2. Connect and Start DJing!

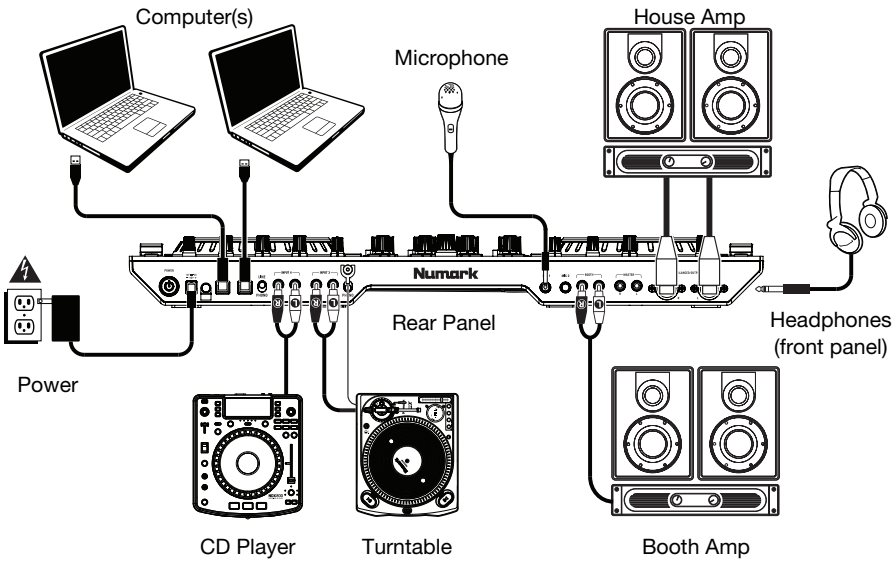
Follow this sequence of steps whenever you use NS6II:

1. Make sure all devices are off and all faders and gain knobs are set to "zero."
2. Connect input sources (microphones, turntables, CD players, etc.) to the NS6II.
3. Connect output devices (power amplifiers, sub-mixer, recorders, etc.) to the NS6II.
4. Plug all devices into power sources, and turn on devices in proper order:
   - When starting a session, turn on (1) input sources, (2) NS6II, (3) output devices.
   - When ending a session, turn off (1) output devices, (2) NS6II, (3) input sources.
5. Connect the NS6II to your computer with the USB cable (included) and to your headphones.
6. Open Serato DJ and go! For more information on how to use Serato DJ with NS6II, visit **serato.com/dj/support** and select **Numark NS6II**.

Important:

- Touch the platters to calibrate the touch-sensitive circuitry before using NS6II.
- When reconnecting the NS6II to your computer, the NS6II will recall the previous positions of the software (e.g., Pitch, effects parameters, etc.). Be mindful of this before playing a track.

Connection Diagram



Items not listed under ***Introduction*** > ***Box Contents*** are sold separately.

Transitioning Between DJs

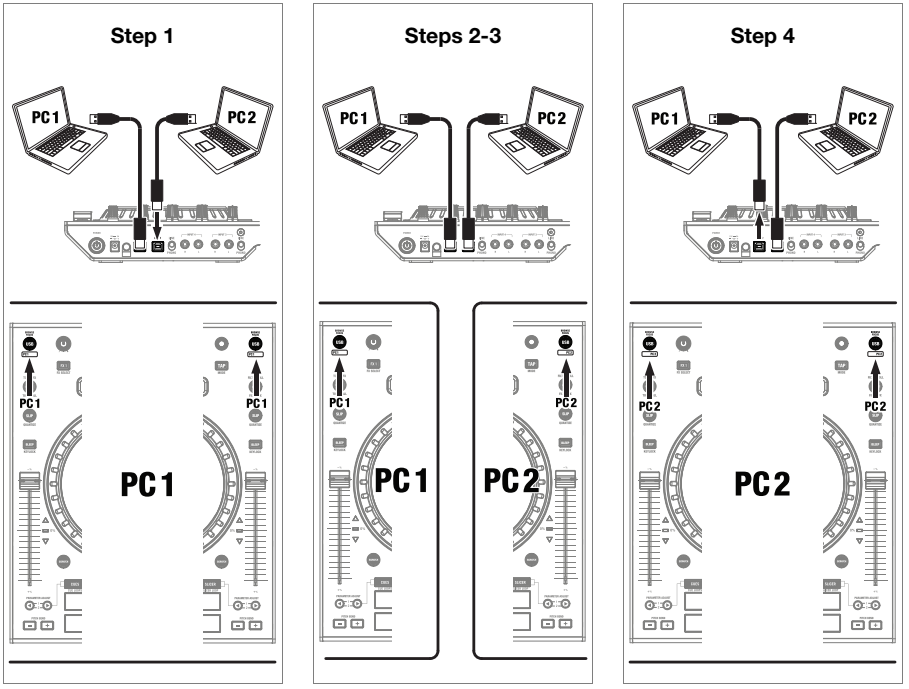
The NS6II allows two computers running Serato DJ to connect to the unit simultaneously. This allows two DJs to play at the same time for easy DJ set changeovers. With a computer already connected to the NS6II and playing (**PC1**), do the following:

1. Connect a second computer (**PC2**) to the unused USB port on NS6II's rear panel. Once the computer has connected, the software will show all decks offline. The first computer will still control both sides of NS6II.
2. Before giving PC2 control of one side of NS6II, make sure no audio is playing from PC2 on that deck, as it will go offline. Then, press and hold **Shift** and press the **Browse Focus / PC1/PC2** button on the non-playing deck.

   PC2 will now control the two channels on that side of the controller, and will automatically have focus of the browse controls. Use the browse knob to scroll through the library, then add the desired track to the deck by pressing the **Load** button.
3. Play a track on PC2's deck and mix it in when ready—you'll now have audio from both computers in the mix. For example, while PC1 uses Deck A (and the mixer controls for Channels 1 & 3) to control their computer, PC2 can also use Deck B (and the mixer controls for Channels 2 & 4) to control their computer.

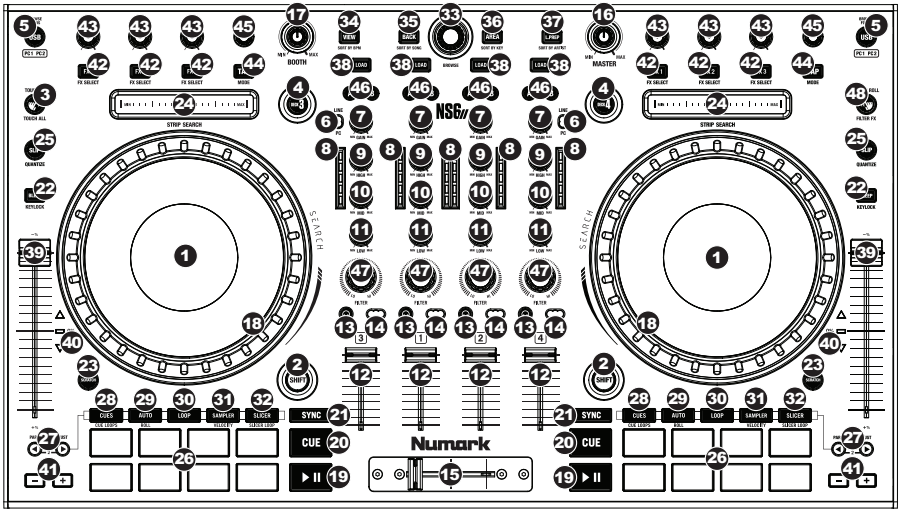
   With one computer controlling each deck, press the **Browse Focus / PC1/PC2** button on the non-playing deck to switch control of the browse knob.
4. Fade out the audio playing from PC1's computer to the audio playing from PC2's computer. When only the audio from PC2's computer is left in the mix, press and hold **Shift** and press the **Browse Focus / PC1/PC2** button on the non-playing deck. Now, PC2 is using both Decks A and B to control their computer. You can now disconnect PC1's computer from NS6II.

Note: If a deck is already in use by a computer, the computer's virtual deck (in Serato DJ) will become black and display **IN USE**.



Features

Top Panel



Useful Terms:

- **Audio Pointer:** The current position in a track from where audio will play. When you select a track and begin playing, the Audio Pointer will usually start from the beginning and stop at the end.
- **Cue Point:** A marked position in a track, which will be permanently stored by the software. You can set, return to, or delete Cue Points with the Cue Controls.
- **Temporary Cue Point:** A marked position in a track, which will only remain while that track is still loaded in the Deck. You can set and return to the Temporary Cue Point with the Cue button.

General Controls

1. **Displays:** Use this screen to view information about the current track. See ***Display*** for more information.
2. **Shift:** Press and hold this button to access secondary functions (in red lettering) of other controls on NS6II.
3. **Touch Mode:** Press this button to toggle through the Touch Modes. Press once to access the touch-capacitive functions of NS6II's **FX 1 Knob**, **FX 2 Knob**, and **FX 3 Knob**. Press a second time to access the touch-capacitive functions of those knobs plus the EQ Knobs (**Channel High**, **Channel Mid**, and **Channel Low**). These functions are momentary, not "latching."
4. **Deck:** 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.
5. **Browse Focus / PC1/PC2:** Press this button to shift the focus of the **Scroll** knob from one connected computer to another.

   Press and hold **Shift** and then press this button to select whether the deck is controlling the computer connected to **USB Port 1** or **USB Port 2**. Remember to set the channel's **input selector** to **PC** if you want it to play the audio from that layer in the software

   If only one computer is connected, this button will have no function.

Mixer Controls

6. **Input Selector:** Set this switch to the desired audio source from this channel: **PC** (a track playing on that layer in the software) or **Line** (a device connected to the **Line/Phono Inputs** on NS6II's rear panel).

   Note: The **Line/Phono switches** on NS6II's rear panel must also be set properly. Also, a channel's controls will only send MIDI information when its Input Selector is set to **PC**.

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

8. **LED Meters:** Monitors the audio levels of the corresponding channel.

9. **Channel Treble:** Adjusts the high (treble) frequencies. When Touch Mode is activated, touching this knob will mute the corresponding channel's high frequencies (an "EQ kill").

10. **Channel Mid:** Adjusts the mid-range frequencies. When Touch Mode is activated, touching this knob will mute the corresponding channel's mid-range frequencies (an "EQ kill").

11. **Channel Bass:** Adjusts the low (bass) frequencies. When Touch Mode is activated, touching this knob will mute the corresponding channel's low frequencies (an "EQ kill").

12. **Channel Fader:** Adjusts the audio level on the corresponding channel in the software.

13. **PFL:** Press this button to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit. By pressing one PFL button at a time, you will cue that channel alone (and deactivate PFL monitoring for the other channels). To cue to multiple channels simultaneously, press the PFL buttons for those channels at the same time.

14. **Crossfader Assign:** Routes the audio playing on the corresponding channel to either side of the crossfader (**A** or **B**), or bypasses the crossfader and sends the audio directly to the Program Mix (**center**, **Off**).

15. **Crossfader:** Blends audio between the channels assigned to the left and right side of the crossfader.

    Note: The crossfader is user-replaceable if it should ever wear out. Simply remove the facepanel, then remove the screws holding it in position.

16. **Master Volume:** Adjusts the output volume of the Program Mix.

17. **Booth Volume:** Adjusts the output volume of the Booth Output mix.

Playback Controls

18. **Platter:** Controls the playhead in the software.

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

19. **Play / Pause:** 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.

20. **Cue:** When the Deck is paused, you can set a Temporary Cue Point by moving the **platter** to place the playhead at the desired location and then pressing the **Cue Button**.

    During playback, you can press the **Cue Button** to return the track to this Temporary Cue Point. (If you did not set a Temporary Cue Point, then it will return to the beginning of the track.)

    If the Deck is paused, you can press and hold the **Cue Button** to play the track from the Temporary Cue Point. Releasing the **Cue Button** will return the track to the Temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the **Cue Button**, 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 beginning of the track.

21. **Sync:** 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.

22. **Bleep / Keylock:** Press this button to reverse audio playback of the track on the corresponding deck. Press this button again to resume normal playback from where it would have been if you had never engaged the Bleep function (i.e., as if the track had been playing forward the whole time).

    Keylock: Press and hold **Shift** and then press this button to activate or deactivate Keylock: the key of the song will lock to whatever position the pitch fader is at when Keylock is activated. This feature allows you to change the speed of the song without changing the key.

23. **Scratch:** Press this button to activate or deactivate Scratch Mode. In this mode, you can touch the center part of the **platter** will scratch like a turntable when you spin it. If Scratch Mode is off, the center part of the **platter** will pitch-bend when you spin it.

    Press and hold **Shift** and then press this button to toggle between time elapsed and time remaining in the jog wheel display of the corresponding deck.

24. **Strip Search:** The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track. (If you want to scroll through a track, we recommend using your computer rather than running your finger along the strip.)

25. **Slip / Quantize:** When using the software's Beat Grid, hold Slip and move the platter to "slip" (i.e., shift or slide) the entire Beat Grid to the left or right. This is helpful when the Beat Grid is slightly misaligned with the track’s transients. See the Serato DJ manual for more information.

    Press and hold **Shift** and press the Deck A (left side) **Slip** button to enable or disable Quantize for Layer 1 or 3. Press and hold **Shift** and press the Deck B (right side) **Slip** button to enable or disable Quantize for Layer 2 or 4. When enabled, setting and triggering cues and loops will snap to the Beat Grid.

Pad Mode Controls

26. **Pads:** These pads have different functions on each Deck depending on the current Pad Mode. They are velocity-sensitive (in certain modes only), durable, and easy to play. In this section, when referring to specific pads, it will refer to the numbers as shown here.

Pad 1	**Pad 2**	**Pad 3**	**Pad 4**
Pad 5	**Pad 6**	**Pad 7**	**Pad 8**

27. **Parameter < / >:** Use these buttons for various functions in each Pad Mode. Press and hold **Shift** and use these buttons to access secondary parameters.

    If you have purchased the Serato Pitch N' Time expansion, pressing and holding **Shift** and then pressing these buttons will adjust the Key of the current track down (**<**) or up (**>**).

28. **Cues:** This Pad Mode button switches the pads between two modes: Hot Cue Mode and Hot Cue Auto-Loop Mode. When the button is unlit, the first press will always select Hot Cue Mode.
    - **Hot Cue Mode:** Each pad assigns a Hot Cue Point or returns the track to that Hot Cue Point. When a pad is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the pad will light. Press and hold **Shift** and then press a pad to delete its assigned Hot Cue Point.
    - **Hot Cue Auto-Loop Mode:** Each pad assigns a Hot Cue Point or returns the track to that Hot Cue Point, but in both cases, it also creates an Auto-Loop at that point. The Auto-Loop's length is set in the software, but you can decrease or increase it with the **Parameter <** or **Parameter >** button.

Hot Cue 1	**Hot Cue 2**	**Hot Cue 3**	**Hot Cue 4**
Hot Cue 5	**Hot Cue 6**	**Hot Cue 7**	**Hot Cue 8**

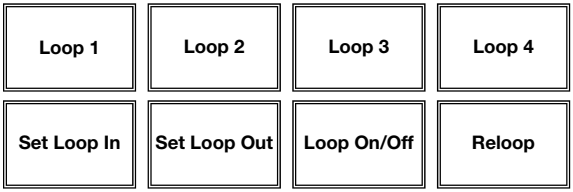
Important: If you have purchased the Serato Flip Expansion Pack, the **Parameter <** and **Parameter >** buttons have additional functions in Hot Cue Mode and Hot Cue Auto-Loop Mode that let you create and control Flips. See ***Flip Controls*** to learn more.

29. **Auto / Roll:** This Pad Mode button puts the pads in two modes: Auto-Loop Mode and Loop Roll Mode. When the button is unlit, the first press will always select Auto-Loop Mode.

    Note: The pad layouts here match the software's default Auto-Loop time division layout. If you shift the range of time divisions displayed in the software, the pad layout will change to match it.

    - **Auto-Loop Mode:** Each pad triggers or releases an Auto-Loop of a different length. Press and hold **Shift** and then press the **Parameter <** or **Parameter >** button to shift the Auto-Loop backward or forward.
    - **Loop Roll Mode:** Each pad triggers a momentary Loop Roll. Press the **Parameter <** or **Parameter >** button to change the Loop Roll's time division.

30. **Loop:** This Pad Mode button switches the pads between two banks of saved loops and Manual Loop controls. When the button is unlit, the first press will always select the first bank.
    - **Saved Loop Mode: Pads 1-4** (the top row) return the track to one of your saved loops. You create and save a loop using **Pads 5-8** (the bottom row). The pad layouts for the two banks are identical.
        - **To create a loop,** press **Pad 5** to set the Loop In Point, and then press **Pad 6** to set the Loop Out Point and trigger the loop.
        - **To save a loop,** while a loop is active, press any one of **Pads 1-4** (the top row) that does not have a loop assigned to it. You can do this regardless of how the loop was created (Saved Loop Mode, Auto-Loop Mode, Loop Roll Mode, etc.).
        - **To trigger a saved loop,** press any one of **Pads 1-4** (the top row) that has a loop saved to it. Press **Pad 7** to activate or deactivate the loop. Press **Pad 8** to return the track to the last triggered loop and reactivate it ("reloop").
        - **To delete a saved loop,** press and hold **Shift** and then press the corresponding pad (of **Pads 1-4**).
        - **To halve or double the length of a loop,** press the **Parameter <** or **Parameter >** button.
        - **To shift a loop backward or forward,** press and hold **Shift** and then press the **Parameter <** or **Parameter >** button.



31. **Sampler:** This Pad Mode button switches the pads between two modes: Sample Player Mode and Sample Velocity Trigger Mode. When the button is unlit, the first press will always select Sample Player Mode.

    - **Sample Player Mode: Pads 1-6** each trigger a sample, which you can assign in the software (the volume level is also set in the software). Unlit pads have no sample assigned to them. To stop playback of a sample, press and hold **Shift** and then press the corresponding pad (of **Pads 1-3** or **Pads 4-6**).

    - **Sample Velocity Trigger Mode:** The pads behave identically to the pads in Sample Player Mode, except they are velocity-sensitive, so triggered samples will play back at a volume level proportional to how heavily you pressed the pads. This mode can give your performance more of a "human feel."

32. **Slicer:** This Pad Mode button switches the pads between two modes: Slicer Mode and Slicer Loop Mode. When the button is unlit, the first press will always select Slicer Mode.

    Important: Your track must have a set Beat Grid for Slicer Mode or Slicer Loop Mode to work.

    - **Slicer Mode:** The eight pads represent eight sequential beats—"Slices"—in the Beat Grid. The currently playing Slice is represented by the currently lit pad; the light will "move through the pads" as it progresses through each eight-Slice phrase. Press a pad to play that Slice—hold it down if you want to keep looping it. 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).

      Press the **Parameter <** or **Parameter >** button to decrease or increase the Slice quantization. Press and hold **Shift** and then press the **Parameter <** or **Parameter >** button to decrease or increase the Slice Domain size.

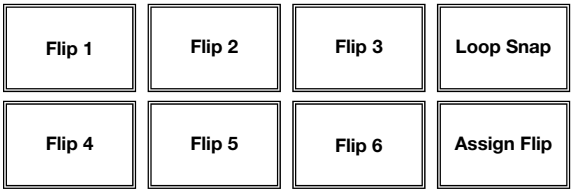
    - **Slicer Loop Mode:** The pads behave identically to the pads in Slicer Mode, except the eight-Slice phrase will loop rather than moving forward continuously through the track.

Flip Controls

If you have purchased the Serato Flip Expansion Pack, you can create and control your Flips using these commands:

- **In Hot Cue Mode or Hot Cue Auto-Loop Mode** (press **Cues** to enter either mode)**:**
  - **To record-arm or -disarm Flip recording,** press the **Parameter <** button.
  - **To activate or deactivate Flip looping,** press and hold **Shift** and then press the **Parameter <** button.
  - **To immediately start playing the last-played (or currently playing) Flip,** press the **Parameter >** button. If you do this while recording a Flip, the recording will stop and that Flip will start playing.
  - **To activate or deactivate the current Flip,** press and hold **Shift** and then press the **Parameter >** button. If the playhead is not yet in the region of the Flip, the Flip will start playing once the playhead reaches it.
- **In Flip Mode** (press and hold **Shift** and press **Cues** to enter this mode)**:**
  - In this mode: **unlit** pads have no Flip assigned to them; **solidly lit** pads have a Flip assigned but are not playing; **flashing** pads have a Flip assigned and are currently playing.
  - **To assign a Flip to a pad,** press and hold **Pad 8** and press **Pad 1**, **2**, **3**, **5**, **6** or **7**.
  - **To play an assigned Flip,** press **Pad 1**, **2**, **3**, **5**, **6** or **7** (if it has a Flip assigned to it).
  - **To immediately stop playback of a Flip**, press and hold **Shift** and then press the corresponding pad.
  - **To automatically "snap" the length of a Flip so it aligns with the Beat Grid (Loop Snap)**, press and hold **Pad 4** and then press a pad with a Flip assigned to it.

    Important: Your track must have a set Beat Grid for the Loop Snap function to work.



Navigation Controls

33. **Scroll Knob:** Use this knob to scroll through lists of tracks, Crates, etc. in the software. You can also press it to move between the panels shown in the software.

    Press and hold **Shift** and turn this knob to quickly scroll.

34. **View / Sort by BPM:** Press this button to toggle through the available software display modes.

    Press and hold **Shift** and then press this button to sort the Library by BPM.

35. **Back / Sort by Song:** Press this button to move the selector backward in the software panels.

    Press and hold **Shift** and then press this button to sort the Library by Song.

36. **Area / Sort by Key:** Press this to toggle through the Files, Browse, Prepare, and History panels.

    Press and hold **Shift** and then press this button to sort the Library by Key.

37. **L. Prep / Sort by Artist:** Press this button to add a selected track to the list of tracks in the Prepare Area in the software.

    Press and hold **Shift** and then press this button to sort the Library by Artist.

38. **Load:** Press one of these buttons while a track is selected to assign it to the corresponding channel.

Pitch Controls

39. **Pitch Fader:** Controls the track's playback speed. An LED next to the fader will light up when set at **0%**.

40. **Takeover LEDs:** When you select the other Deck with the **Deck Select** switch, the position of the NS6II's **Pitch Fader** may not match the Pitch setting for that Deck in the software. Slowly move the **Pitch Fader** in the direction indicated by the **Takeover LED** arrow until it turns off. At this point, the Pitch Fader matches the Pitch setting in the software and can control it again.

41. **Pitch Bend (+ / –):** Press or hold down either of these buttons to temporarily adjust the track's playback speed. When released, the track playback will return to the speed designated by the **Pitch Fader**.

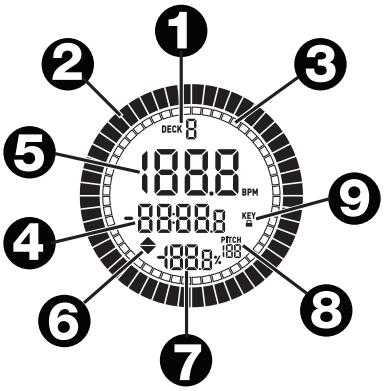
    Press and hold **Shift** and then press these buttons to adjust the Tempo Range forward (**+**) or backward (**–**).

Effects Controls

42. **FX 1, FX 2, FX 3:** These buttons have different functions on each Deck depending on the current FX Mode: **Single-FX Mode** or **Multi-FX Mode**.
    - **Single-FX Mode: FX 1** activates or deactivates the effect; **FX 2** activates or deactivates the first effect parameter (if applicable); **FX 3** activates or deactivates the second effect parameter (if applicable). Press and hold **Shift** and press **FX 1** to select the desired effect. Alternatively, press and hold **Shift** and then turn the **FX Knob** under the effect name to move quickly through the list.
    - **Multi-FX Mode:** The buttons activate or deactivate the first, second, and third effects in the effects chain, respectively. Press and hold **Shift** and press one of the buttons to select the effect for that point in the effects chain. Alternatively, press and hold **Shift** and then turn the **FX Knob** under the effect name to move quickly through the list.
43. **FX 1 Knob, FX 2 Knob, FX 3 Knob:** These knobs have different functions on each Deck depending on the current FX Mode: **Single-FX Mode** or **Multi-FX Mode**.
    - **Single-FX Mode:** the **FX 1 Knob** controls the "wet-dry" balance of the effect; the **FX 2 Knob** controls the first effect parameter; the **FX 3 Knob** controls the second effect parameter. When Touch Mode is activated, touch the **FX 1 Knob** to activate its effect, and release the knob to deactivate it.
    - **Multi-FX Mode:** The knobs control the "wet-dry" balance of the first, second, and third effects in the effects chain, respectively. When Touch Mode is activated, touch a knob to activate its effect, and release the knob to deactivate it.
44. **Beat / Mode:** 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.

    Press and hold **Shift** and then press this button to switch between Single-FX Mode and Multi-FX Mode.
45. **Beat Knob:** Turn this knob to set the Time Division for the selected effects. You can also press it to reset the Time Division to 1.
46. **FX Assign**: Use these buttons to apply Effect A and/or B to the corresponding channel (Each effect can be applied to any or all of the four channels).
47. **Channel Filter:** Turn this knob to adjust the filter on the corresponding channel. The type of filter it adjusts will depend on the **Filter Mode** button.
48. **Filter Mode:** Press this button to cycle through the Filter Modes, which affect the **Channel Filter** knobs: **Off**, **Filter-Roll Mode**, or **Filter-FX Mode**.
    - **Off:** When this button is off, the **Channel Filter** knob will apply and adjust a low-pass filter to the corresponding channel when turned counter-clockwise or a high-pass filter when turned clockwise.
    - **Filter-Roll Mode:** Press this button once to activate Filter-Roll Mode (the button will light solid red). The **Channel Filter** knob will apply and adjust a low-pass filter to the corresponding channel when turned counter-clockwise or a high-pass filter when turned clockwise. In addition, it will apply a Loop Roll to the filter and will decrease in length as the knob moves further away from the center position. Press this button once to deactivate Filter-Roll Mode.
    - **Filter-FX Mode:** Press and hold **Shift** and then press this button to activate Filter-FX Mode (the button will flash red). The **Channel Filter** knob will apply and adjust a low-pass filter to the corresponding channel when turned counter-clockwise or a high-pass filter when turned clockwise. In addition, it will adjust Parameter 1 of the effects applied to that channel as the knob moves further away from the center position. Press this button once to deactivate Filter-FX Mode.

Display



1. **Active Deck:** Indicates the currently active deck.
2. **Platter Position:** Displays the current track position.
3. **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.
4. **Time Elapsed/Remaining:** Displays the time elapsed or time remaining for the current track. Press **Shift** and the **Scratch** button to change the display.
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. **Pitch:** Displays the pitch of the current track.
8. **Pitch Range:** Displays the current pitch range.
9. **Keylock:** This icon illuminates when Keylock is active for the current deck. See the Serato DJ manual to learn about Keylock.

Front Panel

1. **Headphones (1/4" or 1/8"):** Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring.
2. **Headphone Volume:** Adjusts the volume level of the headphone output.
3. **Split Cue**: When this switch is in the **On** position, the headphone audio will be "split" such that all channels sent to Cue are mixed to mono and applied to the left headphone channel and the Program mix is mixed to mono and applied to the right channel. When the switch is in the **Off** position, Cue and Program audio will be "blended" together.
4. **Cue Mix:** Turn to mix between Cue and Program in the Headphone channel. When all the way to the left, only channels routed to Cue will be heard. When all the way to the right, only the Program mix will be heard.
5. **Crossfader Contour:** Adjusts the slope of the crossfader curve. Turn the knob 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.
6. **Mic Level:** Adjusts the level of the corresponding **Mic Inputs**.
7. **Mic High:** Adjusts the high (treble) frequencies of the audio signal coming from the corresponding microphone input.
8. **Mic Low:** Adjusts the low (bass) frequencies of the audio signal coming from the corresponding microphone input.

Rear Panel

1. **Power Switch:** Turns NS6II on and off. Turn on NS6II after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off NS6II.

2. **Power In:** Use the included power adapter (12 V DC, 2 A, center-positive) to connect NS6II to a power outlet. While the power is switched off, plug the cable into NS6II first, and then plug the cable into a power outlet.

3. **Cable Restraint:** You can secure cables to this restraint to help avoid disconnecting them accidentally.

4. **USB Port 1/2:** Use a standard USB cable (included) to connect each USB port to an available USB port on a computer. These 2 ports allow you to control audio from 2 computers at the same time, which allow for seamless transitions while switching from one DJ to another.

   To set a channel to control your computer, set its **Input Selector** to **PC**, and set its **USB selector** to the desired port (**1** or **2**).

5. **Line/Phono Inputs (RCA):** Connect your audio sources to these inputs. These inputs can accept both line and phono-level signals.

6. **Line/Phono Switch:** Flip this switch to the appropriate position, depending on the device connected to the **Line/Phono Inputs**. If you are using phono-level turntables, set this 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 this switch to **Line**.

7. **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.

8. **Mic Inputs (1/4"):** Connect 1/4" (6.35 mm) microphones to these inputs. Microphone controls are located on the front panel. The inputs’ audio signals are routed directly to the Program Mix and Cue Mix.

9. **Booth Output (RCA):** Use standard RCA cables to connect this output to a booth monitoring system. The level of this output is controlled by the Booth knob on the top panel.

10. **Master Output (RCA):** Use standard RCA cables to connect this output to a speaker or amplifier system. The level of this output is controlled by the Master knob on the top panel.

11. **Master Output (XLR):** Connect this low-impedance XLR output to a PA system or powered monitors. The level of this output is controlled with the Master knob on the top panel.