

Numark



User Guide

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User Guide (English)

Introduction

Box Contents

NVii
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USB Cable
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Safety & Warranty Manual

Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit numark.com/nvii.

For additional product support, visit numark.com/support.

Quick Start

1. Install the Software

Software: Download and install the latest version of Serato DJ from serato.com.

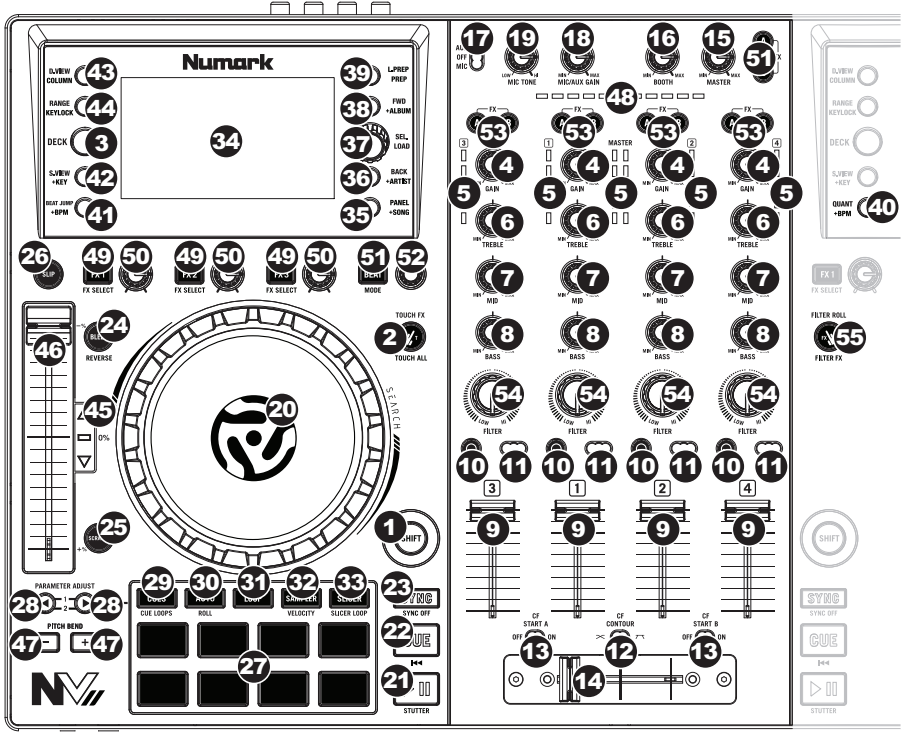
2. Connect and Start DJing!

Follow this sequence of steps whenever you use NVii:

1. Make sure all devices are off and all faders and gain knobs are set to "zero."
2. Connect input sources (microphones, CD players, etc.) to the NVii.
3. Connect output devices (power amplifiers, sub-mixer, recorders, etc.) to the NVii.
4. Plug all devices into power sources, and turn on devices in proper order:
 - When starting a session, turn on (1) input sources, (2) NVii, (3) output devices.
 - When ending a session, turn off (1) output devices, (2) NVii, (3) input sources.
5. Connect the NVii 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 NVii, visit serato.com/dj/support and select **Numark NV**.

Features

Top Panel



General Controls

1. **Shift:** Press and hold this button to access secondary functions (in red lettering) of other controls on NVII.
2. **Touch Mode:** Press this button to toggle through the Touch Modes, which let you access the touch-capacitive functions of NVII's **FX 1 Knob**, **FX 2 Knob**, and **FX 3 Knob** and the EQ Knobs (**Channel Treble**, **Channel Mid**, and **Channel Bass**). These functions are momentary, not "latching."
3. **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.

Mixer Controls

4. **Gain Trim:** Adjusts the pre-fader, pre-EQ audio level of the corresponding channel in the software.
5. **LED Meters:** Monitors the audio levels of the corresponding channel.
6. **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").
7. **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").
8. **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").
9. **Channel Fader:** Adjusts the audio level on the corresponding channel in the software.
10. **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.
11. **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**).
12. **Crossfader Slope:** Adjusts the slope of the **crossfader** curve. Set the switch to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching).
13. **Fader Start:** Enables or disables "fader start" on the corresponding side of the crossfader. When fader start is enabled on one side, moving the **crossfader** toward that side will cause the Deck to start playing.
14. **Crossfader:** Blends audio between the channels assigned to the left and right side of the crossfader.
15. **Master Volume:** Adjusts the output volume of the Program Mix and **Mic Input**.
16. **Booth Volume:** Adjusts the output volume of the **Booth Output** mix.
17. **Mic/Aux On/Off:** When set to **Mic**, the **Mic Input** is active, and its audio signal is routed directly to the Program Mix. When set to **Off**, the **Mic Input** and **Aux Input** are disabled. When set to **Aux**, the **Aux Input** is active, and its audio signal is routed directly to the Program Mix.
18. **Mic/Aux Gain:** Adjusts the gain of the **Mic Input** and **Aux Input**.
19. **Mic Tone:** Adjusts the brightness or darkness of the microphone input signal.

Playback Controls

20. **Platter:** Controls the playhead in the software.
21. **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.
22. **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.

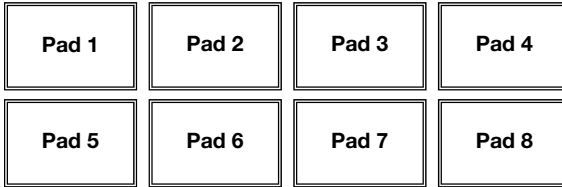
Press and hold **Shift** and then press this button to return to the beginning of the track.
23. **Sync:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase. Press and hold **Shift** and press this button to deactivate Sync.
24. **Bleep / Reverse:** Reverses audio playback of the track on the corresponding deck.

Bleep: The playback of the track will be reversed. 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).

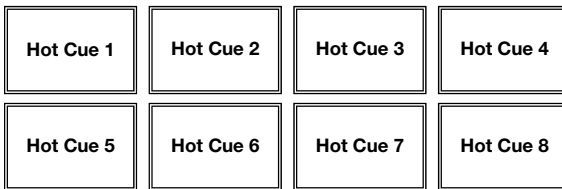
Reverse: The playback of the track will be reversed. Press and hold **Shift** and press this button again to resume normal playback from wherever the playhead stops.
25. **Scratch:** Press this button to activate or deactivate Scratch Mode. In this mode, you can touch the center part of the **platter** 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.
26. **Slip Mode:** Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to Hot Cue Points, trigger Loop Rolls, or use the **platters**, while the track's timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

Pad Mode Controls

27. **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.



28. **Parameter < / > :** Use these buttons for various functions in each Pad Mode. Press and hold **Shift** and use these buttons to access secondary parameters.
29. **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.



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.

30. **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.

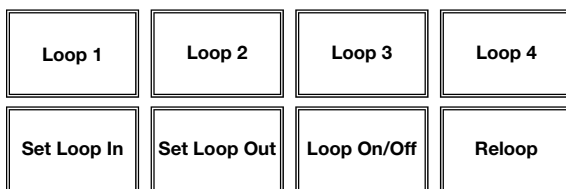
Note: The pad layouts here match the software's default Auto-Loop time division layout. If you shift the range of time divisions displayed in the software, the pad layout will change to match it.

- **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.



31. **Loop:** This Pad Mode button switches the pads between two banks of saved loops and 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.



32. **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."



33. **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.

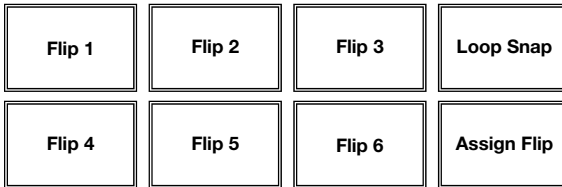


Flip Controls

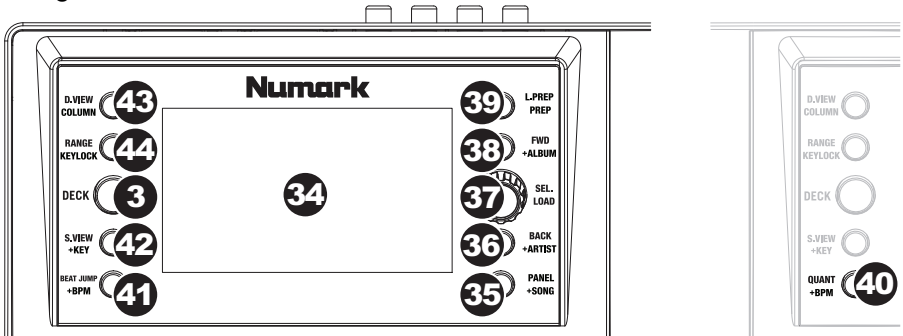
If you have purchased the Serato Flip Expansion Pack, you can create and control your Flips using these commands:

- **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 Beatgrid (Loop Snap)**, press and hold **Pad 4** and then press a pad with a Flip assigned to it.

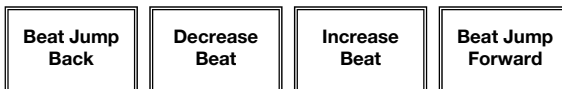
Important: Your track must have a set Beatgrid for the Loop Snap function to work.



Navigation Controls



34. **Display:** Use this screen to view menus, options, parameters, and settings.
35. **Panel / +Song:** Press this to toggle through the Recording, Effects, and Sampler panels. Press and hold **Shift** and then press this button to sort the Library by Song.
36. **Back / +Artist:** 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 Artist.
37. **Sel. / Load:** Use this knob to scroll through lists of tracks, Crates, etc. in the software. You can also press it to Load a track to the selected Deck.
38. **FWD / +Album:** Press this button to move the selector forward in the software panels. Press and hold **Shift** and then press this button to sort the Library by Album.
39. **L. Prep / Prep:** 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 move the selector to the Prepare Panel in the software.
40. **Quant / +BPM:** Press this button to enable or disable Quantize. When enabled, setting and triggering cues and loops will snap to the Beatgrid. Press and hold **Shift** and then press this button to sort the Library by BPM.
41. **Beat Jump / +BPM:** Press this button to enable or disable Beat Jump mode for the Pads. When Beat Jump is enabled, the bottom 4 pads in Auto-Loop and Loop Roll modes will function as Beat Jump controls:



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

42. **S. View / +Key:** 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 Key.
43. **D. View / Column:** Press this button to toggle through the available NVII display modes. Press and hold **Shift** and then press this button to display Key, BPM, or Time in the Library.

Pitch Controls

44. **Range / Keylock:** Press this to adjust the range of the Pitch Fader to $\pm 8\%$, $\pm 16\%$, and $\pm 50\%$.

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.

45. **Takeover LEDs:** When you select the other Deck with the **Deck Select** switch, the position of the NVII'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.
46. **Pitch Fader:** Controls the track's playback speed. An LED next to the fader will light up when set at **0%**.
47. **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**.
48. **Beatkeeper:** This meter is an aid for matching the tempo of both decks. When the white center LED is lit, the BPMs are matched. Otherwise, the meter will tend towards the faster deck. The further from center, the greater the difference between the two BPMs.

Effects Controls

49. **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.
50. **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.
51. **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.
52. **Beat Knob:** Turn this knob to set the Time Division for the selected effects.
53. **FX Assign:** Use these buttons to apply Effect A and/or B to the corresponding channel. You can apply Effect A and/or B to the entire Program Mix by using the **FX Send** buttons below the **Master Volume** knob. (Each effect can be applied to any or all of the four channels and/or the Program Mix.)
54. **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.
55. **Filter Mode:** Press this button to toggle 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.

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Display

NVii's full-color displays provide real-time feedback of the software with different views of each deck. The three available views are **Performance View 1**, **Performance View 2**, and **Library View**.

To move to the next view, press the **D. View** button.

To enter **Library View** immediately, turn the **Sel. / Load** knob.

To return to your previous view from **Library View**, do one of the following:

- Turn the **Sel. / Load** knob to select a track, and then press it to load the track to the deck. You will then see the track loaded onto that deck in the previous view.
- Use the **D. View** button.

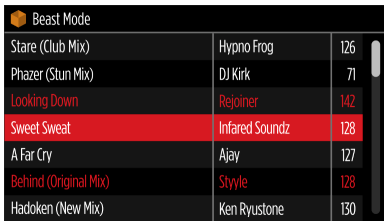
Each view shows the current settings of various controls, which you can adjust as described in the following sections. Click one below to jump to that section.



Performance View 1



Performance View 2



Library View

Performance View 1



This view contains information about the current track, effects, hot cues, and loops.

- Deck:** This is the currently selected Layer in the software controlled by that hardware deck. Press the **Deck** button to switch between the Layers. Deck A controls Layer 1 or 3; Deck B controls Layer 2 or 4.
- Track Name:** This is the title of the currently loaded track. See [Library View](#) to learn how to select tracks.
- Artist Name:** This is the artist of the currently loaded track. See [Library View](#) to learn how to select tracks.
- Track BPM:** This is the tempo (in beats per minute or BPM) of the currently loaded track with a 0% pitch adjustment. To see the BPM at which it is currently playing, see [Deck BPM](#) below.
- Track Key:** This is the key of the currently loaded track. This is the track's key with a 0% pitch adjustment. Tracks must be analyzed to show this information.
- Deck BPM:** This is the current BPM at which the currently loaded track is playing. To adjust this value, move the deck's **Pitch Fader**. This number is not affected by temporary pitch bends (using the **Pitch Bend +/-** buttons or the **platter**).
- Remaining Time:** This is how much time is left of the currently loaded track. The ring around the virtual platter is a visual representation of this value (the complete circle being the entire track).
- Pitch Range:** This is the current range of the deck's **Pitch Fader**. Press **Range / Keylock** on that deck to adjust the range of its **Pitch Fader** to $\pm 8\%$, $\pm 16\%$, or $\pm 50\%$.
- Pitch Adjustment:** This is the current setting of the **Pitch Fader**. To adjust this setting, move the deck's **Pitch Fader**.
- Track Overview:** This is the currently loaded track's waveform, which is color-coded according to the frequency of each area: **red** indicates low (bass) frequencies, **green** indicated mid-range frequencies, and **blue** indicates high (treble) frequencies.

In the waveform, hot cue points are represented by triangles at the bottom of the waveform, and loop regions are represented by shaded-blue sections.

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11. **Auto-Loop / Beat-Jump Buttons:** These eight buttons correspond to the deck's eight pads while in Auto-Loop Mode. In that mode, press one of the pads to trigger an auto-loop of the corresponding length. See [Top Panel > Pad Mode Controls > Auto / Roll](#) to learn more.

When Beat Jump is activated, the bottom four pads are used for Beat Jump controls. See [Top Panel > Navigation Controls > Beat Jump](#) to learn more.

12. **Effect Name:** In Multi-FX Mode, the view will show three effects with one parameter knob each.

In Single-FX Mode, the view will show one effect name with three parameter knobs.

To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press the **Beat** button.

To move to the next effect (in either mode), press and hold **Shift** and then press the **FX Button** under the effect name. Alternatively, press and hold **Shift** and then turn the **FX Knob** under the effect name to move quickly through the list.

13. **Effect Parameter:** In Multi-FX Mode, the view will show three effects with one parameter knob each, which corresponds to the main parameter of that effect. To adjust each effect, turn the **FX Knob** below it.

In Single-FX Mode, the view will show one effect name with three parameter knobs. To adjust each parameter, turn the **FX Knob** below it.

To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press the **Beat** button.

14. **Effect Beats Multiplier:** This number determines the timing or rate of the effects, based on the BPM.

Performance View 2



This view provides an alternative display of information about the current track, effects, hot cues, and loops.

1. **Deck:** This is the currently selected Layer in the software controlled by that hardware deck. Press the **Deck** button to switch between the Layers. Deck A controls Layer 1 or 3; Deck B controls Layer 2 or 4.
2. **Track Name:** This is the title the currently loaded track, which will scroll by. See [Library View](#) to learn how to select tracks.
3. **Track Key:** This is the key of the currently loaded track. This is the track's key with a **0%** pitch adjustment. Tracks must be analyzed to show this information.
4. **Track BPM:** This is the tempo (in beats per minute or BPM) of the currently loaded track with a **0%** pitch adjustment. To see the BPM at which it is currently playing, see [Deck BPM](#) below.
5. **Deck BPM:** This is the current BPM at which the currently loaded track is playing. To adjust this value, move the deck's **Pitch Fader**. This number is not affected by temporary pitch bends (using the **Pitch Bend +/-** buttons or the **platter**).
6. **Remaining Time:** This is how much time is left of the currently loaded track.
7. **Pitch Range:** This is the current range of the deck's **Pitch Fader**. Press **Range / Keylock** on that deck to adjust the range of its **Pitch Fader** to **±8%**, **±16%**, or **±50%**.
8. **Pitch Adjustment:** This is the current setting of the **Pitch Fader**. To adjust this setting, move the deck's **Pitch Fader**.
9. **Track Overview:** This is the currently loaded track's waveform, which is color-coded according to the frequency of each area: **red** indicates low (bass) frequencies, **green** indicated mid-range frequencies, and **blue** indicates high (treble) frequencies.

In the waveform, hot cue points are represented by triangles at the bottom of the waveform, and loop regions are represented by shaded-blue sections.
10. **Main Waveform:** This is the currently playing segment of the track's waveform, which will scroll by as the audio playhead moves through the track. The waveform is color-coded according to the frequency of each area: **red** indicates low (bass) frequencies, **green** indicated mid-range frequencies, and **blue** indicates high (treble) frequencies.

In the waveform, hot cue points are represented by triangles at the top and bottom of the waveform, and loop regions are represented by shaded-blue sections.

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11. **Auto-Loop Button:** This button is the deck's current auto-loop length. In Auto-Loop Mode, press one of the pads to trigger an auto-loop of a specific length, which will be shown here. See [Top Panel > Pad Mode Controls > Auto / Roll](#) to learn more.

12. **Effect Name:** In Multi-FX Mode, the view will show three effects with one parameter knob each.

In Single-FX Mode, the view will show one effect name with three parameter knobs.

To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press the **Beat** button.

To move to the next effect (in either mode), press and hold **Shift** and then press the **FX Button** under the effect name. Alternatively, press and hold **Shift** and then turn the **FX Knob** under the effect name to move quickly through the list.

13. **Effect Parameter:** In Multi-FX Mode, the view will show three effects with one parameter knob each, which corresponds to the main parameter of that effect. To adjust each effect, turn the **FX Knob** below it.

In Single-FX Mode, the view will show one effect name with three parameter knobs. To adjust each parameter, turn the **FX Knob** below it.

To switch between Single-FX Mode and Multi-FX Mode, press and hold **Shift** and press the **Beat** button.

14. **Effect Beats Multiplier:** This number determines the timing or rate of the effects, based on the BPM.

Library View

1	2	3	4
Beast Mode			
Stare (Club Mix)		Hypno Frog	126
Phazer (Stun Mix)		DJ Kirk	71
Looking Down		Rejoiner	142
Sweet Sweat		Infrared Soundz	128
A Far Cry		Ajay	127
Behind (Original Mix)		Styyle	128
Hadoken (New Mix)		Ken Ryustone	130

This view lets you browse through your library, including crates and subcrates, and load a track to the current deck.

To move through the list of tracks, turn the **Sel. / Load** knob.

To load the currently selected track, press the **Sel. / Load** knob.

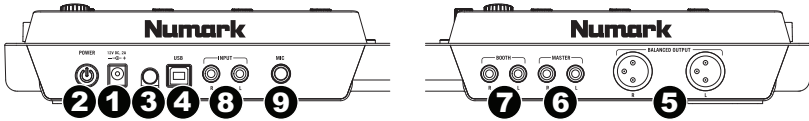
Important: Because Library View does not indicate the current deck, make sure you have selected the desired deck before pressing the **Sel. / Load** knob to load a track to it.

To switch between the track list and crate list, press the **Back** or **FWD** buttons.

To expand or collapse a crate (that has subcrates) **in the crate list,** press the **Back** or **FWD** buttons.

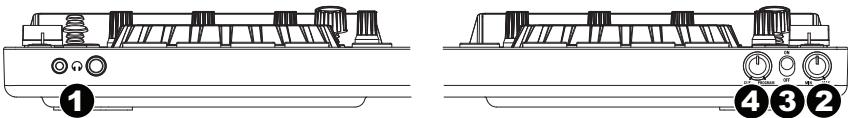
1. **Crate/List Name:** This is the crate, subcrate, or other track list (e.g., **All**) that you are currently viewing.
2. **Track Name:** This is the title of the currently loaded track.
3. **Artist Name:** This is the artist of the currently loaded track.
4. **Track BPM:** This is the tempo (in beats per minute or BPM) of the track.

Rear Panel



1. **Power In:** Use the included power adapter (12 V DC, 2 A, center-positive) to connect NVII to a power outlet. While the power is switched off, plug the cable into NVII first, and then plug the cable into a power outlet.
2. **Power Switch:** Turns NVII on and off. Turn on NVII after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off NVII.
3. **Cable Restraint:** You can secure cables to this restraint to help avoid disconnecting them accidentally.
4. **USB:** This USB connection sends and receives audio and control information from a connected computer.
5. **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.
6. **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.
7. **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.
8. **Line Inputs (RCA):** Connect line-level devices, such as CD players, samplers or audio interfaces, to these inputs.
9. **Mic Input (1/4"):** Connect a 1/4" microphone to this input. This input's audio signal is routed directly to the Program Mix.

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 Blend:** 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.