

DENON DJ

PRIME 4

Quickstart Guide	English (3 – 17)
Guía de inicio rápido	Español (18 – 32)
Guide d'utilisation rapide	Français (33 – 47)
Guida rapida	Italiano (48 – 62)
Schnellstart-Anleitung	Deutsch (63 – 77)
Appendix	English (78 – 79)

Quickstart Guide (English)

Introduction

Thank you for purchasing the Prime 4. At Denon DJ, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be.

Box Contents

Prime 4 Standalone DJ System
Display Protective Cover
Display Cleaning Cloth
IEC Power Cable
USB 3.0 Cable
Engine Prime Software Download Card
Quickstart Guide
Safety & Warranty Manual

Important: Visit denondj.com and find the webpage for **Prime 4** to download the complete *User Guide*.

Support

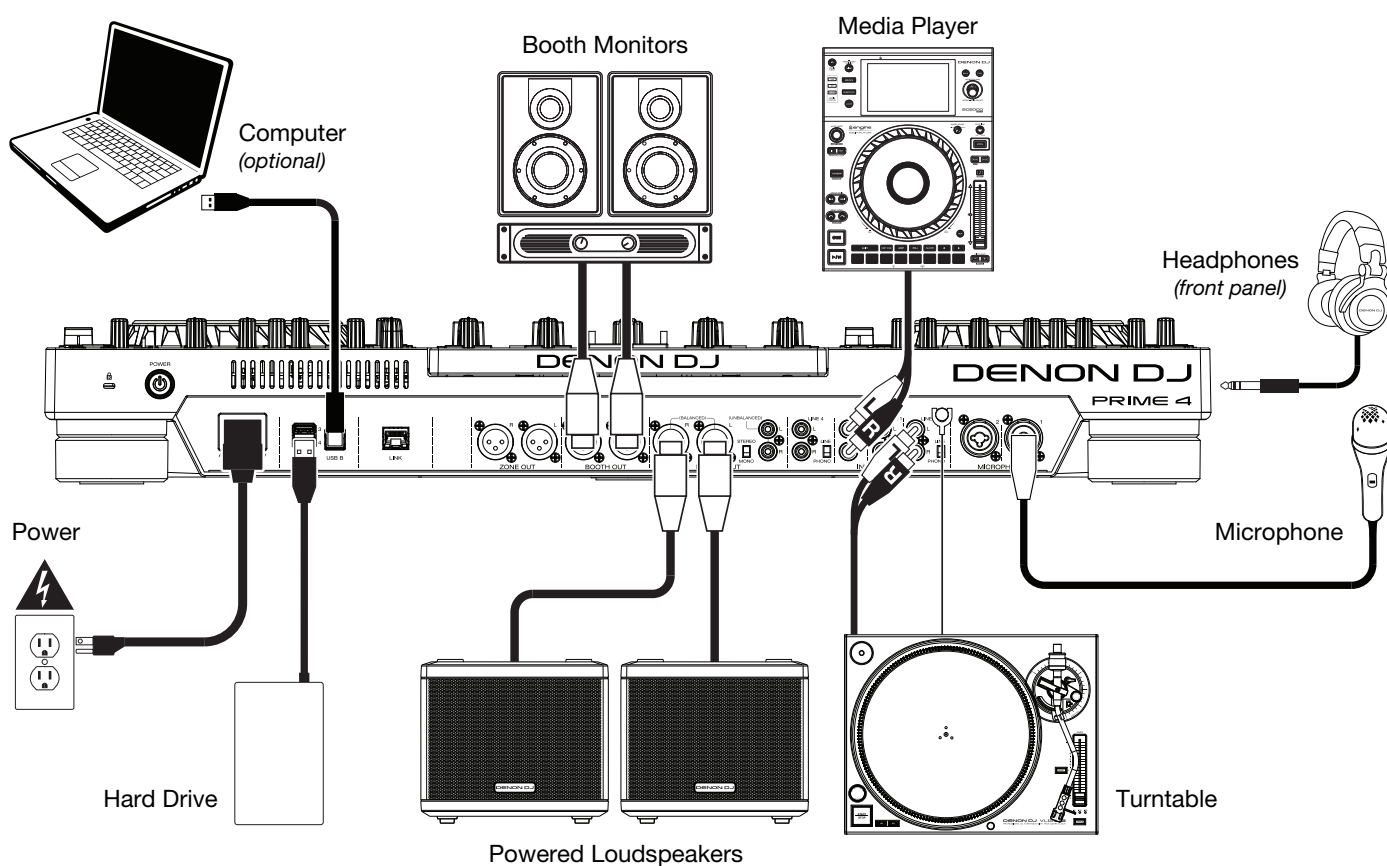
For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit denondj.com.

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

Setup

Important: Occasionally, we may update Prime 4's firmware to add exciting new features and improvements. Visit denondj.com to check for available firmware updates, especially after you update your software (firmware updates may address new software features).

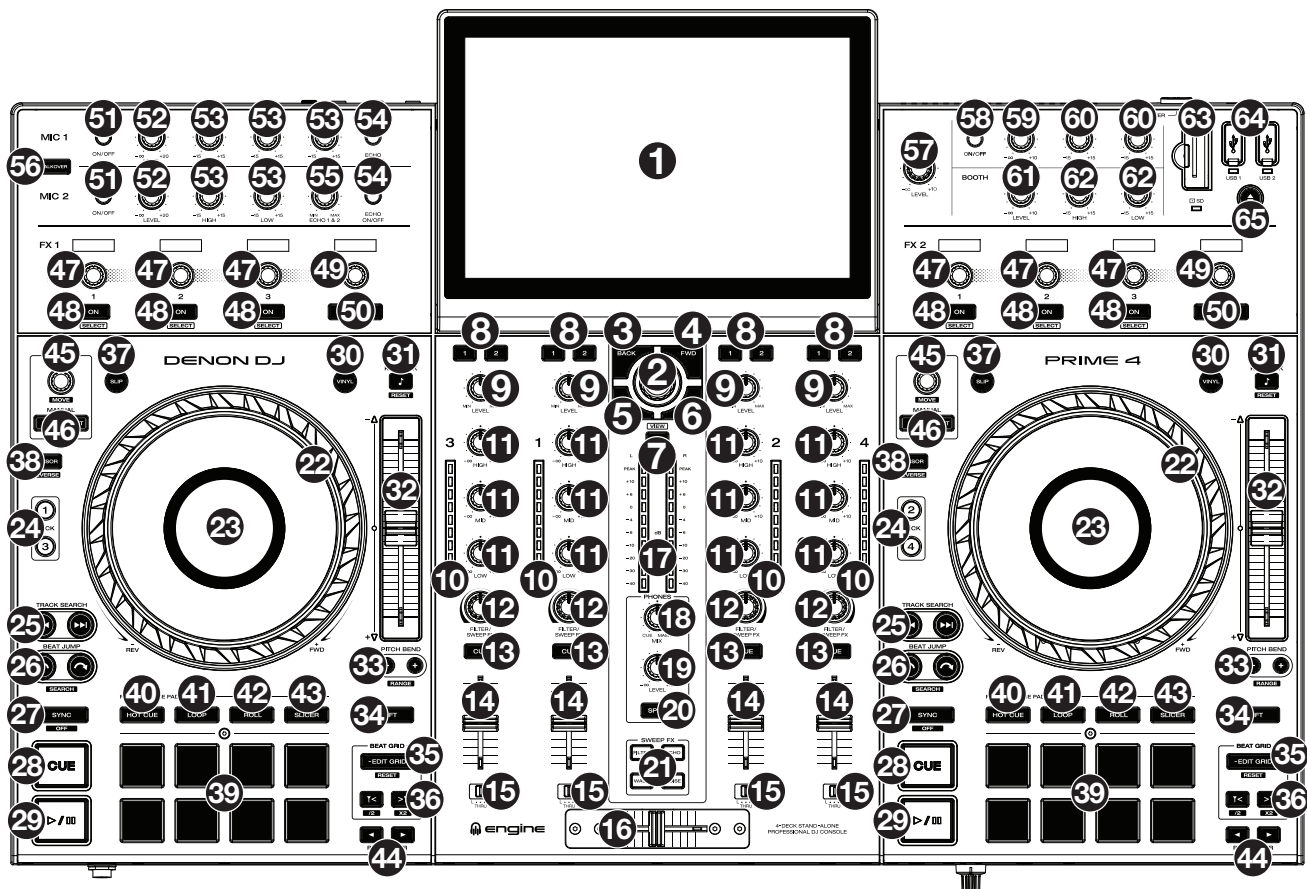
1. Visit denondj.com and log into your account. (Create an account if this is your first Denon DJ product.)
2. In your account, download and install the latest version of Engine.
3. Connect input sources (microphones, CD players, etc.) to Prime 4.
4. Connect output devices (headphones, power amplifiers, loudspeakers, etc.) to Prime 4.
5. Plug all devices into power sources, and turn on devices in proper order:
 - When starting a session, turn on (1) input sources, (2) Prime 4, (3) output devices.
 - When ending a session, turn off (1) output devices, (2) Prime 4, (3) input sources.
6. **To use Engine** (standalone playback): Insert a USB flash drive or SD card (with an Engine-configured music library) to one of Prime 4's **USB ports** or **SD Card Slot**.



Items not listed under the [Introduction > Box Contents](#) are sold separately.

Features

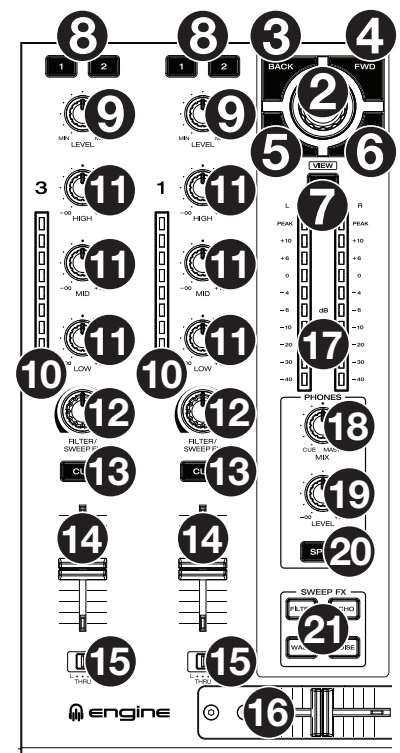
Top Panel



1. **Touchscreen:** This full-color multi-touch display shows information relevant to Prime 4's current operation. Touch the touchscreen (and use the hardware controls) to control the Prime 4 interface.

Tip: If you adjust the angle of the touchscreen, use the stand on its back panel to secure it in place.

2. **Browse Knob:** Turn this knob to navigate through lists. Press the knob to move forward in the touchscreen or select an item.
3. **Back:** Press this button to move back in the **touchscreen**.
4. **Forward (FWD):** Press this button to move forward in the **touchscreen**.
5. **Load ◀:** Press this button to load the selected track to Deck 1 or Deck 3.
6. **Load ▶:** Press this button to load the selected track to Deck 2 or Deck 4.
7. **Menu/View:** Press this button to open the menu on the touchscreen. Press and hold **Shift** and then press this button to cycle between views on the touchscreen. See the *User Guide* for more information.
8. **Channel FX:** Use these buttons to route audio from the corresponding channel to the Effect 1 and/or 2 module.
9. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
10. **Channel Level Meters:** These LEDs display the audio signal level of the channel.
11. **Channel EQ:** Turn these knobs to boost or cut the high, mid-range, and low frequencies for the channel.
12. **Channel Filter/Sweep FX:** Turn this knob to control the effect selected by the **Sweep FX** buttons.
13. **Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.



14. **Channel Fader:** Use this fader to adjust the channel's volume level.
15. **Crossfader Assign:** Routes the audio playing on the corresponding channel to either side of the crossfader (**L** or **R**), or bypasses the crossfader and sends the audio directly to the program mix (center, **Thru**).
16. **Crossfader:** Use this crossfader to mix between channels assigned to the left and right sides of the crossfader.
17. **Master Level Meters:** These LEDs display the audio signal level of the master mix (sent out of the **Master Outputs**).
18. **Phones Mix:** Adjusts the software's audio output to the headphones, mixing between the **cue** output and the **master** mix output.
19. **Phones Level:** Adjusts the volume of the headphones.
20. **Split Cue:** When this switch is in the **On** position, the headphone audio will be "split" such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is in the **Off** position, the cue channel and master mix will be "blended" together.
21. **Sweep FX Buttons:** Press one of these buttons to enable or disable an effect that you can control with the **Channel Filter/Sweep FX knobs**. Only one of these buttons can be enabled at a time.
 - **Filter:** This effect applies a filter to the channel. Starting from the center (12:00) position, turn a **Channel Filter/Sweep FX knob** counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter.
 - **Echo:** This effect is a brief echo. Starting from the center (12:00) position, turn a **Channel Filter/Sweep FX knob** counter-clockwise to decrease the length of the delay and increase the feedback, or turn it clockwise to increase the length of the delay as well as the feedback.
 - **Noise:** This effect adds noise to the signal. Starting from the center (12:00) position, turn a **Channel Filter/Sweep FX knob** counter-clockwise to add pink noise, or turn it clockwise to add white noise.
 - **Wash Out:** This creates a transition effect. Turn a **Channel Filter/Sweep FX knob** to its most counter-clockwise (minimum) position to apply a 1-beat echo that will also mute the channel's normal audio signal, or turn it to its most clockwise (maximum) position to apply a 1/2-beat echo.
22. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the **Vinyl** button is on, move the **platter** to "scratch" the track as you would with a vinyl record. When the **Vinyl** button is off (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track's speed.

Press and hold **Shift** and then move the platter to move quickly through the track.
23. **Platter Display:** This display shows information relevant to the performance, including the current playhead position, the current auto loop size, or current layer.
24. **Deck:** Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.
25. **Track Search:** Press either of these buttons to skip to the previous or next track.

Press the **Previous Track** button in the middle of a track to return to the beginning of the track.
26. **Beat Jump:** Press either of these buttons to skip backward or forward through the track. Use the **Auto Loop** knob to determine the beat jump size.

Press and hold **Shift** and then press one of these buttons to search backward or forward through the track.
27. **Sync / Sync Off:** Press this button to activate sync.

Press and hold **Shift** and press this button to deactivate Sync.
28. **Cue / Track Start:** During playback, press this button to return the track to a temporary cue point. If you have not set a temporary cue point, then press this button to return to the start of the track. (To set a temporary cue point, make sure the track is paused, move the **platter** to place the audio playhead at the desired location, and then press this button.)

During playback, press and hold **Shift** and press this button to set the cue point at the current playhead position.

If the deck is paused, press and hold this button to play the track from the temporary cue point. Release the button to return the track to the temporary cue point and pause it. To continue playback without returning to the temporary cue point, press and hold this button and then press and hold the **Play** button, and then release both buttons.

29. **Play/Pause:** This button pauses or resumes playback.

30. **Vinyl:** Press this button to activate/deactivate a “vinyl mode” for the platter. When activated, you can use the **platter** to “scratch” the track as you would with a vinyl record.

31. **Key Lock / Key Sync:** Press this button to activate/deactivate Key Lock. When Key Lock is activated, the track’s key will remain the same (0%) even if you adjust its speed.

32. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the **Pitch Bend** buttons.

33. **Pitch Bend –/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

Press and hold **Shift** and then press one of these buttons to set the range of the **pitch fader**.

34. **Shift:** Press and hold this button to access secondary functions of other controls.

35. **Edit Grid:** Press and hold this button to enable beatgrid editing.

Press and hold **Shift** and then press this button to reset the beatgrid.

36. **Grid Marker:** When beatgrid editing is enabled, press either of these buttons to move a downbeat marker backward or forward based on the current analyzed grid.

Press and hold **Shift** and then press these buttons to halve or double the current tempo.

37. **Slip:** Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to 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).

38. **Censor / Rev:** Press this button to activate/deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

Press and hold **Shift** and then press this button to reverse the playback of the track normally.

39. **Performance Pads:** These pads have different functions on each deck depending on the current pad mode.

40. **Hot Cue:** Press this button to enter Hot Cue Mode. See the *User Guide* for more information.

41. **Loop:** Press this button once to enter Manual Loop Mode. See the *User Guide* for more information.

42. **Roll:** Press this button to enter Roll Mode. See the *User Guide* for more information.

43. **Slicer:** Press this button to enter Slicer Mode. See the *User Guide* for more information.

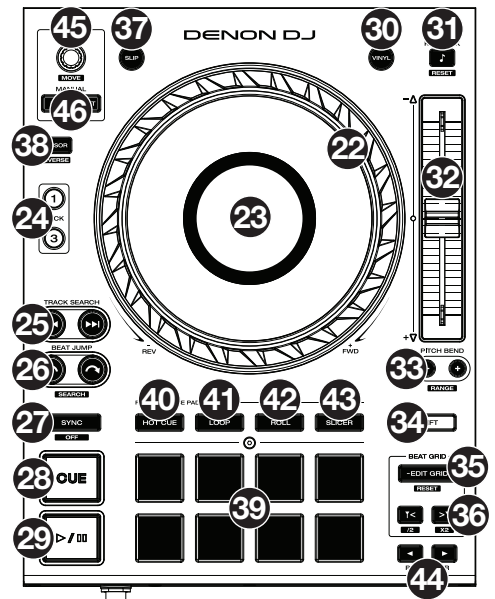
44. **Parameter ◀/▶:** Use these buttons for various functions in each Pad Mode. See the *User Guide* for more information.

45. **Auto Loop/Loop Move:** Turn this knob to set the size of an automatic loop. The value will be shown in the touchscreen and platter display.

Press this knob to activate or deactivate an automatic loop at the current location of the track.

Press and hold **Shift** and turn this knob to shift the active loop to the left or right.

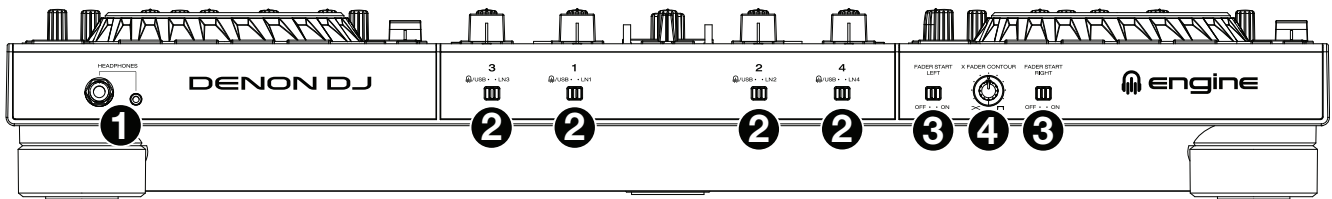
46. **Loop In/Loop Out:** Press either of these buttons to create a Loop In or Loop Out point at the current location. Their placement will be affected by the **Quantize** and **Smart Loops** settings. See the *User Guide* for more information.





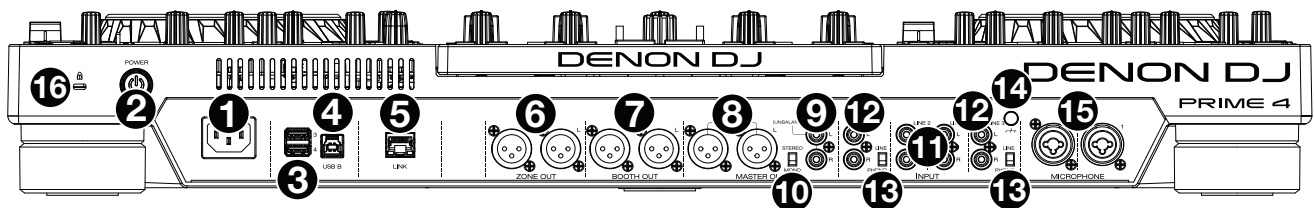
47. **FX Knobs:** Turn these knobs to control the parameters of the effect assigned to the effect slot (1, 2 or 3).
48. **FX On:** Press these buttons to turn the effect in each slot on or off.
49. **FX Wet/Dry Knob:** Turn this knob to adjust the wet/dry mix of the effects.
50. **FX Beats Buttons:** Press either of these buttons to decrease or increase the rate of time-based effects on that deck.
51. **Mic On/Off:** Press this button to activate/deactivate the microphones.
52. **Mic Level:** Turn these knobs to adjust the volume levels of the corresponding microphone inputs. The **Peak** light next to each knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak).
- Important:** The audio signals from the microphones are routed directly to the **Master Outputs**.
53. **Mic EQ:** Turn these knobs to boost or cut the high, mid-range (Mic 1 only) and low frequencies for the corresponding microphones.
54. **Echo On/Off:** Press this button to activate/deactivate the reverb effect on the microphones' audio signal.
55. **Mic Echo Level:** Turn this knob to adjust the amount of the reverb effect on the microphones' audio signal.
56. **Talkover:** Press this button to use the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphone.
57. **Master Level:** Turn this knob to adjust the volume level of the **Master Outputs**.
58. **Zone On/Off:** Press this button to set Deck 4 as a Zone Playlist, which will play from the **Zone Outputs**.
59. **Zone Level:** Turn this knob to adjust the volume level of the **Zone Outputs**.
60. **Zone EQ:** Turn these knobs to boost or cut the high and low frequencies for the **Zone Outputs**.
61. **Booth Level:** Turn this knob to adjust the volume level of the **Booth Outputs**.
62. **Booth EQ:** Turn these knobs to boost or cut the high and low frequencies for the **Booth Outputs**.
63. **SD Card Slot:** Insert a standard SD or SDHC card to this slot. When you select that SD card as a source, you can use the display to select and load tracks on your SD card.
64. **USB 1/2 Ports:** Connect standard USB flash drives to these USB ports. When you select that USB flash drive as a source, you can use the display to select and load tracks on your USB flash drive.
- Important:** You must use the Engine software to configure the music library on your SD Card or USB flash drive before connecting them to Prime 4. See the complete *User Guide* at denondj.com to learn how to do this.
65. **Eject:** Press this button to bring up on the touchscreen a list of connected media devices which can be ejected. To prevent data corruption, drives must be ejected before being removed from the player.

Front Panel



1. **Headphones (1/4", 1/8") (6.35 mm, 3.5 mm):** Connect your 1/4" or 1/8" (6.35 mm or 3.5 mm) headphones to this output for cueing and mix monitoring. The headphone volume is controlled using the **Phones Level** knob.
2. **Input Selector:** Set these switches to the desired audio source from this channel: **Engine/USB** (a track playing on that layer in the software, or from a connected USB flash drive or SD card), or **Line** (a device connected to the inputs on the rear panel).
3. **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.
4. **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.

Rear Panel



1. **Power Input:** Use the included power cable to connect this input to a power outlet.
Prime 4 has a protection circuit to safely eject all media after an unexpected power loss to protect your data from corruption. Reconnect your power source to return to normal operation.
2. **Power Button:** Press this button to power Prime 4 on. Power on Prime 4 only **after** you have connected all of your input devices and **before** you power on your amplifiers and loudspeakers.
Press and hold this button for 10 seconds to power off Prime 4. Power off your amplifiers and loudspeakers **before** powering off Prime 4.
3. **Rear USB Ports 3/4:** Connect standard USB drives to these USB ports. When you select one of those USB drives as a source, you can use the touchscreen to select and load tracks on your USB drives. There are also two similar USB ports on the front panel.
4. **USB Port to PC (USB Out):** Use a standard USB cable (included) to connect this USB port to an available USB port on your computer. This connection sends and receives MIDI messages to and from the computer.
5. **Link Port:** Use a standard Ethernet cable to connect this port to a computer. Prime 4 will send time, BPM, and other track data to your software over this connection. This connection can also be used to connect to the Engine Prime software, allowing you to use the computer and software as a media device.
6. **Zone Out (XLR, balanced):** Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Press the **Zone On/Off** button to set Deck 4 as a Zone Playlist which will be routed to these outputs. Use the **Zone Level** knob on the top panel to control the volume level.
7. **Booth Outputs (XLR, balanced):** Use standard XLR cables to connect these outputs to booth monitors or a booth amplifier system. Use the **Booth** knob on the top panel to control the volume level.
8. **Master Outputs (XLR, balanced):** Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.
9. **Master Outputs (RCA, unbalanced):** Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Master** knob on the top panel to control the volume level.

10. **Stereo/Mono:** Use this switch to set the channel configuration of the **Master Outputs: Stereo** (binaural audio using separate left and right channels) or **Mono** (summed monaural audio through both left and right channels).
11. **Line Inputs (RCA, unbalanced):** Use standard RCA cables to connect these line-level inputs to an external audio source.
12. **Line/Phono Inputs (RCA, unbalanced):** Use standard RCA cables to connect these line-level or phono-level inputs to an external audio source.
13. **Phono/Line 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**.
14. **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.
15. **Mic Inputs (XLR or 1/4" / 6.35 mm):** Use standard XLR or 1/4" (6.35 mm) cables (not included) to connect standard dynamic microphones to these inputs. Use the **Mic 1** and **Mic 2 Level** knobs on the top panel to control the volume level.
16. **Kensington® Lock Slot:** Use this slot to secure Prime 4 to a table or other surface.

Basic Operation

Important: Download the full Prime 4 *User Guide* from denondj.com.

Guía de inicio rapido (Español)

Introducción

Gracias por comprar el Prime 4. En Denon DJ, sabemos que usted se toma la música en serio. Por eso es que diseñamos nuestros equipos con una sola cosa en mente—hacer que pueda tocar su mejor interpretación.

Contenido de la caja

Prime 4

Cable de alimentación

Cable USB 3.0

Tarjeta de descarga de software / Tarjetas de descarga de software

Guía de inicio rapido

Manual sobre la seguridad y garantía

Importante: Descargue la guía del usuario completa de Prime 4 de denondj.com.

Soporte

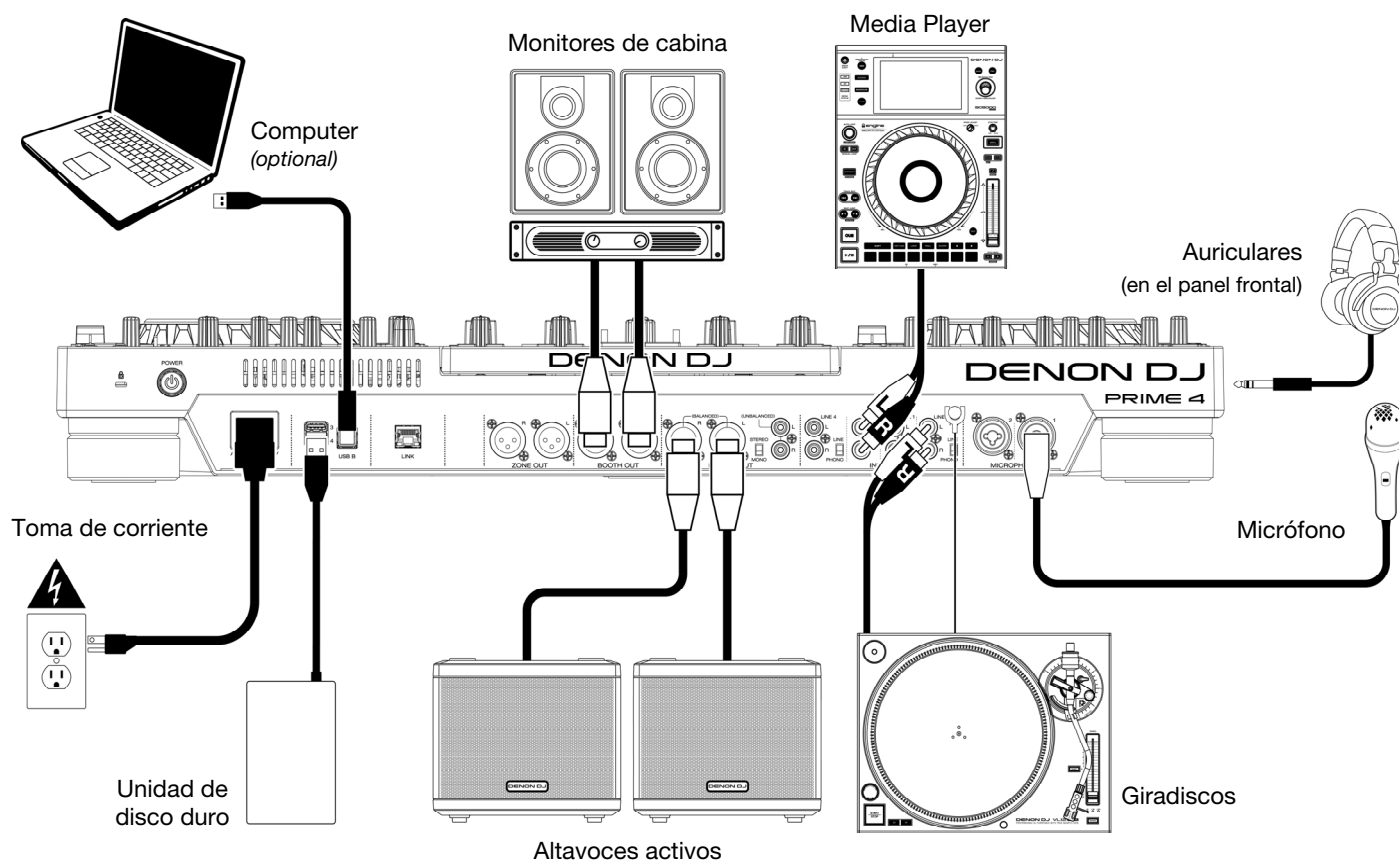
Para obtener la información más reciente acerca de este producto (documentación, especificaciones técnicas, requisitos de sistema, información de compatibilidad, etc.) y registrarlo, visite denondj.com.

Para obtener soporte adicional del producto, visite denondj.com/support.

Instalación

Importante: Ocasionalmente, puede que actualicemos el firmware del Prime 4 para mejorar su funcionamiento. Visite denondj.com para encontrar las actualizaciones de firmware disponibles, especialmente luego de actualizar su software (las actualizaciones de firmware pueden contemplar las nuevas características del software).

1. Visit denondj.com and log into your account. (Create an account if this is your first Denon DJ product.)
2. In your account, download and install the latest version of Engine.
3. **Windows users only:** In your account, download and install the latest Windows driver.
4. Connect input sources (microphones, CD players, etc.) to Prime 4.
5. Connect output devices (headphones, power amplifiers, loudspeakers, etc.) to Prime 4.
6. Plug all devices into power sources, and turn on devices in proper order:
 - When starting a session, turn on (1) input sources, (2) Prime 4, (3) output devices.
 - When ending a session, turn off (1) output devices, (2) Prime 4, (3) input sources.
7. **To use Engine (standalone playback):** Insert a USB flash drive **or SD card** (with an Engine-configured music library) to one of Prime 4's **USB ports or SD Card Slot**.

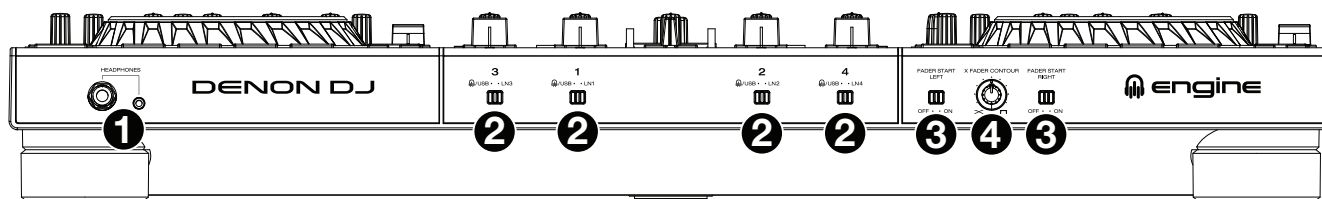


Los elementos que no se enumeran en [Introducción > Contenido de la caja](#) se venden por separado.

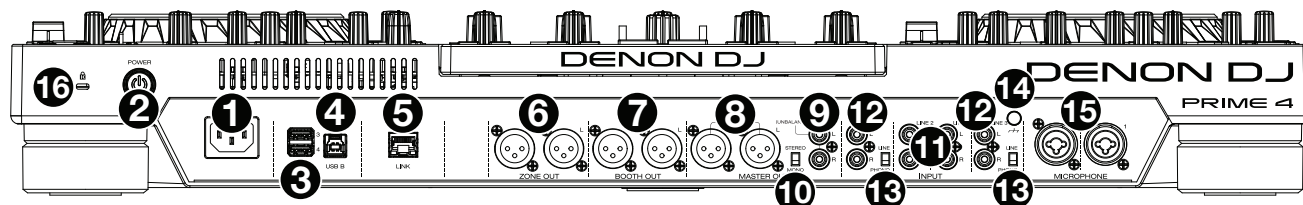
Características

Panel superior

Panel frontal



Panel trasero



Funcionamiento básico

Importante: Descargue la guía del usuario completa de Prime 4 de denondj.com.