

Tabelle1

MC3000 No. / Controls		FUNCTIONALITY			
		PUSH / ROTATE		(7) SHIFT +	(29) SAMPLE +
(1)	EFX.1 KNOB	SAMP. MODE (3) = on SAMP. MODE (3) = off	Controls the effect Flanger		
	EFX.2 KNOB	SAMP. MODE (3) = on SAMP. MODE (3) = off	Controls the effect Cutt-Off		
	EFX.3 KNOB	SAMP. MODE (3) = on SAMP. MODE (3) = off	Controls the effect Resonance		
	EFX.4 KNOB	SAMP. MODE (3) = on SAMP. MODE (3) = off			
(2)	EFX.1(SAMP.1)	SAMP. MODE (3) = on SAMP. MODE (3) = off	Play or Stop sample 1 (Sample 9 on other Deck)	Play or Stop sample 5 (Sample 13 on other Deck)	
	EFX.2(SAMP.2)	SAMP. MODE (3) = on SAMP. MODE (3) = off	Play or Stop sample 2 (Sample 10 on other Deck)	Play or Stop sample 6 (Sample 14 on other Deck)	
	EFX.3(SAMP.3)	SAMP. MODE (3) = on SAMP. MODE (3) = off	Play or Stop sample 3 (Sample 11 on other Deck)	Play or Stop sample 7 (Sample 15 on other Deck)	
	EFX.4(SAMP.4)	SAMP. MODE (3) = on SAMP. MODE (3) = off	Play or Stop sample 4 (Sample 12 on other Deck)	Play or Stop sample 8 (Sample 16 on other Deck)	
(4)	LOOP IN		Sets loop in point		
	LOOP OUT		Sets loop out point		
(5)	AUTO LOOP		Switches auto loop feature on and off		
	+ / -		Edit the loop size		
(6)	CUE 1-4	CUE 5 – 8= on	Save cue point (1-4) or load and play if still exist	Delete the cue point	
		CUE 5 – 8= off	Save cue point (5-8) or load and play if still exist	Delete the cue point	
(7)	SHIFT		See column SHIFT		
(8)	(CUE 5-8)		Switch between CUE 1-4 or Cue 5-8		
(9)	DECK CHG. A		Selects focus as DECK A		
	DECK CHG. B		Selects focus as DECK B		
	DECK CHG. C				
	DECK CHG. D				
(10)	KEYLOCK		Switch between Time and Pitch mode		
(11)	JOG WHEEL		Jog Wheel for scratching or pitch bend depends on vinyl mode (17)		
(12)	PITCH FADER		Adjust the pitch		
(13)	SYNC		Synchronize the beat with the other deck		
(14)	CUE		Sets current cue point, or back to current cue point		
(15)	PLAY / CUE		Play or Pause		
(16)	PITCH BEND +/-		Controls the pitch bend		
(17)	VINYL MODE		Switches between jogwheel scratch or pitchbend mode		
(18)	CHANNEL FADER		Controls the levels of the selected channel		
(19)	CROSS FADER		Controls the relative output level from the summed A and B mixes		
(20)	CHANNEL LEVEL		Adjust the level of the selected channel		
(21)	CHANNEL SELECT A/C		Selects deck A or C as input source for the channel strip		
	CHANNEL SELECT B/D		Selects deck B or D as input source for the channel strip		
(22)	FX1 / 2		FX 1: Switches Auto-DJ on or off FX2: Start and Fade to other player		
(23)	CHANNEL EQ HI		Adjust the Hi-frequency response		
	CHANNEL EQ MID		Adjust the Mid-frequency response		
	CHANNEL EQ LOW		Adjust the Low-frequency response		
(24)	LOAD A/C		Add selected to playlist (short pressed) or load into player (long pressed)		
	LOAD B/C		Add selected to playlist (short pressed) or load into player (long pressed)		
(25)	TRACK SELECTED KNOB		ROTATE: Scroll through selected library or playlist		Move selected file in the playlist
			PUSH: Open or close selected tree or open previewplayer in playlist or file archive table		
(26)	BACK		Jump to previous table	(If the previewplayer is open search forward in the previewplayer)	
	FWD		Jump to next table	(If the previewplayer is open search backward in the previewplayer)	
(27)	RECORD		Start or stop mixrecording		
(28)	EFX				
(29)	SAMPLE		See column SAMPLE		
(30)	BROWSE		Switch between Mixer, Master and File Archive Mode		
(31)	DECK MASTER		Switch levels between Player and Masterlevels		
(32)	FILTER KNOB				
(33)	CUE		Selects the source of the channel with the CUE button to the headphone after monitor mix		

