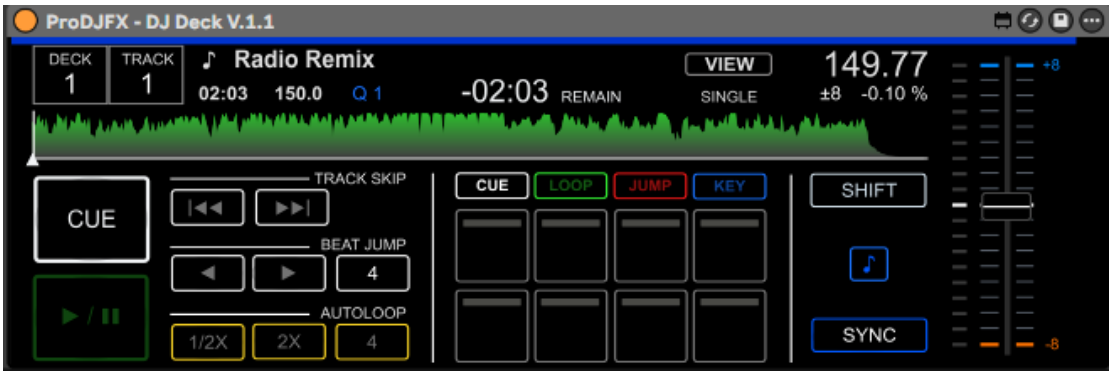
User Manual

Version 1.2



ProDJFX

DJ DECK

ProDJFX.com

Professional DJ performance control for Ableton Live

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Before you start

How to read this manual

Thank you for choosing ProDJFX DJ Deck. This manual explains installation, clip preparation, performance controls, pad modes, tempo and synchronization functions, memory behavior, troubleshooting, and technical information for the product.

- Names of controls on ProDJFX DJ Deck are shown in square brackets, for example [CUE], [SYNC], and [SHIFT].
- Ableton Live terms, file names, and Session View Clip Slot references are written as they appear in the software or supplied package.
- Procedures describe the controls and behavior of ProDJFX DJ Deck.
- Screenshots are reference illustrations. Colors and displayed track information vary with deck state, pad mode, loaded audio, and user settings.

NOTE Applicable to ProDJFX DJ Deck v1.2. Later major product generations may differ.

Requirements

- Ableton Live 12 with Max for Live.
- Max for Live required; Ableton Live Session View.
- Audio clips loaded into Clip Slots on the same audio track as the ProDJFX DJ Deck device.
- Accurate clip BPM and beat-grid preparation for timing-dependent functions.

Included files

The purchase package includes the following items:

- ProDJFX DJ Deck Max for Live device (.amxd; filename may include version)
- ProDJFX DJ Deck User Manual.pdf
- ProDJFX DJ Deck READ ME.pdf
- ProDJFX Terms & Conditions.pdf

Keep backup copies of the device, manual, Ableton Live Set, and original purchase download.

Important performance notes

WARNING Test the complete Ableton Live Set, audio interface, controller mappings, and all tracks before rehearsal, broadcast, recording, or live performance. Computer, driver, audio-interface, and source-file behavior can affect performance reliability.

- Save the Ableton Live Set after storing Hot Cues or MIDI pad states.
- Track Skip operates only while playback is stopped.
- The [SYNC] indicator shows whether the clip is aligned with Ableton Live's global timing.
- Keep the clip End Marker at the actual end of the audio file unless you intentionally want to shorten the clip.

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Product overview

ProDJFX DJ Deck is a Max for Live performance device that provides a hardware-style DJ workflow inside Ableton Live. It combines deck transport, cueing, track navigation, Beat Jump, standard and triplet looping, performance pads, Key Shift, tempo control, synchronization, and a compact track display on one audio track.

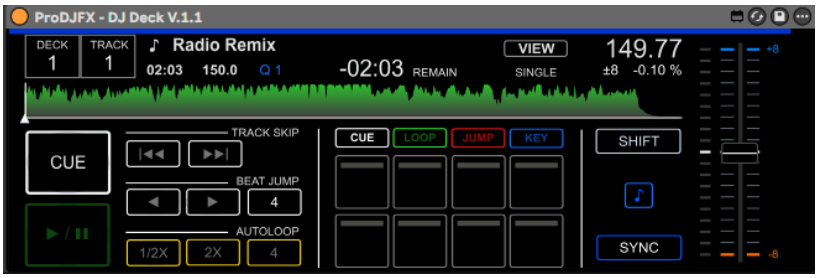

Figure 1. Example operating appearance with active deck and pad-state colors.

Deck workflow

1 Place ProDJFX DJ Deck on an Ableton Live audio track.

The device controls audio clips loaded into Session View Clip Slots on that same track.

2 Load prepared audio clips into the track's Session View Clip Slots.

Track information and the waveform are derived from the active clip on the device track.

3 Use the deck controls and pad modes during performance.

Timing-dependent functions depend on correct clip preparation; see Track preparation.

Multi-deck operation

To create additional decks, repeat the device-and-audio-track arrangement on additional Ableton Live audio tracks. Each deck is operated from its own ProDJFX DJ Deck device and the clips on the same track.

> **NOTE** Practical deck count depends on the complexity of the Ableton Live Set and available computer performance. Test the complete multi-deck setup before live use.

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Installation and setup

Installing ProDJFX DJ Deck

1 Open Ableton Live.

Confirm that Max for Live is installed and authorized.

2 Drag the ProDJFX DJ Deck Max for Live device (.amxd) onto an audio track.

Use an audio track that will contain the Session View clips controlled by this deck.

3 Load audio clips into Session View Clip Slots on the same track.

The device operates on clips from its own audio track.

4 Repeat the installation for each additional deck.

Use a separate audio track for each additional ProDJFX DJ Deck instance.

Saving the device for future access

For easier future access, save ProDJFX DJ Deck in Ableton Live’s User Library after installation.

First-use check

- Load at least one prepared audio clip on the device track.
- Confirm that the deck displays track information and the waveform.
- Confirm that [PLAY/PAUSE], [CUE], and stopped-only Track Skip behavior operate as expected.
- Confirm the [SYNC] indicator correctly shows the clip's alignment status before testing Sync correction.
- Test the complete audio path and controller mappings before performance use.

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Track preparation

Correct clip preparation is essential for predictable timing, display, looping, Beat Jump, and Continue-mode behavior. Prepare and test tracks before performance use.

BPM and beat grid

- Confirm that Ableton Live has detected the clip BPM accurately.
- Align the clip beat grid with the track.

If the detected BPM or beat grid is incorrect, timing-dependent deck functions may not behave as expected.

Warp

> **NOTE** ProDJFX DJ Deck automatically enables Warp when required for timing-dependent functions. No manual Warp setting is required.

Accurate clip BPM and beat-grid preparation remains essential for Sync, tempo adjustment, Beat Jump, and DJ-style looping.

Start Marker

Position the clip Start Marker where playback should begin. ProDJFX DJ Deck uses the clip's Start Marker as the main cue reference described in this manual.

End Marker

> **WARNING** Keep the End Marker at the actual end of the audio file. Moving it changes the detected clip length and may affect the timer, waveform, loop overlay, Continue mode, and end-of-track warning.

Move the End Marker only when you intentionally want to shorten the playable clip and have tested the resulting deck behavior.

Audio file compatibility

Audio-file compatibility is determined by the installed version of Ableton Live, the operating system, and the codecs available on the computer. Import and test all audio files in Ableton Live before using them in a performance.

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Part names and display

Main control layout

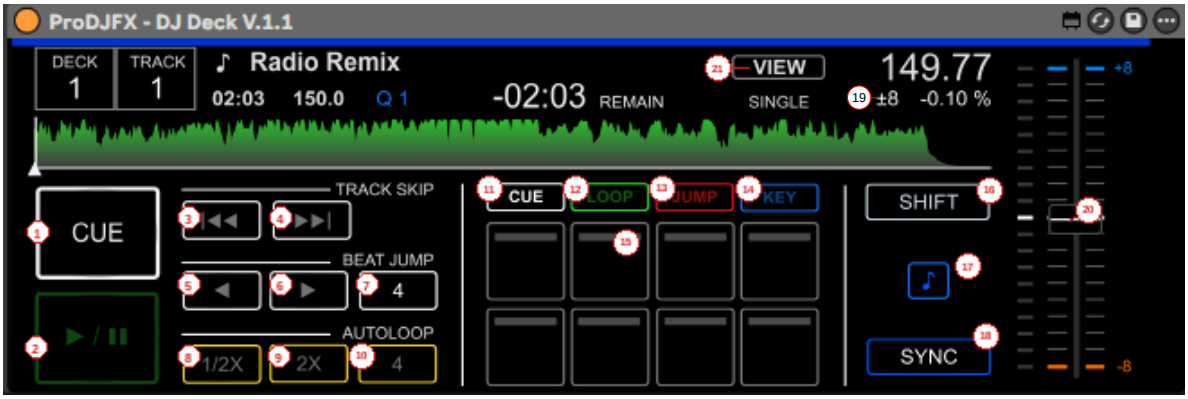

Figure 2. ProDJFX DJ Deck main controls.

No.	Control	Function
1	[CUE]	During playback, returns to the main cue point and stops playback.
2	[PLAY/PAUSE]	Starts, pauses, or resumes playback.
3	Track Skip Backward	Loads the previous track when playback is stopped.
4	Track Skip Forward	Loads the next track when playback is stopped.
5	Beat Jump Backward	Jumps backward by the selected Beat Jump size.
6	Beat Jump Forward	Jumps forward by the selected Beat Jump size.
7	Beat Jump Size	Shows the selected jump size; press to cycle available sizes.
8	[LOOP /2]	Halves the selected loop size.
9	[LOOP X2]	Doubles the selected loop size.
10	[LOOP ON/OFF]	Activates or deactivates a loop at the current track position and displays the selected size.
11	Hot Cue mode selector [CUE]	Selects Hot Cue mode for the performance pads.
12	Loop / Loop 2 selector [LOOP]	Selects Loop mode; press again for Loop 2 mode.
13	Beat Jump / Beat Jump 2 selector [JUMP]	Selects Beat Jump mode; press again for additional sizes.
14	Key Shift / MIDI selector [KEY]	Selects Key Shift mode; press again for MIDI mode.
15	Performance Pads 1–8	Activate the function assigned by the selected pad mode.

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No.	Control	Function
16	[SHIFT]	Accesses secondary functions of compatible controls.
17	Key Sync / Key Reset	Indicates key-sync/key-shift state and resets Key Sync/original key when pressed.
18	[SYNC]	Shows timing-alignment status and corrects/re-aligns the clip when pressed while flashing.
19	Tempo Range	Shows the selected tempo-adjustment range; press RANGE to cycle the available ranges.
20	Tempo Slider	Adjusts Ableton Live's global tempo and synchronized-track playback tempo.
21	[VIEW]	Opens the floating Deck View window for easier access to the deck while working elsewhere in Ableton Live.

Table 1. Main control reference.

Display overview

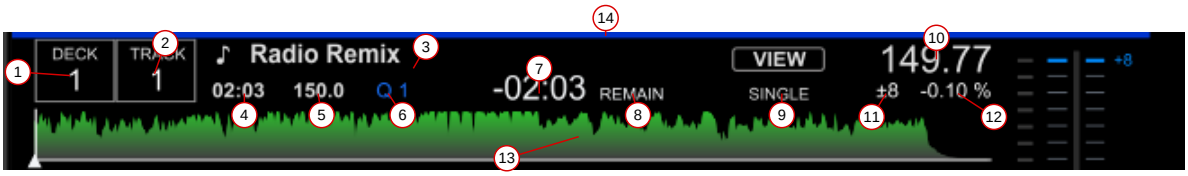

Figure 3. Track and timing display reference.

No.	Display item	Description
1	Deck Number	Displays the number assigned to the deck for quick identification in a multi-deck setup.
2	Track Number	Displays the track number currently loaded.
3	Track Title	Displays the title of the loaded track.
4	Track Time	Displays the total length of the loaded track.
5	Track BPM	Displays the track's original BPM.
6	Quantize	Displays the currently selected Quantize timing division. Press the value to cycle through the available Quantize settings, including Off. Quantize aligns supported deck actions to the selected timing division.
7	Main Timer	Displays track time according to the selected Remaining / Elapsed mode.

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No.	Display item	Description
8	Remain / Elapsed	Press to switch the Main Timer between Remaining (time left in the track) and Elapsed (time already played).
9	Single / Continue	Press to switch playback modes. Single stops playback at the end of the current track. Continue advances to the next track when the current track ends.
10	Master BPM	Displays the current master tempo.
11	Tempo Range	Displays the selected tempo-adjustment range.
12	Tempo Offset	Displays the current tempo offset: centre = 0%, below centre = negative, above centre = positive.
13	Waveform Overview	Displays the full waveform, playback position, stored Hot Cue markers, active loop region, and end-of-track warning.
14	Deck Color Bar	Displays the assigned deck color for quick visual identification in a multi-deck setup.

Table 2. Display item reference.

Key Sync / Key Reset indicator

- Blue indicates that Key Sync is active.
- White indicates that Key Sync is off.
- A solid border indicates the original key.
- A flashing border indicates that the key has been shifted.
- Press the control to reset Key Sync and return to the original key.

Floating Deck View

Press [VIEW] to open ProDJFX DJ Deck in a floating window. This provides easier access to the deck controls while working elsewhere in Ableton Live.

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Playback

Starting, pausing, and resuming playback

1 Press [PLAY/PAUSE].

Press to start playback. During playback, press to pause. When paused, press again to resume.

Main Cue

The main cue point is set from the clip's Start Marker.

1 Press [CUE] during playback.

The deck returns to the main cue point and stops playback.

Track Skip

IMPORTANT Track Skip operates only while playback is stopped.

1 Stop playback.

Track Skip is blocked while the deck is playing.

2 Press Track Skip Backward or Track Skip Forward.

The device loads the audio clip in the previous or next Clip Slot on the deck track.

Single / Continue playback

Press [SINGLE / CONTINUE] to switch between Single and Continue playback modes.

Mode	Behavior
Single	Playback stops at the end of the current track.
Continue	The device advances to the next track when the current track reaches its end.

Table 3. Playback modes.

Remaining / Elapsed time

Press [REMAIN / ELAPSED] to switch the Main Timer between Remaining and Elapsed. Remaining displays the amount of track time left; Elapsed displays the amount of track time already played. The waveform display also provides a visual warning as the track approaches its end.

Moving the playback position

When playback is stopped or paused, click the waveform at the desired position.
The playback position moves to the point you click.

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Cue / Hot Cues

Main Cue

Main Cue is tied to the clip Start Marker. During playback, [CUE] returns the deck to that point and stops playback.

Hot Cue mode

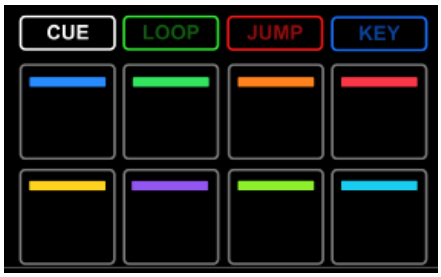

Figure 4. Hot Cue performance-pad mode.

The eight performance pads can store and recall Hot Cue positions for the loaded track.

Setting a Hot Cue

1 **Press an empty performance pad at the desired track position.**
   The current track position is stored to that pad as a Hot Cue.

Calling a Hot Cue

1 **Press a stored Hot Cue pad.**
   The deck jumps to the saved Hot Cue position.

Deleting a Hot Cue

1 **Activate [SHIFT].**
   The Shift button flashes while Shift mode is active.

2 **Press the Hot Cue pad to delete.**
   The memory assigned to that pad is cleared.

Hot Cue memory

Hot Cue positions are stored with the Ableton Live Set and are recalled when the Set is reopened.

> **IMPORTANT** Save the Ableton Live Set after creating or changing Hot Cues. Unsaved Hot Cue changes may not be available when the Set is reopened.

Hot Cue markers

Stored Hot Cue positions are represented on the waveform overview, allowing cue locations to be seen in the deck display.

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Loop

ProDJFX DJ Deck provides a main loop control, /2 and X2 loop-size controls, and two pad-based loop modes. Loop mode uses standard sizes; Loop 2 provides the secondary triplet loop sizes.

Using Loop On/Off

1 Press [LOOP ON/OFF].

Activates or deactivates a loop at the current track position. The control displays the currently selected loop size.

Changing loop size

1 Press [LOOP /2] to halve the selected loop size.

After a triplet loop is selected, /2 returns to the standard loop-size sequence.

2 Press [LOOP X2] to double the selected loop size.

After a triplet loop is selected, X2 returns to the standard loop-size sequence.

Loop performance-pad mode

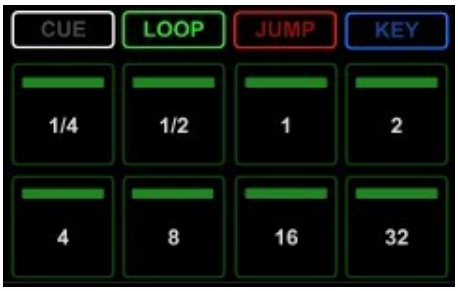

Figure 5. Loop mode: standard loop-size pads.

Figure 6. Loop 2 mode: secondary/triplet loop-size pads.

Press the [LOOP] mode selector once for Loop mode. Press it again to select Loop 2 mode.

Pad	Loop mode	Loop 2 mode
Pad 1	1/4	3/4
Pad 2	1/2	1
Pad 3	1	3/2
Pad 4	2	3
Pad 5	4	5
Pad 6	8	6
Pad 7	16	7
Pad 8	32	9

Table 4. Performance-pad loop sizes shown by the interface.

The regular loop controls also support sizes of 64, 128, and 256.
These additional sizes apply to the regular loop feature, not the performance pads.

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Activating and cancelling pad loops

- Press a loop pad to activate the loop size shown on that pad.
- Press the active pad again, or press [LOOP ON/OFF], to deactivate the loop.

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Quantize

Quantize provides a selectable timing division for supported deck actions. The selected value is shown in the deck display.

Using Quantize

1 Press the Quantize display control.

Each press cycles through the available values, including Off.

Quantize and Sync

> **IMPORTANT Quantize controls the timing division for supported deck actions; SYNC status is based on the clip's alignment with Ableton Live's global timing.**

A solid [SYNC] indicator means the clip is aligned. A flashing [SYNC] indicator means the clip is not aligned and can be corrected with [SYNC].

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Beat Jump

Beat Jump moves the current playback position backward or forward by a selected beat amount. The main controls provide a selectable jump size, while two pad banks provide direct jump sizes.

Main Beat Jump controls

1 Press the Beat Jump Size control to select a jump size.

The currently selected value is shown on the control.

2 Press Beat Jump Backward or Beat Jump Forward.

Playback jumps by the selected amount in the chosen direction.

Beat Jump pad modes

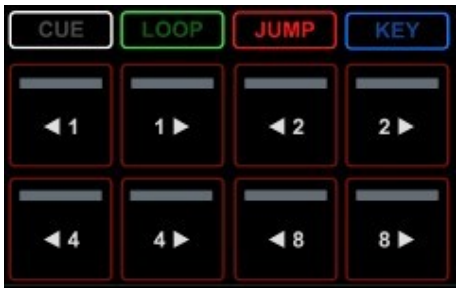

Figure 7. Beat Jump mode.

Figure 8. Beat Jump 2 mode.

Press the [JUMP] mode selector once for Beat Jump mode. Press it again for Beat Jump 2 mode.

Pad	Beat Jump	Beat Jump 2
1	Backward 1	Backward 16
2	Forward 1	Forward 16
3	Backward 2	Backward 32
4	Forward 2	Forward 32
5	Backward 4	Backward 64
6	Forward 4	Forward 64
7	Backward 8	Backward 128
8	Forward 8	Forward 128

Table 5. Beat Jump pad assignments shown by the interface.

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Tempo and synchronization

Master BPM

The Master BPM display shows the current master tempo used by the Ableton Live Set.

Tempo Slider

Move the Tempo Slider to adjust Ableton Live’s global tempo and the playback tempo of synchronized tracks.

Tempo Range

The Tempo Range display shows the selected adjustment range. Press the range value to cycle through the available ranges: ±4%, ±8%, ±10%, ±20%, ±50%, ±100%, and WIDE.

Tempo Offset

Tempo Offset displays the track’s current tempo offset as a percentage. The centre indicator represents 0% offset; indicators below centre represent negative offset; indicators above centre represent positive offset.

Using Sync

1 **Confirm that the clip is prepared correctly.**

   The detected BPM and beat grid must be accurate.

2 **Observe the [SYNC] indicator.**

   Solid indicates that the clip is aligned with Ableton Live's global timing; flashing indicates that it is not aligned.

3 **Press [SYNC] while the indicator is flashing.**

   ProDJFX DJ Deck corrects and re-aligns the clip with Ableton Live's global timing.

SYNC status

- Solid: the clip is aligned with Ableton Live's global timing.
- Flashing: the clip is not aligned. Press [SYNC] to correct/re-align the clip.

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Key Shift and Key Sync

Key Shift performance-pad mode

Figure 9. Key Shift performance-pad mode.

Press the [KEY] mode selector once to select Key Shift mode. The Key Shift range is -48 to +48 semitones.

Pad	Function
1	RESET — return to the original key.
2	+1 — raise the key by 1 semitone.
3	+7 — raise the key by 7 semitones.
4	+12 — raise the key by 12 semitones.
5	RETURN - move 1 semitone toward the original key per press.
6	-1 — lower the key by 1 semitone.
7	-5 — lower the key by 5 semitones.
8	-12 — lower the key by 12 semitones.

Table 6. Key Shift pad assignments.

Key Sync / Key Reset

The Key Sync / Key Reset control provides both state indication and reset behavior.

- Blue: Key Sync active.
- White: Key Sync off.
- Solid border: original key.
- Flashing border: key has been shifted.
- Press to reset Key Sync and return to the original key.

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MIDI mode and controller control

Entering MIDI mode

Figure 10. MIDI performance-pad mode.

1 Press the [KEY] mode selector again while using the Key Shift / MIDI selector.

The performance-pad section changes to MIDI mode.

MIDI pad operation

- Each of the eight pads operates as an independent control for a user-mapped Ableton Live parameter or function.
- Press a pad once to switch its assigned function on.
- Press the pad again to switch the assigned function off.
- The pad remains lit while its toggle state is active.

MIDI mapping

The eight MIDI pads are available for MIDI mapping through Ableton Live's MIDI-mapping system.

Use Ableton Live's MIDI Map Mode to assign compatible MIDI-controller buttons to the desired pads. Test all mappings before performance use.

MIDI pad memory

Stored MIDI pad states are saved with the Ableton Live Set and are recalled when the Set is reopened.

Deleting an individual MIDI pad state

1 Activate [SHIFT].

The Shift button flashes while Shift mode is active.

2 Press the MIDI pad whose stored state you want to clear.

The memory assigned to that pad is cleared.

Controller support

ProDJFX DJ Deck controls can be assigned using Ableton Live's MIDI-mapping system. Compatibility depends on the controller and its available controls.

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Shift and memory management

Using Shift

[SHIFT] accesses secondary functions of compatible controls. The Shift button flashes while active.

Clearing individual stored pad memory

- Hot Cue mode: activate [SHIFT], then press the corresponding stored Hot Cue pad.
- MIDI mode: activate [SHIFT], then press the corresponding MIDI pad.

Clear All Memory

> **IMPORTANT** Clear All Memory removes all stored Hot Cue positions and MIDI pad states for the device. Use this function only when you want to clear this stored memory.

1 Activate [SHIFT].

Confirm that you intend to clear stored Hot Cue and MIDI pad memory.

2 Press the Deck Number three times.

The master Clear Memory command clears all stored Hot Cue positions and MIDI pad states for the device.

Save the Ableton Live Set after making the memory changes you want to keep.

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Performance preparation

Use the following pre-performance checks before live use.

Pre-flight checklist

- Confirm every performance clip has the correct detected BPM and beat grid.
- Confirm each Start Marker is at the intended playback start.
- Confirm each End Marker remains at the actual end of the audio file unless intentionally shortened and tested.
- Confirm track information, waveform, timer, and end-of-track warning behave correctly.
- Test [PLAY/PAUSE], [CUE], Track Skip, Beat Jump, loop controls, Quantize, Sync, Key Shift, and the pad modes you will use.
- Confirm Hot Cue and MIDI pad memories are saved with the Ableton Live Set.
- Test the complete audio interface, drivers, sample rate, buffer size, and controller mappings.
- Keep backup copies of the Ableton Live Set, device, manual, and original purchase download.

Live-use reliability

> **IMPORTANT** Audio quality, latency, and performance depend on Ableton Live’s audio settings, the audio interface and drivers, sample rate, buffer size, source audio files, and computer performance. Test the exact performance system, not only the device by itself.

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Troubleshooting

Use the checks below when a function does not behave as expected.

Symptom	Check / action
No track information or waveform is shown.	Confirm that a valid audio clip is loaded in a Clip Slot on the same track as the device.
Track BPM appears incorrect.	Check the clip’s detected BPM and beat grid. Confirm the End Marker is positioned at the end of the audio file.
SYNC indicator flashes.	Confirm the clip's detected BPM and beat grid are accurate, then press [SYNC] to correct/re-align the clip.
Loop timing is incorrect.	Confirm the beat grid is aligned.
Track time or waveform length is incorrect.	Check that the End Marker remains at the actual end of the audio file.
Track Skip does not load another track.	Stop playback and confirm that a valid audio clip is available in the previous or next Clip Slot.
Hot Cue memory is not recalled.	Confirm that the Ableton Live Set was saved after storing the Hot Cue.
MIDI pad does not control the expected function.	Check the Ableton Live MIDI mapping and confirm that the pad is assigned to the intended parameter or function.

Table 7. Troubleshooting reference.

Information to include with a support request

- Ableton Live version
- Max version
- Operating system
- ProDJFX DJ Deck version
- Exact error message, if any
- Steps required to reproduce the problem

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Technical information

Item	Information
Device type	Max for Live performance deck for Ableton Live.
Required software	Ableton Live 12 or later with Max for Live; Ableton Live Session View.
Clip location	Audio clips must be loaded into Clip Slots on the same audio track as the device.
Track preparation	Accurate BPM and beat grid; Start Marker at desired playback start; End Marker at actual audio-file end.
Performance pads	Eight pads with Hot Cue, Loop, Loop 2, Beat Jump, Beat Jump 2, Key Shift, and MIDI modes.
Key adjustment	Key Shift range: -48 to +48 semitones.
Memory	Hot Cue positions and stored MIDI pad states are saved with the Ableton Live Set.
Controller support	Device controls can be assigned using Ableton Live's MIDI-mapping system; compatibility depends on the controller and its available controls.
Audio / computer performance	Depends on Live audio settings, interface/drivers, sample rate, buffer size, source files, and computer performance.
Internet connection	May be required for software installation, authorization, and updates; not required for normal operation after installation and authorization are complete.
Future compatibility	Compatibility with future versions of Ableton Live, Max, operating systems, controllers, or third-party software is not guaranteed.

Table 8. ProDJFX DJ Deck technical information.

Software requirements

ProDJFX DJ Deck requires Ableton Live 12 or later with Max for Live.

Audio file compatibility

Supported audio-file import and playback formats are governed by Ableton Live, the operating system, and available codecs. Import and test every performance file in Ableton Live before use.

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Support and legal information

Support

For support, contact info@prodjfx.com. Include the system and reproduction information listed in Troubleshooting so the issue can be evaluated efficiently.

Product and company information: ProDJFX.com

End-User Licence Agreement

The End-User Licence Agreement and related customer policies are contained in ProDJFX Terms & Conditions.pdf. Review that document before installing or using the software.

Third-party software

ProDJFX DJ Deck requires third-party products including Ableton Live and Max for Live. Those products are not included and are governed by their own licences.

ProDJFX DJ Deck is independently developed and is not affiliated with, endorsed by, or sponsored by Ableton or any other third party.

Trademarks

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ProDJFX DJ Deck information

Product information

Item	Information
Product	ProDJFX DJ Deck
Device type	Max for Live
Platform	Ableton Live Session View
Support	info@prodjfx.com

Table 9. Product information.

Included features

- Play, pause, resume, and main cue controls.
- Previous and next track loading while playback is stopped.
- Beat Jump controls with selectable jump sizes.
- Standard and triplet looping with Loop On/Off, /2, and X2 controls.
- Hot Cue performance pads with Ableton Live Set-based memory.
- Key Shift performance pads with a range of -48 to +48 semitones.
- Eight MIDI-mappable toggle pads with stored states.
- Tempo adjustment, tempo range control, and deck synchronization.
- Track information, waveform overview, playhead, loop overlay, timer, and end-of-track warning.
- Single and Continue playback modes.
- Master Clear Memory command for stored Hot Cue positions and MIDI pad states.

Known limitations and important notes

- Track Skip operates only while playback is stopped.
- SYNC is solid when the clip is aligned with Ableton Live's global timing and flashes when the clip is not aligned; press [SYNC] while flashing to correct/re-align the clip.
- The Start Marker may be moved to choose the playback start position.
- The End Marker should remain at the actual end of the audio file; moving it may affect the timer, waveform, loop overlay, Continue mode, and end-of-track warning.
- Hot Cue positions and MIDI pad states are stored with the Ableton Live Set; save the Set after making changes.
- Compatibility with future versions of Ableton Live, Max, operating systems, controllers, or other third-party software is not guaranteed.
- The complete Ableton Live Set, audio interface, controller mappings, and all tracks should be tested before live use.

NOTE Specifications and features are subject to change without notice.

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