DENON DJ

MC4000

User Guide (English)

Introduction

Package Contents

MC4000	Software Download Card	User Guide
USB Cable	Serato DJ Voucher Card	Safety & Warranty Manual
Power Adapter		

Support

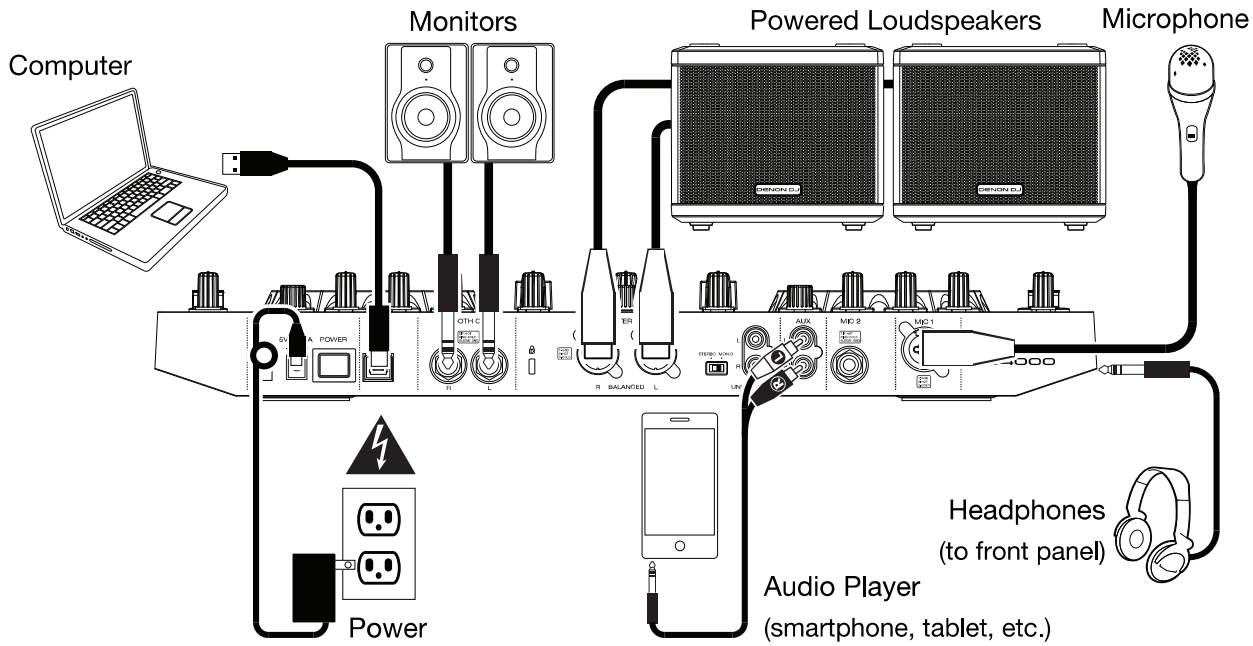
For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit **denondj.com**.

Setup

Important: Occasionally, we may update MC4000's firmware to improve its performance. Visit **denondj.com** to check for available firmware updates, especially after you update your software (firmware updates may address new software features).

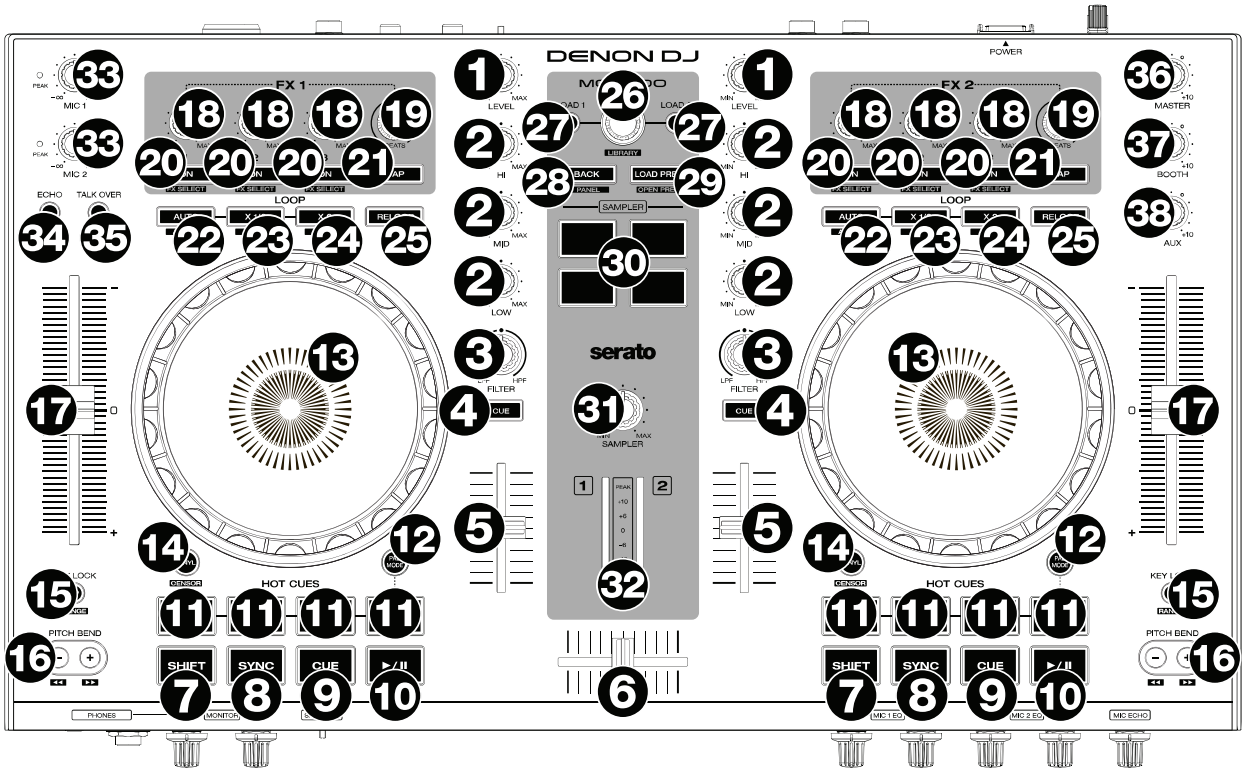
Note: Items not listed under the ***Introduction > Package Contents*** are sold separately.

1. **Windows users only:** Download and install the latest drivers from **denondj.com**.
2. Download and install the latest version of Serato DJ Intro from **serato.com**.
3. Connect input sources (microphones, CD players, etc.) to MC4000.
4. Connect output devices (headphones, power amplifiers, sub-mixer, etc.) to MC4000.
5. Plug all devices into power sources, and turn on devices in proper order:
   - When starting a session, turn on **(1)** input sources, **(2)** MC4000, **(3)** output devices.
   - When ending a session, turn off **(1)** output devices, **(2)** MC4000, **(3)** input sources.
6. Using a standard USB cable (included), connect the **USB port** on MC4000 to your computer.
7. Open Serato DJ Intro and go! For more information on how to use Serato DJ Intro with MC4000, visit **serato.com/dj/support** and select **Denon DJ MC4000**.



Features

Top Panel



1. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
2. **Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.
3. **Channel Filter:** Turn this knob to adjust the filter applied to the channel. Turn the knob counterclockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass filter.
4. **Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.
5. **Channel Fader:** Use this fader to adjust the channel's volume level.
6. **Crossfader:** Use this crossfader to mix between the two decks.
7. **Shift:** Press and hold this button to access secondary functions of other controls.
8. **Sync / Sync Off:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase.

   Press and hold **Shift** and press this button to deactivate Sync.
9. **Cue / Track Start:** During playback, press this button to return the track to a temporary cue point. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button.)

   If the deck is paused, press and hold this button to play the track from the temporary cue point. Release the button to return the track to the temporary cue point and pause it. To continue playback without returning to the temporary cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons.

   Press and hold **Shift** and then press this button to return to the start of the track.

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

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

11. **Hot Cues:** Press any of these 4 pads to set and jump to a hot cue point. To set a hot cue point, press an unlit pad at the desired location in the track (the pad will then be lit). To jump to that hot cue point, press the lit pad. To delete a hot cue point, press and hold **Shift** and then press a lit pad.

12. **Pad Mode:** Use this button to access advanced pad modes when using Serato DJ.

13. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the **Vinyl** button is on, move the **platter** to “scratch” the track as you would with a vinyl record. When the **Vinyl** button is off (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track’s speed.

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

    Press and hold **Shift** and then move the platter to move quickly through the track.

14. **Vinyl / Censor:** Press this button 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.

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

15. **Key Lock / Range:** Press this button to activate/deactivate Key Lock. When Key Lock is activated, the track’s key will remain the same even if you adjust its speed.

    Press and hold **Shift** and then press this button to cycle through the available ranges of the **pitch fader**.

16. **Pitch Bend -/+ / ⏮/⏭:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

    Press and hold **Shift** and then press and hold one of these buttons to rewind or fast-forward (respectively) through the track.

17. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Key Lock / Range** button.

18. **FX Level:** Turn this knob to adjust the level of the corresponding effect. The **FX On** button under the knob must be lit for this knob to function.

    Press and hold **Shift** and then turn this knob to scroll through the list of effects.

19. **FX Beats:** Turn this knob to adjust the rate of time-based effects on that deck.

20. **FX On / Select:** Press this button to turn the corresponding effect on or off. Press and hold **Shift** and then press this button to select an effect in the software.

21. **FX Tap:** Tap this button repeatedly at the desired tempo to set the rate of the effects’ low-frequency oscillators (LFOs). Press and hold this button to reset Beat Multiplier to the Deck’s BPM.

22. **Auto-Loop / Auto 4:** Press this button to create an auto-loop with the length that is set in the software. Press and hold **Shift** and then press this button to create a 4-bar auto-loop, regardless of the auto-loop length setting.

23. **X 1/2 Loop / Loop In:** Press this button to halve the length of the current loop. Press and hold **Shift** and then press this button to create a Loop In point at the current location.

24. **X 2 Loop / Loop Out:** Press this button to double the length of the current loop. Press and hold **Shift** and then press this button to create a Loop Out point at the current location.

25. **Reloop:** Press this button to skip to the last-played loop and activate it immediately.

26. **Browse / Library Knob:** Turn this knob to navigate through the software. Press the knob to select an item. Press and hold **Shift** and then turn this knob to browse quickly through the tracks in your library.
27. **Load:** Press this button to load the currently selected track to the deck. Press it quickly twice to load the same track to both decks ("instant doubles").
28. **Back / Panel:** Press this button to move to the previous window of the software. Press and hold **Shift** and then press this button to cycle through the panels in the software.
29. **Load Prep / Open Prep:** Press this button to load the currently selected track to the Prepare Crate.

    Press and hold **Shift** and then press this button to jump to the Prepare Crate in the software.
30. **Sampler Pads:** Press these pads to play their corresponding samples in the software's sampler (1–4). Press and hold **Shift** and then press a pad to stop its sample playback.
31. **Sample Level:** Turn this knob to adjust the volume level of the software's sampler.
32. **Level Meters:** These LEDs display the audio signal depending on the state of each deck and **Channel Fader**. The meters are not affected by the position of the **Master Knob**.

    If a **Channel Fader** is at its minimum position, the meter will show the deck's pre-fader level. The left meter represents Deck 1, and the right meter represents Deck 2.

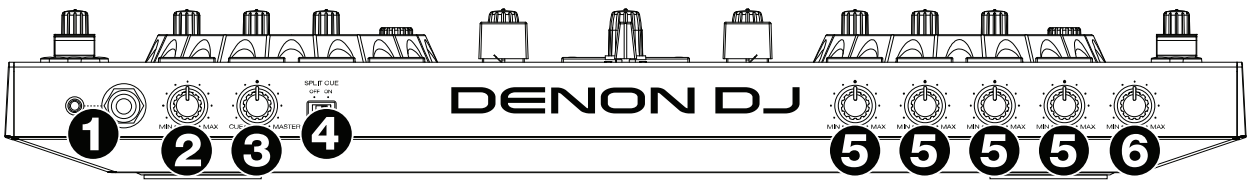
    If a **Channel Fader** is higher than its minimum position, both meters will show the summed, post-fader output of the playing deck(s).

    Press the **Cue** button on a deck to split the meters between a cued deck (**Channel Fader** at its minimum position) and a playing deck (**Channel Fader** higher than its minimum position). The LEDs for the Cue deck will change only if audio is playing. Otherwise, it will continue showing the summed, post-fader output of the playing deck.
33. **Mic Volume:** Turn these knobs to adjust the volume levels of the corresponding microphone inputs. The **Peak** light next to each knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak).

    Important: The audio signals from the microphones are routed directly to the **Master Outputs**. They are not routed into/through the software.
34. **Mic Echo:** Press this button to activate/deactivate the reverb effect on the microphones' audio signal.
35. **Mic Talk Over / Post:** Press this button to activate/deactivate the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphone.

    Press and hold **Shift** and then press this button to activate/deactivate the "post" feature. When on, the microphones' signal will not be sent to the **Booth Outputs**.
36. **Master:** Turn this knob to adjust the volume level of the **Master Outputs**.
37. **Booth:** Turn this knob to adjust the volume level of the **Booth Outputs**.
38. **Aux:** Turn this knob to adjust the input volume of the **Aux Inputs**.

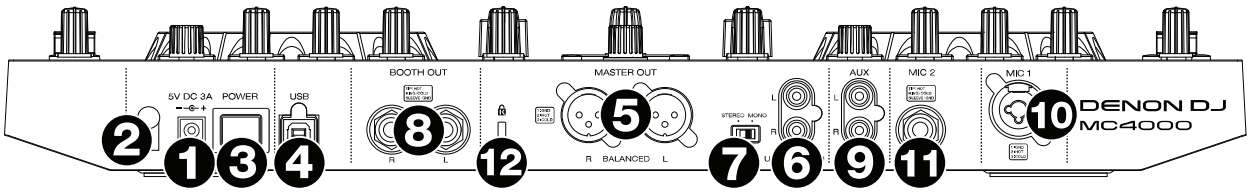
Front Panel



1. **Phones Outputs (1/4" or 1/8" / 6.35 mm or 3.5 mm):** Connect headphones to these 1/4" (6.35 mm) and 1/8" (3.5 mm) jacks for monitoring the signal. The headphone volume is controlled using the **Monitor Level** knob.
2. **Monitor Level:** Adjusts the volume for headphone cueing in the software.
3. **Monitor Pan:** Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.

4. **Split Cue:** When this switch is in the **On** position, the headphone audio will be “split” such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is in the **Off** position, the cue channel and master mix will be “blended” together.
5. **Mic EQ:** Turn these knobs to boost or cut the high and low frequencies for the corresponding microphones.
6. **Mic Echo Level:** Turn this knob to adjust the amount of the reverb effect on the microphones’ audio signal.

Rear Panel



1. **Power Input:** Use the included power adapter (5 VDC, 3 A, center-positive) to connect this input to your power source.
2. **Cable Restraint:** You can secure cables to this restraint to help avoid disconnecting them accidentally.
3. **Power Button:** Press this button to power MC4000 on or off. Power on MC4000 only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers. Power off your amplifiers and loudspeakers **before** powering off MC4000.
4. **USB Port:** Use a standard USB cable (included) to connect this USB port to an available USB port on yoru computer. This connection sends and receives audio and control information to and from the computer.
5. **Master Outputs (XLR, balanced):** Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.
6. **Master Outputs (RCA, unbalanced):** Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.
7. **Stereo/Mono:** Use this switch to set the channel configuration of the **Master Outputs**: **Stereo** (binaural audio using separate left and right channels) or **Mono** (summed monaural audio through both left and right channels).
8. **Booth Outputs (1/4” / 6.35 mm):** Use standard RCA cables to connect these outputs to booth monitors or a booth amplifier system. Use the **Booth** knob on the top panel to control the volume level.
9. **Aux Inputs:** Use standard RCA cables to connect these line-level inputs to an external audio source (smartphone, tablet, media player, etc.). Use the **Aux** knob on the top panel to control the volume level.
10. **Mic 1 Input (XLR or 1/4” / 6.35 mm):** Use a standard XLR or 1/4” (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input. Use the **Mic 1 Volume** knob on the top panel to control the volume level.
11. **Mic 2 Input (1/4” / 6.35 mm):** Use a standard 1/4” (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input. Use the **Mic 2 Volume** knob on the top panel to control the volume level.
12. **Kensington® Lock:** Use this slot to secure MC4000 to a table or other surface.

MIDI Commands

For all LEDs, Receive commands are identical to their Send commands.

Sending a value of **0** turns the LED **off.** Sending any other value (**1–127**) turns the LED **on.**

The **Pad Mode** button and 4 **Hot Cue** pads are bi-colored and can be set to blue, red, or purple by sending the corresponding "color value" (0–3) from the **Value** column.

#	MC4000 Control	MIDI Command (Send)										
		Command			Number			Shift Number			Value	
		Channel (Deck 1 / Deck 2)	Event	Hex	Dec	Hex	Note	Dec	Hex	Note	Dec	Hex
1	Platter Touch	(1 / 2)	Note On Note Off	0x9n 0x8n	6	0x6	F#-2				Note On: 127 Note Off: 0	Note On: 0x7F Note Off: 0x00
2	Vinyl Mode				7	0x7	G-2	16	0x10	C#-2		
3	Key Lock				13	0xD	C#-1	14	0xE	D-1		
4	Pitch Bend –				12	0xC	C-1	32	0x20	G#0		
5	Pitch Bend +				11	0xB	B-2	33	0x21	A0		
6	Sync				2	0x2	D-2	3	0x3	D#-2		
7	Cue (initial)				1	0x1	C#-2	5	0x5	F-2		
8	Play/Pause				0	0x0	C-2	4	0x4	E-2		
9	Cue (headphone)				27	0x1B	D#0					
10	Auto	(5 / 6)			50	0x32	D2	63	0x3F	D#3		
11	x1/2				52	0x34	E2	56	0x38	G#2		
12	x2				53	0x35	F2	57	0x39	A2		
13	Reloop				51	0x33	D#2	62	0x3E	D3		
14	Hot Cue Pad 1				20	0x14	G#-1	28	0x1C	E0	Color Values: 0 = Off 1 = Blue 2 = Red 3 = Purple	
15	Hot Cue Pad 2				21	0x15	A-1	29	0x1D	F0		
16	Hot Cue Pad 3				22	0x16	A#-1	30	0x1E	F#0		
17	Hot Cue Pad 4				23	0x17	B-1	31	0x1F	G0		
18	FX 1 On	(9 / 10)			0	0x0	C-2	11	0xB	B-2		
19	FX 2 On				1	0x1	C#-2	12	0xC	C-1	Note On: 127 Note Off: 0	Note On: 0x7F Note Off: 0x00
20	FX 3 On				2	0x2	D-2	13	0xD	C#-1		
21	Tap				4	0x4	E-2	10	0xA	A#-2		
22	Beats				65	0x41	F3					
23	Pad Mode	(11 / 12)			127	0x7F	G8				Color Values: 0 = Off / 1 = Blue 2 = Red / 3 = Purple	
24	Shift	16			50	0x32	D2					
25	Split Cue				28	0x1C	E0					
26	Load 1				2	0x2	D-2					
27	Library				31	0x1F	G0					
28	Load 2				3	0x3	D#-2					
29	Back				7	0x7	G-2	17	0x11	F-1	Note On: 127 Note Off: 0	Note On: 0x7F Note Off: 0x00
30	Load Prep				27	0x1B	D#0	16	0x10	E-1		
31	Sampler Pad 1				33	0x21	A0	40	0x28	E1		
32	Sampler Pad 2				34	0x22	A#0	41	0x29	F1		
33	Sampler Pad 3				35	0x23	B0	42	0x2A	F#1		
34	Sampler Pad 4				36	0x24	C1	43	0x2B	G1		

#	MC4000 Control	MIDI Command (Send)								
		Command			Number		Shift Number		Value	
		Channel (Deck 1 / Deck 2)	Event	Hex	Dec	Hex	Dec	Hex	Dec	Hex
35	Jog Wheel	(1 / 2)	CC	0xBn	6	0x6			Reverse: 127–64 Forward: 1–63 Slow to fast Relative data	Reverse: 0x7F–0x40 Forward: 0x01–0x3F Slow to fast Relative data
36	Beats Encoder	(9 / 10)			3	0x3				
37	Library Encoder	16			0	0x0	1	0x1		
38	FX Knob 1	(9 / 10)			0	0x0	11	0xB	0–127	0x0–0x7F
39	FX Knob 2				1	0x1	12	0xC		
40	FX Knob 3				2	0x2	13	0xD		
41	Level Knob	(1 / 2)			22	0x16				
42	Hi Knob				23	0x17				
43	Mid Knob				24	0x18				
44	Low Knob				25	0x19				
45	Filter Knob				26	0x1A				
46	Channel Fader				28	0x1C				
47	Sampler Knob	16			26	0x1A				
48	Crossfader				8	0x8				
49	Monitor Level Knob				12	0xC				
50	Monitor Pan Knob				13	0xD				
51	Pitch Fader	(1 / 2)			9 (LSB)	0x09 (LSB)	41 (MSB)	0x29 (MSB)		

#	MC4000 Control	MIDI Command (Receive)			
		Channel	Event	Dec	Hex
52	LED Meters (both)	16	CC	24	0x18
53	LED Meters (left)	16	CC	68	0x44
54	LED Meters (right)	16	CC	69	0x45

	LED State	Meter Value	
	0 = Off / 1 = On	Dec	Hex
(All meter LEDs on)	1111111	109–127	6D–7F
	1111110	91–108	5B–6C
	1111100	73–90	49–5A
	1111000	55–72	37–48
	1110000	37–54	25–36
	1100000	19–36	13–24
	1000000	1–18	1–12
(All meter LEDs off)	0000000	0	0

#	MC4000 Control	MIDI Command (Receive)				
		Channel	Event	Dec	Hex	Value
55	All LEDs on	1	CC	117	0x75	0 = Off 1–127 = On

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Manual Version 1.2