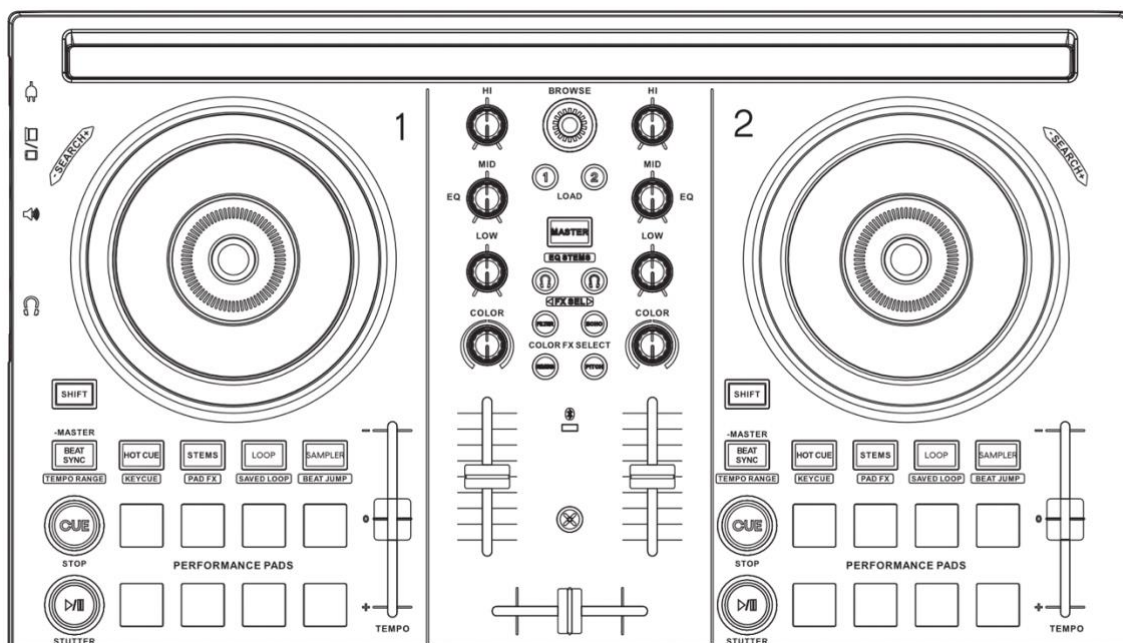


User manual



DJ controller



Junio

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Before you begin

Thank you for choosing this controller. Before using the unit for the first time, read this manual carefully and keep all accompanying documentation for future reference.

Package contents

The package includes:

- DJ controller
- Quick start guide
- Safety and warranty information
- USB-A to USB-C cable
- 3.5 mm stereo jack to RCA cable

User guide

For detailed instructions on installing and configuring the software, refer to the following official VirtualDJ resources:

- **VirtualDJ QuickStart Guide** – installation and initial setup
- **VirtualDJ Manual** – advanced configuration and software operation

<https://virtualdj.com/manuals/virtualdj.html>

These documents describe the features of the VirtualDJ software for Windows and macOS, as well as the control options available when this controller is used.

Use of VirtualDJ

VirtualDJ for Windows and macOS is a professional application designed for audio and video mixing, music library management, and the application of advanced effects and mixing functions. This controller has been optimised to operate natively with VirtualDJ through automatic mapping.

VirtualDJ LE 8 license included

The controller incorporates a **VirtualDJ LE 8 license**, which unlocks all functions supported for this model within that software edition.

- The **activation key** is physically located on the **underside** of the controller.
- Once entered and associated with your VirtualDJ account, the license remains active whenever the controller is connected.
- Create and register a VirtualDJ account to simplify license recovery or device replacement in the future.

Software download

The VirtualDJ software is not physically included with the product. Always download the latest version from:

virtualdj.com

To verify compatibility, system requirements and supported operating systems, refer to the **[Minimum Requirements]** section under **[Support]** on the official website.

System performance and considerations

Even when the minimum requirements are met, performance may vary depending on the computer hardware. To ensure stable operation:

- Keep the PC/Mac connected to mains power, especially in the case of laptops.
- Disable power-saving modes that may limit CPU or disk performance.
- Close applications that consume resources or may negatively affect overall system performance.

Access to online services

Some VirtualDJ functions require an Internet connection (for example: music catalogues, streaming services or third-party content). In certain cases, an external subscription is required to access these services.

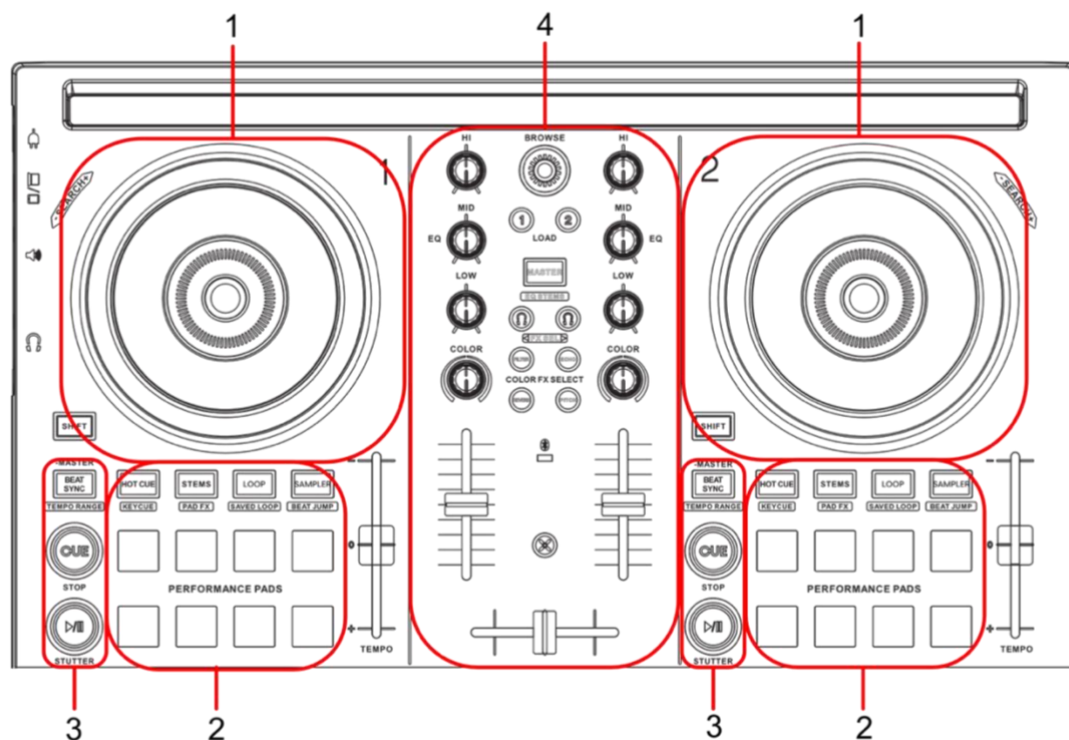
Operating system updates

Correct software operation is only guaranteed when using the latest available versions of the operating systems recommended by VirtualDJ.

Control functions

Top panel

The top panel of the controller is divided into several sections designed to manage playback, mixing and access to performance functions. The exact assignment of some functions may vary depending on the DJ software used and the active MIDI mapping.



1. Decks 1 and 2

Jog and tempo control to adjust playback and perform scratch.

2. Effects, pads and quick controls

Mode selection and triggering of functions with pads, plus Color FX selection.

3. Playback controls

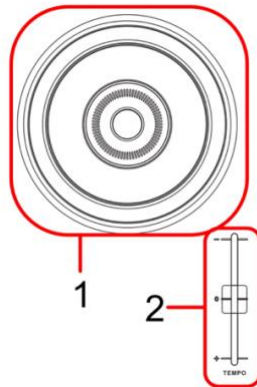
PLAY/PAUSE, CUE and BEAT SYNC for basic track control.

4. Mixer and navigation

EQ, levels, crossfader, Browse/Load and headphone/master monitoring.

1. Decks 1 and 2

Set of controls intended for direct handling of each deck (left/right).



1. Selection wheel / Jogwheel

Rotation (**edge/outer rim or top surface with vinyl mode disabled**):

Allows **pitch bend**, temporarily speeding up or slowing down playback to adjust beatmatching without stopping audio.

Touch/rotation of the top surface (**with vinyl mode enabled in the software**):

Allows **scratch** techniques, simulating the behavior of a record.

[**SHIFT**] + rotation:

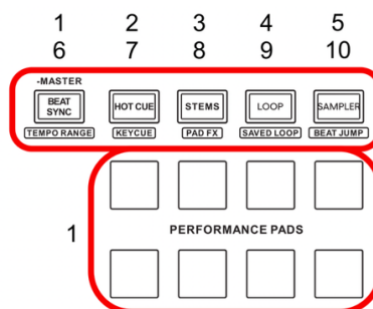
Enables quick search (fast forward/rewind) within the track.

2. TEMPO slider

Adjusts the playback speed (BPM) of the track loaded on the corresponding deck.

2. Performance Pads and bank selection

Pad block (8 per deck) for triggering functions, along with the bank selection buttons printed on the silkscreen.



1. PERFORMANCE PADS (8 pads per deck)

Allow performance functions (e.g., Hot Cues, loops, sampler, stems, etc.) depending on the selected bank.

2. Bank buttons (per deck)

Select the pads' operating mode:

1. BEAT SYNC

Automatically syncs the deck BPM and beatgrid/phase to the master deck.

2. HOT CUE

Accesses the Hot Cue bank to set and trigger cue points from the pads.

3. STEMS

Accesses Stems control to isolate/manipulate elements (vocals, drums, instruments) from the pads.

4. LOOP

Enables fixed-length auto loops using the pads.

5. SAMPLER

Accesses the Sampler bank to trigger samples assigned in the software via the pads.

3. Printed secondary functions (with [SHIFT])

The silkscreen indicates alternate functions per bank, typically accessible with [SHIFT] and the corresponding bank, for example:

6. TEMPO RANGE (SHIFT + BEAT SYNC)

Changes the TEMPO fader range for fine or wide adjustments.

7. KEYCUE (SHIFT + HOT CUE)

Keyboard-style mode: plays a Hot Cue at different pitches using the pads.

8. PAD FX (SHIFT + STEMS)

Accesses Pad FX to apply effects from the pads (momentary or toggle, depending on settings).

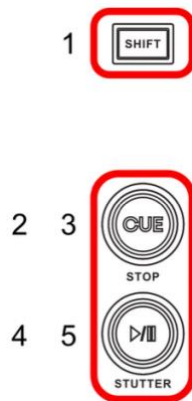
9. SAVED LOOP (SHIFT + LOOP)

Recalls previously saved loops in the track.

10. BEAT JUMP (SHIFT + SAMPLER)

Moves playback forward/backward by defined intervals without losing the beat.

3. Playback controls (per deck)



1. [SHIFT] button

Allows access to secondary functions of other controls while held.

2. CUE button

Sets/recalls a cue point and enables “back cue” (return to the cue point).

Holding may play momentarily from the cue (cue point sampler), depending on the software.

3. STOP (SHIFT + CUE)

Stops deck playback. The exact behavior (stop and remain in position or return to start/cue) depends on the setting in VirtualDJ.

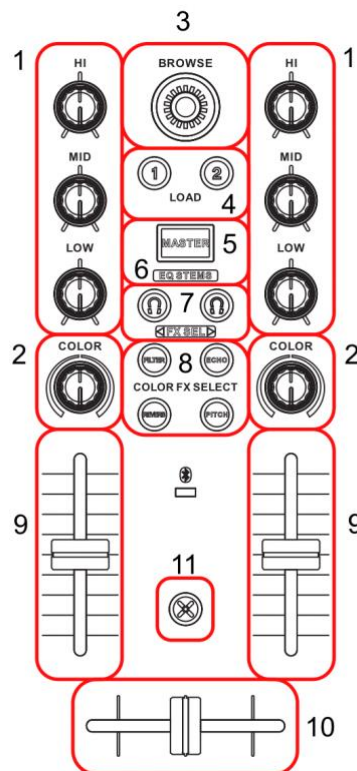
4. PLAY/PAUSE button

Starts or pauses track playback. In combination with [SHIFT], it may enable stutter-type functions (return to temporary cue and start playback), depending on the software/mapping.

5. STUTTER (SHIFT + PLAY/PAUSE)

The STUTTER function allows playback to relaunch immediately from the Cue point (or from the temporary cue if no cue is defined), creating a rapid repeat effect useful for rhythmic accents.

4. Mixer (center section)



1. EQ knobs [HI / MID / LOW] (per channel)

Increase or reduce the corresponding frequency band of the channel.

2. COLOR knob (per channel)

Per-channel effect control. Depending on the software, it can apply Sound Color FX or a filter; in the center position, no effect is applied (typical behavior).

3. BROWSE selector (navigation)

Allows scrolling through the software library and selecting content. The press/confirm action depends on the mapping and the software.

4. LOAD buttons [1] / [2]

Load the selected track into deck 1 or deck 2 respectively (depending on the deck associated in the software).

5. MASTER button (master cue)

Enables listening to the master in headphones (master monitoring).

6. EQ STEMS button

Switches the behavior of the associated control block between equalization (EQ) and stems control when supported by the software (depending on mapping).

7. Headphone CUE buttons (per channel)

Allow pre-listening in headphones to the corresponding channel (channel cue).

8. COLOR FX SELECT (FILTER / ECHO / NOISE / PITCH)

Selects the type of color effect (or equivalent) that will be controlled by the channel COLOR knobs, according to the software and the active mapping.

9. Channel faders (2)

Adjust the volume of each channel before the crossfader.

10. Crossfader

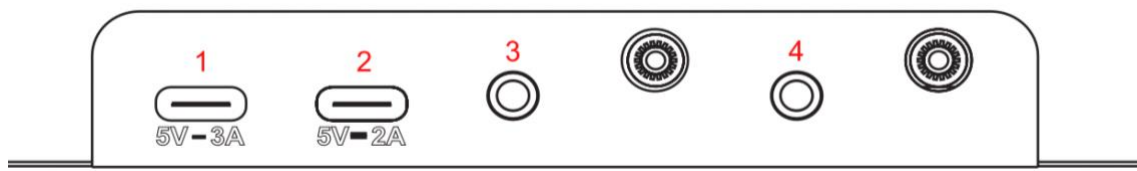
Performs the transition between left and right channel according to the curve configured in the software.

11. “X” button (SMART FADER / assisted mixing)

Enables or disables an assisted mixing mode to facilitate transitions using the faders/crossfader, according to the mapping defined in VirtualDJ.

Rear panel

The controller’s rear panel integrates power, connection to the device (PC/mobile) and audio outputs. Always connect the system with volumes at minimum and increase them gradually to avoid level spikes.



1. USB-C POWER IN (5 V = 3 A)

USB-C power input. Use a power adapter compatible with 5 V / 3 A to ensure stability and avoid disconnections.

2. USB-C FOR MEDIA (5 V = 2 A)

USB-C port for connection to the device (computer or mobile/tablet) and communication with VirtualDJ. The indicated current corresponds to the port.

3. AUDIO OUTPUT (MASTER OUT) – 3.5 mm minijack

Main audio output to speakers/mixer/amplifier.

- Potentiometer (next to the connector): controls the master output level.
- Recommendation: use a suitable cable/adaptor (e.g., 3.5 mm TRS to RCA or 3.5 mm TRS to 2×jack, depending on the destination equipment).

4. HEADPHONES OUTPUT (PHONES) – 3.5 mm minijack

Connection for monitoring headphones.

- Potentiometer (next to the connector): controls headphone volume.

Connections and power

Before connecting or disconnecting the controller from the PC/Mac or other external devices, make sure to unplug the USB-C cable from the corresponding port to avoid damage to the terminals.

USB cable use

- Always use certified USB cables in good condition.
- For computers with USB-C ports, a USB-C to USB-C cable up to 3 m is recommended.
- For USB-A ports, use a certified USB-A to USB-C cable, also up to 3 m.
- Proper operation is not guaranteed with all USB hub models. If a hub is required, choose an externally powered hub recommended by the computer manufacturer.

Power from PC/Mac

When the controller is powered only through the computer's USB port:

- Avoid connecting other USB devices that may limit available power.
- On laptops, it is recommended to keep the computer connected to mains power to ensure a stable supply.

Use with mobile devices

If used with a smartphone or tablet:

- It is recommended to use a dedicated USB power adapter or external battery to power the unit.
- Ensure that the supplied power meets the controller's voltage and current specifications.

VirtualDJ only installs and runs fully on Windows and macOS. On mobile devices, VirtualDJ may offer remote control functions depending on version and system compatibility.

Headphone connection

For optimal performance:

- Use headphones with suitable impedance for DJ controllers (approx. 32 Ω or higher).
- Avoid adapters or plugs that may cause intermittent contact in the 3.5 mm jack.

- Before connecting or disconnecting cables, set master volume and headphone volume to minimum.
- Increase volumes gradually to avoid level spikes and protect speakers/headphones.
- If you detect distortion, reduce the master level and check the input level of the connected equipment.

Installing VirtualDJ on PC/Mac

1. Software download

VirtualDJ for Mac/Windows is not physically included with the controller.

Always download the latest version from:

virtualdj.com

For up-to-date information on compatibility, system requirements and supported operating systems, see [Minimum Requirements] within the [Support] section at virtualdj.com.

Please note that, even if minimum requirements are met, performance may vary depending on the PC/Mac model and its usage conditions.

2. Software installation

On Windows

1. Download the installer from virtualdj.com.
2. Run the downloaded file and follow the on-screen instructions.
3. When installation is complete, launch VirtualDJ from the Start menu.

On macOS

1. Download the .dmg file from virtualdj.com.
2. Drag VirtualDJ to the Applications folder.
3. Launch the program from Launchpad or from Applications.

On some macOS systems, it may be necessary to authorize the app in: System Preferences → Security & Privacy.

3. Connecting the controller to the computer

1. Connect the USB-C connector on the controller's rear panel to the PC/Mac using a certified USB cable.
2. Wait for the system to recognize the unit. This controller is class compliant, so it normally does not require additional drivers.
3. With the controller connected, open VirtualDJ.

For stable operation, especially on laptops, it is recommended to keep the computer connected to power.

4. Activating VirtualDJ LE 8 (included license)

This controller includes a VirtualDJ LE 8 license, required to unlock the functions available for this model within that software edition.

- The physical activation key is located on the underside of the controller.
- When VirtualDJ displays the activation window, enter this key and log in with your VirtualDJ account.

Once the license is activated:

- It will be permanently linked to your account.
- VirtualDJ will automatically unlock the compatible features each time you connect the controller, without the need to purchase additional plans.
- In case of a system reinstallation or a computer change, it will be enough to log in with the same account.

5. Controller recognition in VirtualDJ

When VirtualDJ starts with the controller connected, the application will display a message indicating that a compatible device has been detected.

1. Select the controller in the pop-up window.
2. Accept loading the recommended mapping and the suggested audio configuration.
3. Press APPLY if the application requests it.

VirtualDJ will automatically create an initial audio setup using the controller's device.

6. Audio setup (Master + Headphones)

To use the master output and headphone monitoring at the same time:

1. Open Settings → Audio.
2. Select an output mode equivalent to SPEAKER + HEADPHONE.
3. Assign:
 - MASTER OUT → 3.5 mm stereo minijack connector labeled OUTPUT.
 - HEADPHONES → 3.5 mm stereo minijack connector labeled HEADPHONES.
4. Press APPLY to save the settings.

Adjust levels in the VirtualDJ mixer and on the controller's physical controls to obtain a suitable workflow.

7. Performance recommendations

To ensure a stable experience:

- Use certified USB cables and avoid unpowered USB hubs.
- Keep the computer connected to power to avoid power limitations.
- Close applications that consume resources (CPU, disk or GPU).

- If you experience latency or audio dropouts, adjust the buffer size in VirtualDJ settings until you find a stable balance.

Basic use

This section describes the workflow for mixing with the controller: loading tracks, controlling playback, adjusting sync, monitoring in headphones, and applying mixing with EQ/effects and pads.

Browse and load tracks

1. Use the BROWSE selector to scroll through the VirtualDJ library and select a track.
2. Press LOAD 1 to load it to Deck 1, or LOAD 2 to load it to Deck 2.
3. Repeat the process to load a second track on the other deck.

Playback and position control

1. Press PLAY/PAUSE to start or pause playback.
2. Press CUE to set or return to a cue point.
3. Use the jogwheel to:
 - Temporarily adjust the mix alignment (pitch bend) during mixing.
 - Perform scratch-type movements if the active mode in VirtualDJ allows it.

Tempo adjustment and synchronization

1. Use the TEMPO fader to adjust the deck BPM.
2. Press BEAT SYNC to automatically synchronize the deck to the master deck (BPM and phase).
3. If you need to change fader sensitivity, enable TEMPO RANGE (secondary function with SHIFT as per the silkscreen).

Headphone preview (monitoring)

1. Connect headphones to the PHONES output and adjust the level with its knob.
2. Press the channel CUE button (in the mixer section) to listen to that deck in headphones without sending it to the audience.
3. Use MASTER to listen to the master in headphones when you need to check the overall mix.

Mixing between decks (volume and transitions)

1. Raise the channel fader for the deck that is playing (active deck).
2. Prepare the next track on the other deck (do not raise its channel fader to maximum until it is ready).
3. For the transition:

- Use the crossfader to blend between the left and right channels.
- Or, mix by levels using only the channel faders (depending on your style).

Smart Fader

The X button activates Smart Fader, an assisted mixing function that helps perform transitions automatically/optimally.

- **Enable/Disable:** press X to enable or disable Smart Fader.
- **Recommended use:** with Smart Fader enabled, perform the transition by moving the crossfader or the channel faders; the system will assist the mix by automatically adjusting parameters to smooth the change between tracks.
- **When to use it:** ideal for quick transitions or for users getting started, maintaining a more uniform mix.

Equalization (EQ) and COLOR FX

1. Adjust HI / MID / LOW to clean up the mix.
 2. Reduce the bass of the incoming deck while both are playing, and transfer it progressively.
 3. Select the effect type with COLOR FX SELECT (FILTER / ECHO / NOISE / PITCH).
 4. Use each channel's COLOR knob to apply the intensity of the selected effect.
- Recommendation: avoid excessive increases of EQ and effect at the same time to prevent distortion.

Performance Pads (quick functions)

Select the desired mode and use the 8 pads to trigger functions:

- **HOT CUE:** create and trigger cue points.
- **LOOP** (with SHIFT): enable auto loops.
- **SAVED LOOP** (with SHIFT): recall saved loops.
- **SAMPLER:** trigger samples.
- **BEAT JUMP:** rhythmic jumps forward/back without losing the beat.
- **STEMS:** basic stems control from pads (depending on VirtualDJ configuration).
- **PAD FX (with SHIFT):** apply effects via pads.
- **KEYCUE** (with SHIFT): keyboard-style playback at different pitch levels.

Ending the session

1. Lower the channel faders and the MASTER knob.
2. Stop playback and close VirtualDJ.
3. Disconnect cables if necessary.

Advanced use

This section describes advanced techniques and workflows that can be performed with the Juno controller together with VirtualDJ, using the available controls (pads, jogwheels, tempo, EQ, Color FX, headphone preview, Smart Fader)

1. Prior preparation in VirtualDJ (recommended)

1. Import your library and run BPM/beatgrid analysis on the tracks (from the VirtualDJ library).
2. Enable Quantize (if available) so that Hot Cues, loops, and jumps lock to the beat.
3. Enable Key Lock in VirtualDJ if you want to change tempo while keeping the key.

This preparation improves the accuracy of BEAT SYNC, loops, Beat Jump, and pad performance.

2. Manual beatmatching “by ear” (without SYNC)

1. Play the Deck 1 track and leave the crossfader centered (or towards the active deck).
2. On Deck 2, enable the channel CUE in the mixer to preview in headphones, and adjust its level with the headphone knob.
3. Adjust Deck 2 TEMPO until it is close to Deck 1 BPM.
4. Use the jogwheel to correct the drift:
 - Push slightly to “speed up”.
 - Pull slightly to “slow down”.
5. Once both tracks are aligned, raise Deck 2 channel fader and perform the transition with the crossfader or by levels.

3. Phrase matching with BEAT JUMP

The goal is for the “drop” or phrase start of the incoming track to match the phrase change of the track that is playing.

1. Prepare the incoming deck in headphones (channel CUE).
2. Enable BEAT JUMP on the pads and use rhythmic jumps to place the start of the desired section (intro/break/drop) on the correct beat.
3. Fine-tune with the jogwheel and confirm in headphones before opening the channel fader.

4. Advanced Hot Cue (performance markers)

1. Enable HOT CUE and create Hot Cues at useful points:
 - Start of intro
 - Start of break

- Start of drop
 - Start of outro
2. Use Hot Cues to:
 - Jump quickly between sections without losing flow.
 - “Re-enter” the track from an exact point during a transition.

5. Transition loops (LOOP) and recall (SAVED LOOP)

Loops to “extend” a section:

1. Enable LOOP and perform a loop (e.g., 4 or 8 beats) to keep a part stable while preparing the other deck.
2. During the transition, progressively reduce LOW on the outgoing track and transfer bass to the incoming track to avoid overlap.

SAVED LOOP to return to saved loops:

1. Save a loop in VirtualDJ (from the software loop interface).
2. Enable SAVED LOOP and recall the saved loop from the pads to relaunch it when needed.

6. Creative mixing with STEMS (pads and EQ/STEMS)

1. Enable STEMS and use the pads to isolate/enable elements (e.g., vocal, drums, bass, instruments) according to VirtualDJ assignment.
2. For an “acapella” transition:
3. Keep the base (drums/bass) of the incoming track.
4. Bring in the vocal of the outgoing track for a few bars and then remove it.
5. Use EQ/STEMS to switch quickly between tonal control and stems control when needed.

7. Transition effects: COLOR FX SELECT + COLOR

Typical transitions achievable with the controller:

1. Select the type with COLOR FX SELECT (FILTER / ECHO / NOISE / PITCH).
2. Apply the effect with the channel COLOR knob:
 - FILTER: sweeps to “clean” frequencies before opening the incoming deck.
 - ECHO: “echo out” at the end of a phrase before cutting.
 - NOISE: noise layers to lift energy in builds.
 - PITCH: tonal drop/rise effects for emphasis (use moderately).
3. Combine with EQ: reduce LOW on the outgoing track while applying FILTER/ECHO for a cleaner exit.

8. PAD FX (pad-based effects)

1. Enable PAD FX and trigger effects from the pads (momentary or toggle, depending on VirtualDJ settings).
2. Recommended use:
 - Apply a short effect (1–2 bars) on a fill or section change.
 - Avoid chaining PAD FX + ECHO + extreme EQ adjustments simultaneously to prevent overload.

9. SAMPLER: layers and “one-shots”

1. Open the Sampler panel in VirtualDJ and load sounds (claps, risers, drops, voice).
2. Enable SAMPLER and trigger samples with the pads.
3. Best practices:
 - Keep samples at a moderate level.
 - Use samples at phrase ends or transitions, not continuously.

10. KEYCUE: practical harmonic mixing

1. Enable KEYCUE and use the pads to play the cue at different pitch levels (depending on VirtualDJ mode).
2. To maintain quality:
 - Enable Key Lock in VirtualDJ.
 - Avoid extreme semitone changes if you notice artifacts.

11. Smart Fader (X button): assisted transitions

1. Press X to enable Smart Fader.
2. Perform the transition by moving the crossfader or channel faders; assisted mode helps smooth the mix.
3. Recommendation:
 - Useful for quick changes or to maintain a uniform transition.
 - Disable it if you need fully manual, precise control of EQ/effects.

Advanced settings in VirtualDJ

This section describes the recommended settings to optimize stability, latency, synchronization, Stems, and control response when using the controller with VirtualDJ on Windows and macOS.

Audio and performance

Device selection and output mode

1. Open Settings > Audio.
2. Select Master + Headphones.
3. Under Sound card / Audio device, select the Juno controller device.
4. Verify that:
 - Master is routed to the main output (MASTER OUT).
 - Headphones are routed to the headphone output (PHONES).

Latency (buffer) and stability

In Settings > Audio, adjust Latency / Buffer:

- If you prioritize fast response (jog/scratch): reduce latency gradually until clicks or dropouts appear, then back off slightly.
- If you prioritize stability (long sessions/live): increase latency if you detect crackles, digital distortion, or dropouts.

Windows (recommendation):

- If VirtualDJ offers the controller in ASIO mode, use it to obtain better stability/latency.
- Avoid power saving mode and select a high performance profile if the computer allows it.

macOS (recommendation):

- The system uses Core Audio; if dropouts occur, increase buffer/latency and close CPU-intensive applications.

Sample rate

If VirtualDJ allows you to choose Sample Rate:

- Keep a stable rate (usually 44.1 kHz or 48 kHz) and avoid switching it during the session.
- If there are incompatibilities (noise/dropouts), try the alternative (44.1 ↔ 48 kHz) and restart VirtualDJ.

Synchronization and quantization

Quantize (recommended with pads)

Enable Quantize so that Hot Cues, loops and Beat Jump stay aligned to the beat.

- Recommended for use with Performance Pads.
- If you want fully free control (for example, scratch without assistance), you can disable it temporarily.

BEAT SYNC behavior

In Settings > Options, review the sync option:

- Keep a consistent mode so that BEAT SYNC is predictable (BPM sync and/or phase depending on VirtualDJ configuration).

Key Lock (harmonic mixing)

Enable Key Lock if you are going to change the tempo and want to keep the key.

- Recommended if you use KEYCUE and harmonic mixing.

Stems (quality vs CPU)

Stems quality

In Settings > Options, locate the Stems options:

- The higher the quality, the higher the CPU usage.
- If the system is struggling or dropouts occur, reduce quality or limit the simultaneous use of Stems + FX.

Controller and control response

Controller selection and mapping

In Settings > Controllers:

- Verify that Juno appears and that the corresponding mapping is selected.

Jog (sensitivity and scratch)

Adjust (if VirtualDJ allows it):

- Jog sensitivity to match your style (mixing vs scratch).
- Vinyl/scratch parameters so that the behavior is natural and consistent.

Tempo fader and range

- Use TEMPO RANGE when you need finer or wider control of the TEMPO fader (according to the controller silkscreen).

Crossfader curve

Set the crossfader curve depending on the use:

- Smooth curve: gradual mixes.
- More aggressive curve: fast cuts.

Smart Fader (X button)

The X button enables Smart Fader (assisted mixing).

- Recommended for quick and consistent transitions.
- For advanced manual mixing, use it as a toggle function (enable only when you need it).

Library, analysis and levels

Track analysis

Enable automatic analysis of:

- BPM/Beatgrid (improves BEAT SYNC, loops and Beat Jump).
- Key (musical key) (improves harmonic mixes and KEYCUE).

Auto Gain

If VirtualDJ has Auto Gain, enable it to level tracks with different volumes.

Even so, avoid clipping: keep headroom on master and on the destination system.

Advanced troubleshooting resolution

- Dropouts or crackles: increase buffer/latency, close background apps and reduce Stems/FX quality if necessary.
- Controller not detected: change USB cable/port and avoid unpowered hubs.
- No sound from MASTER OUT: verify “Master + Headphones” and that the selected device is the Juno controller.
- Lag on jog/scratch: reduce latency gradually and prioritize low-latency audio mode (ASIO on Windows if available).

Troubleshooting

If you believe that the unit or the software is not operating correctly, first review the following points. In many cases, unexpected behaviour may be related to the computer configuration, operating system version or the installed version of VirtualDJ.

The unit does not power on or is not recognised by the PC/Mac

- Check that you are using a certified USB-C cable in good condition.
- Connect the controller directly to a USB port on the computer and avoid unpowered USB hubs.

- Disconnect and reconnect the USB cable.
- Restart VirtualDJ with the controller already connected.
- Verify that the operating system has recognised the device. The controller is class compliant and normally does not require additional drivers.

No sound from the speakers

- Make sure the MAIN control is raised and that the channel faders are not at minimum.
- Confirm that the output cable is connected to the OUTPUT connector on the controller (3.5 mm stereo mini-jack) and to the corresponding sound system input.
- In VirtualDJ, open **Settings → Audio** and verify that:
 - The output mode is set to **Master + Headphones (Speaker + Headphone)**.
 - The selected audio device is the controller.
- If you are playing through the computer's internal speakers, check the operating system's master volume.

No headphones cue signal

- Connect the headphones to the controller's **HEADPHONES** connector.
- Raise the **HEADPHONES LEVEL** control.
- Press the **CUE** button on the channel you want to monitor.
- In **Settings → Audio** in VirtualDJ, confirm that the headphones output is assigned to the controller's audio device.

Audio dropouts or high latency

- Keep the computer connected to mains power, especially in the case of laptops.
- Close background applications that consume system resources.
- In the VirtualDJ audio settings, adjust the buffer/latency value until a stable balance is achieved.

Pads, LEDs or jogwheel behaviour does not match expectations

- Confirm that VirtualDJ has loaded the recommended mapping when detecting the controller.
- If the mapping has been modified, restore the default configuration for this model under **Settings → Controllers**, selecting the factory mapping associated with the unit.

Using the unit as a controller for other DJ applications

The controller operates as a USB class-compliant device and can be recognised by other applications that support MIDI/HID controllers, in addition to VirtualDJ.

Please note the following:

- The available mapping and functions may vary depending on the application used.
- It may be necessary to manually assign the controls (jogwheel, pads, transport, mixer and navigation) from the third-party application's preferences or MIDI/HID settings.
- The controller's integrated audio interface provides two 3.5 mm stereo mini-jack connectors (main output and headphones). Correct assignment of **Master** and **Headphones** outputs depends on the audio configuration of the software being used.
- If the application does not automatically recognise the device, disconnect and reconnect the controller and restart the application.

For stable performance with third-party applications, the same best practices recommended for VirtualDJ apply: use certified USB cables, connect directly to the computer and avoid unpowered USB hubs.

Technical specifications

- **Number of channels:** 2
- **Dimensions (width × height × depth):** 365 × 40 × 211 mm
- **Weight:** 1056 g
- **Power input (USB-C POWER IN):** 5 V = 3 A
- **Power output (USB-C FOR MEDIA):** 5 V = 2 A
- **Inputs:**
 - 1× USB-C (power + data)
 - 1× USB-C (power)
- **Outputs:** 2× 3.5 mm minijack
- **Resolution / sample rate:** 16 bit / 44.1 kHz
- **Frequency response (audio):** 20 Hz – 20 kHz
- **Signal-to-noise ratio (S/N):** 102 dB
- **Total harmonic distortion over USB (THD):** 0.006%
- **Operating temperature:** +5 °C to +35 °C
- **Operating humidity:** 5% – 85% (non-condensing)

Additional information

Registered trademarks

VIETA DJ® is a registered trademark of FRAMASON AUDIO S.A.

VirtualDJ® is a trademark or registered trademark of Atomix Productions. This controller has been optimised to operate natively with VirtualDJ through automatic mapping and may include a VirtualDJ LE 8 licence for use with this model.

Windows® is a trademark or registered trademark of Microsoft Corporation in the U.S.A. and other countries.

macOS® is a trademark of Apple Inc., registered in the U.S.A. and other countries and regions.

Other product names, technologies and company names mentioned in this manual are trademarks or registered trademarks of their respective owners.

Third-party software and licence notice

This product can be used with third-party software. In particular, VirtualDJ for Windows and macOS is a professional application for mixing and music management. The software is not physically included with the product and must be downloaded from the official distribution channels of the provider.

The included VirtualDJ LE 8 licence, where present on your unit, enables the functions compatible with this model within that software edition. Use of VirtualDJ is subject to the licence terms and conditions established by the software provider.

The available functions, menu names and software behaviour may vary depending on the installed version of VirtualDJ and the operating system.

Documentation, screens and specifications notice

The software screens, specifications, as well as the external appearance and hardware specifications described in this manual are subject to change without prior notice. Depending on the operating system version, system configuration and other factors, operation may differ from the procedures described.

This approach is standard practice in professional DJ controller manuals.

Safety, maintenance and warranty

Before using the product, carefully read the **Safety and warranty** documentation supplied with the unit. That document contains important information regarding safe operation, limitations of liability, warranty conditions and service procedures.

Copyright precautions

Recordings and mixes created with this product and the associated software are intended for personal use unless applicable legislation and the corresponding licences allow different use.

Music that is played, recorded, broadcast or distributed is protected by copyright laws in each country and by international treaties. The user of musical content is responsible for ensuring its lawful use, including compliance with the terms and conditions of streaming services, download platforms and third-party libraries, where applicable.

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