycler	Parameter	Value Range
This effect adds an analog-style delay with added warmth and saturation on every cycle.	Beats	1/32, 1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 3/2, 2, 3, 4
	Resonance	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount	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	1/32, 1/16, 1/8, 1/4, 1/2, 1, 2
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount / Length	0–100% <50%: Effect is mixed with program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the choke is increased.

Stutter Out	Parameter	Value Range
This effect adds an echo out in a selected pattern for transition effects.	Pattern	1, 2, 3, 4, 5, 6, 7, 8, 9, 10T, 11T, 12T, 13T
	Bars	1, 2, 3
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount	0–100% As the value is increased, the length of the repeated sample is reduced.

Riser	Parameter	Value Range
This effect adds a glitchy delay that rises in speed and pitch before echoing out.	Time	1/4, 1/2, 3/4, 1, 2
	Length	1–9
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount/Speed	0–100% <50%: Effect is mixed with program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the speed of the rise is increased.

Pitch Down	Parameter	Value Range
This effect chromatically transposes the pitch of the captured audio down in time with the beat.	Beats	1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2
	Length	1–9
	Amount / Length	0–100% <50%: Effect is mixed with program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the length of the repeated sample is reduced.

Scale Down	Parameter	Value Range
This effect transposes the pitch of the captured audio down in a set scale in time with the beat.	Beats	1/16, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2
	Scale	Major, Minor, Whole, Pentatonic
	Amount / Length	0–100% <50%: Effect is mixed with program audio from the assigned deck. As the value is reduced, the effect wet mix is reduced. 50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. >50%: The effect is 100% wet, and no program audio from the deck is heard while the effect is engaged. As the value is increased, the length of the repeated sample is reduced.

Reverb	Parameter	Value Range
This effect adds reverberation to the original signal.	Room Size	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Dry/Wet	0–100%

LFO Verb	Parameter	Value Range
This effect adds reverberation to the original signal with a controllable LFO for modulation.	Resonance	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount / Rate	0–100% As the value is increased past 50%, the LFO rate increases.

Reverb Drop	Parameter	Value Range
This effect adds reverberation with a drop to the original signal.	Beats	1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32
	Pump Rate	0, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Blend	0–100%

Reverse Verb	Parameter	Value Range
This effect adds reversed reverberation to the original signal.	Beats	1/4, 1/3, 1/2, 3/4, 1, 2, 4
	Delay Time	0–100 ms
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Dry/Wet	0–100%

Reverb Rise	Parameter	Value Range
This effect adds rising reverberation to the original signal.	Beats	1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32
	Pump Rate	0, 1/8, 1/4, 1/3, 1/2, 3/4, 1, 2, 4
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Blend	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), but with the phase inverted.	Beats	1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64
	Feedback	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Depth	0–100%

Flex Gate	Parameter	Value Range
This effect applies multiple gate types and syncs to the track’s phase.	Beats	1/8, 1/4, 1/2, 1, 2
	Pattern	Straight, Pulse, Pumper, Marching, Fader, Offbeats, Off+Pan, L/R Pan, LL/RR Pan
	Dry/Wet	0–100

BeatBreak	Parameter	Value Range
This effect samples the 4 beats of each bar of the original signal and replays them (within the same bar) according to a preset pattern, creating a “stuttering,” “breakbeat” effect.	Pattern	See below
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Dry/Wet	0–100

To select a pattern to use, turn the **FX Parameter** knob to select one of 10 patterns, as shown in the Main FX area at the bottom of Performance view. The 16 blocks (▉) and/or lines (__) below it indicate the rhythm of the current pattern similarly to a drum machine’s step sequencer: a block represents a “hit”/”strike” and a line represents a rest.

Examples:

▉▉▉_▉▉▉_▉▉▉_▉▉▉_

▉_▉_▉_▉_▉_▉_▉_▉_ (indicates a hit on every 8th note)

▉_ _▉▉_ _▉▉_ _▉▉_ _▉

LFO Filter	Parameter	Value Range
This effect varies the cutoff frequency at a regular rate.	Beats	1/16, 1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16, 32
	Resonance	0–100
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz
	Amount	0–100%

Backspin	Parameter	Value Range
This effect simulates a turntable reverse spin, without losing your place in the track.	Beats	1/4, 1/2, 1, 2, 4, 8
	Speed	Low, Mid, High

Brake	Parameter	Value Range
This effect simulates a turntable slowdown.	Beats	1/4, 1/2, 1, 2, 4, 8

Crush	Parameter	Value Range
This effect applies bit reduction to the original signal for a lo-fi, down-sampled effect.	Crush	0–100%
	Amount	0–100%
	Frequency	<60 Hz – <18.2 kHz, All Bands, >60 Hz – >18.2 kHz

Touch FX

LFO Echo	Parameter		Value Range
This effect adds echoes of the original signal, with a filter cutoff frequency varied at a regular rate.	X-Axis	Beats	8, 4, 2, 1, 3/4, 1/2, 1/4, 1/8
	Y-Axis	Resonance	0–100
		Feedback	0–100

Filter Roll	Parameter		Value Range
This effect samples the current audio signal and repeats it at a regular rate based on the current time division, with an additional filter.	X-Axis	Beats	2, 1, 1/2, 1/4, 1/8, 1/16, 1/32
	Y-Axis	Filter	Lo–Hi
		Resonance	0–100

Filter Echo	Parameter		Value Range
This effect adds echoes of the original signal with an additional filter.	X-Axis	Beats	1, 3/4, 1/2, 1/4, 1/8, 1/16
	Y-Axis	Filter	Lo–Hi
		Amount	0–100

Filter Dub Echo	Parameter		Value Range
This effect adds spring reverb-like echoes of the original signal with an additional filter for dub style effects.	X-Axis	Beats	1, 1/2, 1/4, 1/8
	Y-Axis	Filter	Lo–Hi
		Resonance	0–100
		Amount	0–100

Filter Gate	Parameter		Value Range
This effect applies filtered level reduction to the original signal at the set rate.	X-Axis	Beats	1, 1/2, 1/4, 1/8, 1/16
	Y-Axis	Filter	Lo–Hi
		Resonance	0–100

Noise Gate	Parameter		Value Range
This effect applies filtered level reduction and noise to the original signal at the set rate.	X-Axis	Beats	1, 1/2, 1/4, 1/8, 1/16
	Y-Axis	Filter	Lo–Hi
		Reverb	0–100
		Noise Volume	-20 – 15 dB

Filter Reverb	Parameter		Value Range
This effect adds filtered reverberation to the original signal.	X-Axis	Amount	0–100
	Y-Axis	Filter	Lo–Hi
		Room Size	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).	X-Axis	Speed	16, 8, 4, 2, 1, 1/2, 1/4, 1/8
	Y-Axis	Resonance	0–100

LFO Filter	Parameter		Value Range
This effect varies the cutoff frequency at a regular rate.	X-Axis	Beats	8, 4, 2, 1, 3/4, 1/2, 1/4, 1/8
	Y-Axis	Resonance	0–100

Filter	Parameter		Value Range
This effect adds a resonant filter to the original signal.	X-Axis	Resonance	0–100
	Y-Axis	Cutoff	Lo–Hi

Technical Specifications

Digital Audio		
Converters	ESS ES9017S, 32-bit, 44.1 kHz	
Digital Signal Processing	32-bit, Floating Point, Double Precision	
Audio Outputs		
Main Output, Booth Output, Zone Output (XLR)	DAC	32-bit
	Dynamic Range (DR)	119 dB (A-weighted)
	Output Type	Balanced XLR
	Maximum Output Level (XLR)	+20 dBu (8 Vrms)
	Frequency Response	20 Hz – 20 kHz: +0, -1 dB
	THD+N	0.001%
Main Output (RCA stereo pair)	DAC	32-bit
	Dynamic Range (DR)	118 dB (A-weighted)
	Output Type	RCA stereo pair
	Maximum Output Level	+14 dBu (4 Vrms)
	Frequency Response	20 Hz – 20 kHz: +0, -1 dB
	THD+N	0.003%
Headphone Output (1/4” [6.35 mm] and 1/8” [3.5 mm] TRS)	DAC	32-bit
	Dynamic Range (DR)	113 dB
	Output Type	Stereo TRS (1/8” and 1/4” jacks)
	Cue Features	Cue / Split Cue
	Maximum Output Level (No Load)	+14 dBu (4 Vrms)
	Output Power	180 mW @ 32 Ω / 10 mW @ 600 Ω
	Frequency Response	20 Hz – 20 kHz: +0, -1 dB
	THD+N	0.001%

Inputs		
Microphones 1 & 2 (Combo XLR/1/4” [6.35 mm] TRS)	Input Type	Balanced XLR/TRS combo
	Dynamic Range	100 dB
	Maximum Input Level	100 mVrms
	Frequency Response	20 Hz – 20 kHz
	THD+N	< 0.005%
Instrument Input (1/4” [6.35 mm] TS)	Input Type	TRS
	Dynamic Range	111 dB
	Maximum Input Level	+15 dBu (4.3 Vrms)
	Frequency Response	20 Hz – 20 kHz
	THD+N	0.002%
Line Inputs 3 & 4 (RCA stereo pairs)	Input Type	Line-level RCA
	Dynamic Range	114 dB
	Maximum Input Level	+14 dBu (4 Vrms)
	Frequency Response	20 Hz – 20 kHz
	THD+N	0.001%
Phono Inputs 3 & 4 (RCA stereo pairs)	Input Type	Phono (RIAA equalized)-level RCA
	Maximum Input Level	-17 dBu
	Gain	+31.7 dB @ 1 kHz
	Frequency Response	RIAA curve (vinyl-accurate)
Performance Pads		
Pads	(16) MPCe velocity and pressure-sensitive pads with 3D-sensing technology (8 per deck)	
Faders		
Channel Faders	(4) 45 mm channel faders	
Crossfader	(1) 45 mm crossfader	
Displays		
Main Display	1280x800 full color, optically bonded, multi- touch display 10.1" / 256.5 mm	
Wheel Displays	(2) RGB LED arrays, with 60 LEDs per display	
CPU		
Processor	8-core ARM® processor	
RAM	4 GB	

Wi-Fi & Bluetooth		
Wi-Fi	2.4 GHz / 5 GHz 802.11a/b/g/n/ac Wi-Fi 5	
Wireless Technology	Bluetooth® - Qualified against Bluetooth® Core 5.4 - Supports Bluetooth keyboards and audio devices	
	Frequency Band(s) (Banda(s) de frecuencia) (Bande(s) de fréquences) (Banda/e di frequenza) (Frequenzband/-bänder)	2402 – 2480 MHz
	Maximum Radio Frequency Power (Potencia máxima de radiofrecuencia) (Puissance radiofréquence maximale) (Potenza massima in radiofrequenza) (Maximale Radiofrequenzstärke)	+17 dBm (2.4 GHz) +17 dBm (5 GHz)
Supported Media		
File Systems	exFAT (recommended) FAT32	
Playable Media	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)	
Streaming Services		
Onboard Streaming Services (Subscription required)	Amazon Music Unlimited Apple Music Beatport SoundCloud Go+ TIDAL (+ DJ add-on)	
Lighting		
Built-in DMX Interface (Isolated)	Direct control of DMX lighting systems without external hardware 1 Universe (512 channels)	
Onboard Smart Lighting	Philips Hue Nanoleaf	
Supported DMX	SoundSwitch DMX Micro SoundSwitch Control One	
Power		
Power Supply	Input Type	IEC
	Input Voltage	100–240 VAC
	Frequency	50/60 Hz
	Power Consumption	100 W

General		
Dimensions (width x depth x height)	30.00” x 19.57” x 4.13” 76.20 x 49.71 x 10.49 cm	
Weight	21.83 lbs. 9.9 kg	
Connections		
Inputs	Microphones	Mic 1: XLR + 1/4”/6.35 mm Combo Jack Mic 2/Instrument: XLR + 1/4”/6.35 mm Combo Jack
	Line/Phono	Channel 3: Stereo Pair (RCA) Channel 4: Stereo Pair (RCA)
Outputs	Main	(2) XLR Stereo Pair (RCA)
	Booth	(2) XLR
	Zone	(2) XLR
	Headphones	1/4”/6.35 mm Stereo Jack 1/8”/3.5mm Stereo Mini-Jack
	Lighting	DMX
Media Inputs	USB	USB 1: Type-A, USB 2.0 High Speed, 1.0 A USB 2: Type-C, USB 2.0 High Speed, 1.0 A USB 3: Type-A, USB 3.0 SuperSpeed, 1.0 A Computer/Media: Type-C, USB 3.0 SuperSpeed, 2.0 A
	SD Media Input	SD, SDHC, SDXC
	Internal HD	SATA 3.0
Power		Locking IEC

Specifications are subject to change without notice.



This product contains a coin cell battery which may not be disposed of in normal household waste—separate collection required.

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