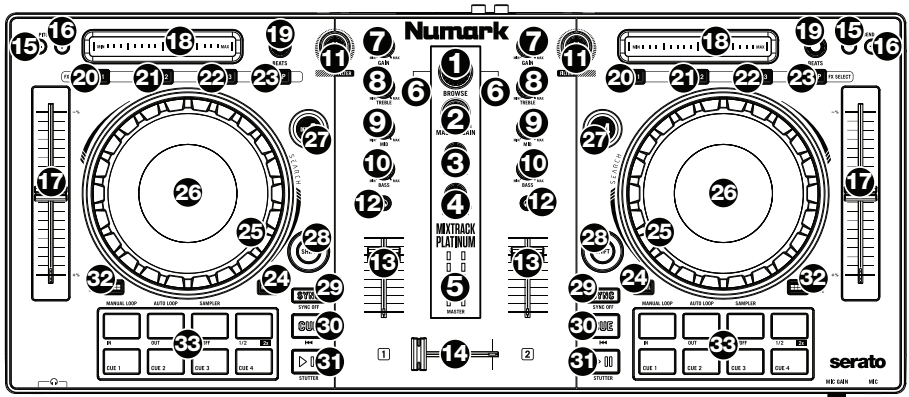# Features

Top Panel

1. **Browse Knob:** Rotate this knob to cycle through folders and tracks. Press the knob to cycle between the Crates and Library.

2. **Master Gain:** Adjusts the master volume in the software.

    Note: This control does not affect the microphone volume, which is summed with the final output of the Master Gain to the Master Output. Use the **Mic Gain** knob to control the microphone volume.

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

4. **Cue Gain:** Adjusts the volume for headphone cueing in the software.

5. **Master Output LEDs:** Displays the audio level going to the Master Output.

6. **Load:** Press one of these buttons while a track is selected to assign it to Deck A or B, respectively, in the software.

7. **Gain:** Adjusts the pre-fader, pre-EQ audio level of the corresponding channel in the software.

8. **High EQ:** Controls the treble frequencies for the individual channels.

9. **Mid EQ:** Controls the mid-range frequencies for the individual channels.

10. **Low EQ:** Controls the bass frequencies for the individual channels.

11. **Filter:** Adjusts the amount of the filter effect. Turning the knob left and right will produce a low-pass filter and high-pass filter, respectively.

12. **Cue/PFL:** Sends pre-fader audio to the Cue Channel for headphone monitoring.

13. **Channel Fader:** Adjusts the volume of the individual channels in the software.

14. **Crossfader:** Controls the blend between the two decks.

15. **Pitch Bend Down:** Press and hold to momentarily reduce the speed of the track.

16. **Pitch Bend Up:** Press and hold to momentarily increase the speed of the track.

17. **Pitch Fader:** This controls the speed of the music. Moving towards the "**+**" will speed the music up, while moving towards the "**–**" will slow it down.

18. **Touch Strip:** Use the Touch Strip to adjust the assigned FX. Press **Shift + Touch Strip** to search through a track's timeline.

19. **Beats Multiplier:** Increases and decreases the rate of the effects to the beat. When using a time-based effect, this knob adjusts its time division.

20. **FX1 On/Off:** Turns FX1 on and off. Press **Shift + FX1** to select from the list of available effects in the software.

21. **FX2 On/Off:** Turns FX2 on and off. Press **Shift + FX2** to select from the list of available effects in the software.

22. **FX3 On/Off:** Turns FX3 on and off. Press **Shift + FX3** to select from the list of available effects in the software.

23. **Tap BPM:** Press this 4 or more times to manually enter a new BPM. The software will ignore the track's BPM and follow your manually entered tempo.

24. **Wheel Button:** Activate this button to use the platter/jog wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. Press **Shift + Wheel** to toggle the **Display** to show elapsed time or time remaining on the current song.

25. **Platter/Jog Wheel:** This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. When the Wheel button is not active, use the jog wheel to bend the pitch of the track. When the Wheel button is active, use the jog wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend the pitch of the track.

26. **Display:** Use this screen to view information about the current track. See *Features > Display* for more information.

27. **Layer:** Selects which Layer in the software is controlled by that hardware Deck. Deck A can control Layer 1 or 3; Deck B can control Layer 2 or 4.

28. **Shift:** Allows multiple control commands to be triggered when pressed first along with other buttons.

29. **Sync:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase. Press **Shift** and press this button to deactivate Sync.

30. **Cue (Transport Control):** Sets and recalls the main Cue point in the current track. Hold down the **Cue** button for temporary play of the cue point. The track will play for as long as the button is held down and return to the cue point once it is released. Press **Shift + Cue** to return the play head to the start of the track.

31. **Play/Pause:** Starts and suspends playback. Press **Shift + Play/Pause** to stutter the track from the last set cue point. If a cue point has not been set, the play head will return to the start of the track.

32. **Pad Mode:** This is used to change the operation of the top 4 **Performance Pads**. See *Operation > Performance Pad Modes* for more information.

33. **Performance Pads:** The top row of pads is used to trigger loop points or samples depending on the **Pad Mode** setting. See *Operation > Performance Pad Modes* for more information.

    The bottom row of pads is used to trigger Cue points. If a Cue point has not already been set for the loaded track, this control will mark the Cue point. If a Cue point has already been set, this control will jump to Cue point.

Front Panel

1. **Headphone Output:** 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 **Cue Gain** knob.

2. **Microphone Input:** Connect a standard dynamic microphone to this 1/4" (6.35 mm) jack.

3. **Mic Gain:** Adjusts the level for the microphone input.
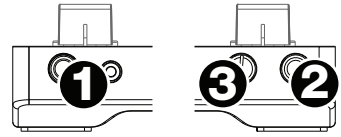
Rear Panel

1. **Master Output (RCA):** Use standard RCA cables to connect this output to speakers or an amplifier system.

2. **USB:** Sends USB MIDI data to control various software parameters.
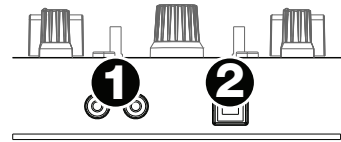
Display

1. **Platter Position:** Displays the current track position.

2. **Time Bars:** Provides a visual reference of the time remaining for the current track. When the track is almost over, the bars will flash as a warning.

3. **Active Deck:** Indicates the currently active deck.

4. **Time Remaining:** Displays the time elapsed or time remaining for the current track.

5. **BPM:** Displays the current BPM for the selected track.

6. **Pitch Adjust:** Indicates the direction to move the **Pitch Fader** to match the current track's BPM with the track on the opposite deck.

7. **Keylock:** This icon illuminates when Keylock is active for the current deck. See the Serato DJ Intro manual to learn about Keylock.

8. **Slip:** This icon illuminates when Slip mode is active for the current deck. See the Serato DJ Intro manual to learn about Slip mode.
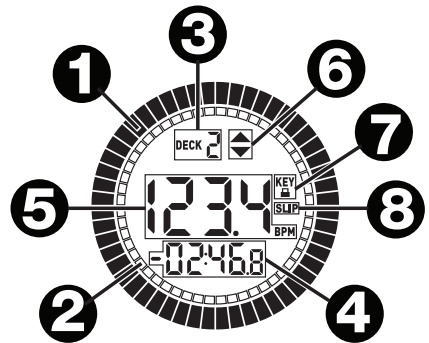
Operation

Performance Pad Modes

The upper row of pads has different functions depending on their mode: Manual Loop Mode, Auto Loop Mode, and Sample Mode. To select a mode, hold down the **Pad Mode** button and press one of the upper pads. An LED under the pad section indicates the currently selected mode.

Manual Loop Mode: Hold **Pad Mode** and press the pad marked **Manual Loop** to assign the upper 4 pads to the functions listed below:

- **Loop In:** Sets the beginning of a loop. After a Loop Out point is set, when this button is pressed again, it will allow for fine adjustment of the Loop In point.
- **Loop Out:** Sets the end point for the loop. When this button has been pressed after a Loop Out point has been set, it will allow for fine adjustment of the Loop Out point.
- **On/Off:** When this is pressed inside a loop, this will turn the loop off. When pressed outside a loop, this will activate the loop and start playback from its Loop In point. If a loop has not been set, this button will have no effect.
- **Loop x1/2:** Cuts the currently playing loop in half. Press **Shift + Loop x1/2** to double the length the currently playing loop.

Auto Loop Mode: Hold **Pad Mode** and press the pad marked **Auto Loop** to assign the upper 4 pads to the functions listed below:

- **Auto 1:** Sets and starts playback of a 1-beat auto loop. Press **Shift + Auto 1** to set and start playback of a 1/16-beat loop roll.
- **Auto 2:** Sets and starts playback of a 2-beat auto loop. Press **Shift + Auto 2** to set and start playback of a 1/8-beat loop roll.
- **Auto 4:** Sets and starts playback of a 4-beat auto loop. Press **Shift + Auto 4** to set and start playback of a 1/4-beat loop roll.
- **Auto 8:** Sets and starts playback of an 8-beat auto loop. Press **Shift + Auto 8** to set and start playback of a 1/2-beat loop roll.

Sample Mode: Hold **Pad Mode** and press the pad marked **Sampler** to assign the upper 4 pads to the functions listed below:

- **Sample 1:** Plays the sample assigned to Sample Pad 1. Press **Shift + Sample 1** to stop playback, or to load a sample if the slot is empty.
- **Sample 2:** Plays the sample assigned to Sample Pad 2. Press **Shift + Sample 2** to stop playback, or to load a sample if the slot is empty.
- **Sample 3:** Plays the sample assigned to Sample Pad 3. Press **Shift + Sample 3** to stop playback, or to load a sample if the slot is empty.
- **Sample 4:** Plays the sample assigned to Sample Pad 4. Press **Shift + Sample 4** to stop playback, or to load a sample if the slot is empty.

Demo Mode

Mixtrack Platinum will automatically enter a demonstration mode after 30 seconds if connected to a computer via USB without opening the software. To exit Demo Mode, open the Serato DJ Intro software.