

DJ-707M

Owner's Manual

This document explains the functions of the DJ-707M up to version 1.02.
For details on how to check the version, refer to p. 20.



serato  **serato** DJ Pro

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Startup Guide). After reading, keep the document(s) where it will be available for immediate reference.

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About this owner's manual

This manual explains basic operation of the DJ-707M.
Read it in conjunction with the startup guide.

Downloading the Serato DJ Pro User Manual

1. Start a browser and access the following Serato DJ Pro webpage.
<https://serato.com/dj/downloads>
2. Click "Manuals and Downloads."
3. From "Manuals and Downloads," download the Serato DJ Pro User Manual.

Installing the Software

System Requirements

Verify that your computer meets the system requirements before you proceed with installing the software.

	Mac OS	Windows
Operating System	macOS 10.14 macOS 10.13 macOS 10.12	Windows 10 Windows 8.1 Windows 7 SP1
CPU/Clock	Intel® Core™ i9/1.07 GHz Intel® Core™ i7/1.07 GHz Intel® Core™ i5/1.07 GHz Intel® Core™ i3/1.07 GHz	
Screen Resolution	1280 x 720	
Memory	4 GB	
Free HDD Space	5 GB	
USB	Available USB 2.0 port	

- * 64-bit only (32-bit operating systems not supported).
- * For the latest system requirements, refer to the Serato DJ Pro webpage.

Downloading the Software

The DJ-707M USB driver and Serato DJ Pro are not included in the package. Download them from the Roland or Serato website.

Downloading the DJ-707M USB Driver

The DJ-707M USB driver is software that outputs audio from your computer to the DJ-707M.

Mac OS users

1. Start a browser and access the following Roland support webpage.
<https://www.roland.com/support/>
2. Search for "DJ-707M."
3. In downloads, find "DJ-707M Driver for macOS" and click it.
4. Download the driver as directed by the screen.

Windows 10 users

1. Connect your internet-connected computer to the DJ-707M's USB port.
2. Power-on the DJ-707M.
3. Download the driver as directed by the screen.

Users of other than Windows 10

1. Start a browser and access the following Roland support webpage.
<https://www.roland.com/support/>
2. Search for "DJ-707M."
3. In downloads, find "DJ-707M Driver for Windows **" and click it.
4. Download the driver as directed by the screen.

Downloading the Serato DJ Pro Software

1. Start a browser and access the following Serato DJ Pro webpage.
<https://serato.com/dj/pro/downloads>
2. Click "DOWNLOAD V**."
3. Enter your email address, and click "CONTINUE."
4. Enter your password and country, and click "CONTINUE."
An email is sent to the address you specified.
5. Click "DOWNLOAD V**" as directed by the email.
6. Follow the instructions as directed by the screen, then download the Serato DJ Pro.

Installing the Software

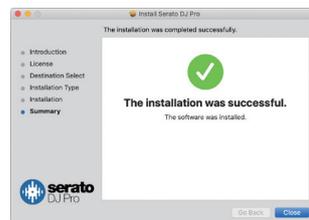
Install the software as follows.

Mac OS Users

1. Decompress the DJ-707M USB driver file that you downloaded.
2. Open the decompressed file, and double-click "DJ707M_USBDriver.pkg"
The installer starts.
3. Install the software as directed by the screen.
4. Double-click the Serato DJ Pro software file that you downloaded.
The installer starts.
5. Read the license agreement, and if you accept the conditions, click [Agree].



6. When the following screen appears, click [Close].



This completes the installation.

Windows Users

- * If you're using Windows 10, start from step 4. (The USB driver is installed automatically.)

1. Right-click the DJ-707M USB driver folder that you downloaded, and choose "Extract all."
The folder is decompressed.
2. Open the decompressed folder, and double-click "Setup.exe."
The installer starts.
3. Install the software as directed by the screen.
4. Right-click the Serato DJ Pro software folder that you downloaded, and choose "Extract all."
The folder is decompressed.
5. Double-click the decompressed file.
The installer starts.
6. Read the license agreement, and if you accept the conditions, choose [I agree to the license terms and conditions] and click [Install].



Installation begins.

7. When the following screen appears, click [Close].



This completes the installation.

Panel Descriptions

The top panel of the DJ-707M is divided into four sections by function: deck, mixer, effects, and mic.

Headphone jacks, AUX IN jacks, and cross fader assign switches are located on the front panel. Various input/output jacks are located on the rear panel.

For details about each part, refer to the DJ-707M owner's manual and the Serato DJ Pro manual.



- 1 Deck section**
- 2 Mixer section**
- 3 Effect section**
- 4 Mic section**



- 1 Display**
Shows various information depending on operation.
- 2 [MENU] button**
Shows the menu in the display.
- 3 [EXIT] button**
Moves to a higher level of the menu, or exits the menu.
- 4 [SELECT (ENTER)] knob**
Selects a parameter or edits a value.
Press this knob to confirm an operation.

Deck Section

The deck sections located at the left and right control four decks (left: decks 1 and 3, right: decks 2 and 4).



- 1 PC [A], [B] button**
Select the computer (one or the other computer connected to the rear panel PC A or B ports) that you want to control from the DJ-707M. The DJ-707M controls the computer whose button is lit.
For each of the left and right decks, you can choose the computer that will be controlled.
- 2 [SELECT] knob**
Turning this knob moves the cursor up/down, letting you select a song or folder.
Pressing this knob loads the selected song into the currently selected deck.
- 3 [BACK] button**
Moves the cursor to a higher level.

[SHIFT] + [BACK]	left deck: VIEW right deck: AREA	Switches the layout of Serato DJ Pro. The panel display is switched each time you press the button.
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- 4 [A.PREP] button**
Adds a song to the "PREPARE" panel.

[SHIFT] + [A.PREP]	Switches the display of the "PREPARE" panel.
--------------------	--
- 5 DECK [1/3], DECK [2/4] button**
Switch the deck (left: decks 1 and 3, right: decks 2 and 4) to be operated.
This is lit green for deck 1 (2) and lit red for deck 3 (4).

[SHIFT] + DECK [1/3] ([2/4])	Turns VINYL mode on/off. If this is on, the button is lit while you hold down the [SHIFT] button.
------------------------------	--

6 Tempo slider

Adjusts the playback speed of the song.

If the key lock function is on:

Changes the playback speed.

"-" side	Lowers the playback speed.
"+" side	Raises the playback speed.

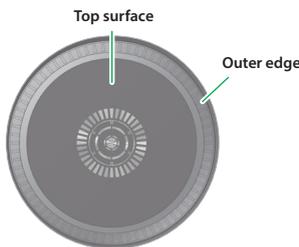
If the key lock function is off:

Changes the playback speed and pitch.

"-" side	Lowers the playback speed and pitch.
"+" side	Raises the playback speed and pitch.

7 Jog dial

Controls scratch and pitch bend (playback speed adjustment).



Rotate the top surface	If VINYL MODE is on: Performs scratch operations. If VINYL MODE is off: Performs pitch bend (playback speed) operations.
Rotate the outer edge	If the key lock function is on: Rotating to the right raises the playback speed; rotating to the left lowers the playback speed. If the key lock function is off: Rotating to the right raises the playback speed and pitch; rotating to the left lowers the playback speed and pitch.
[SHIFT] + rotate the top surface	Rapidly moves the playback location (fast search). Rotating to the left moves the playback location forward; rotating to the right moves it backward. * Search is possible if a grid is specified.
[SHIFT] + rotate the outer edge	Moves the playback location (search).

8 [SHIFT] button

You can recall other functions by holding down this button and pressing another button.

9 [RANGE] button

Specifies the variable range of the Tempo slider.

[SHIFT] + [RANGE]	Turns the key lock function on/off. If the key lock function is on, the pitch does not change even if you use the tempo slider to change the playback speed.
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10 PARAMETER [-] [+] buttons

Here you can specify the value of the parameter that's operated by the performance pads.

11 [SYNC] button

Automatically matches the tempo (pitch) or beat grid of multiple songs. When you press this button, the tempo (BPM) changes to match the tempo of the song on a deck other than the deck whose button was pressed.

[SHIFT] + [SYNC]	Cancels SYNC.
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12 Pad Mode select

Here you can select the control mode of the performance pads.

[HOT CUE] button

Button illumination: White

Selects hot cue mode (p. 12).

[SHIFT] + [HOT CUE]	Button illumination: Blue Selects cue loop mode (p. 12).
Press [HOT CUE] twice	Button illumination: Orange Selects saved flip mode (p. 14). * In order to use saved flip mode, you must purchase a separate license.

[AUTO] button

Button illumination: Blue

Selects auto loop mode (p. 12).

[SHIFT] + [AUTO]	Button illumination: Light blue Selects loop roll mode (p. 12).
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[MANUAL] button

Button illumination: Yellow green

Selects manual loop mode (p. 13).

[SHIFT] + [MANUAL]	Button illumination: Yellow green Selects saved loop mode (p. 13).
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[SLICER] button

Button illumination: Red

Selects slicer mode (p. 13).

[SHIFT] + [SLICER]	Button illumination: Blue Selects slicer loop mode (p. 13).
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[SAMPLER] button

Button illumination: Magenta

Selects sampler mode (p. 14).

[SHIFT] + [SAMPLER]	Button illumination: Turquoise Selects pitch play mode (p. 14). * In order to use pitch play mode, you must purchase a separate license.
Press [SAMPLER] twice	Button illumination: Purple Selects velocity sampler mode (p. 14).

13 [CUE] button

Specifies, plays, or recalls a temporary cue point.

The first time that you press the [CUE] button after switching the playback song, the cue point is set.

After the cue point has been set, pressing the [CUE] button moves the cue point to the location at which you pressed the button.

If playback is in progress, pressing this button moves to the temporary cue point and stops playback.

[SHIFT] + [CUE]	If you press the buttons during the song, the location returns to the beginning of the song. If you press the buttons at the beginning of the song, the previous song in the song list is loaded.
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14 [▶/||] button

Plays or pauses the song.

[SHIFT] + [▶/]	Returns to the temporary cue point, and plays.
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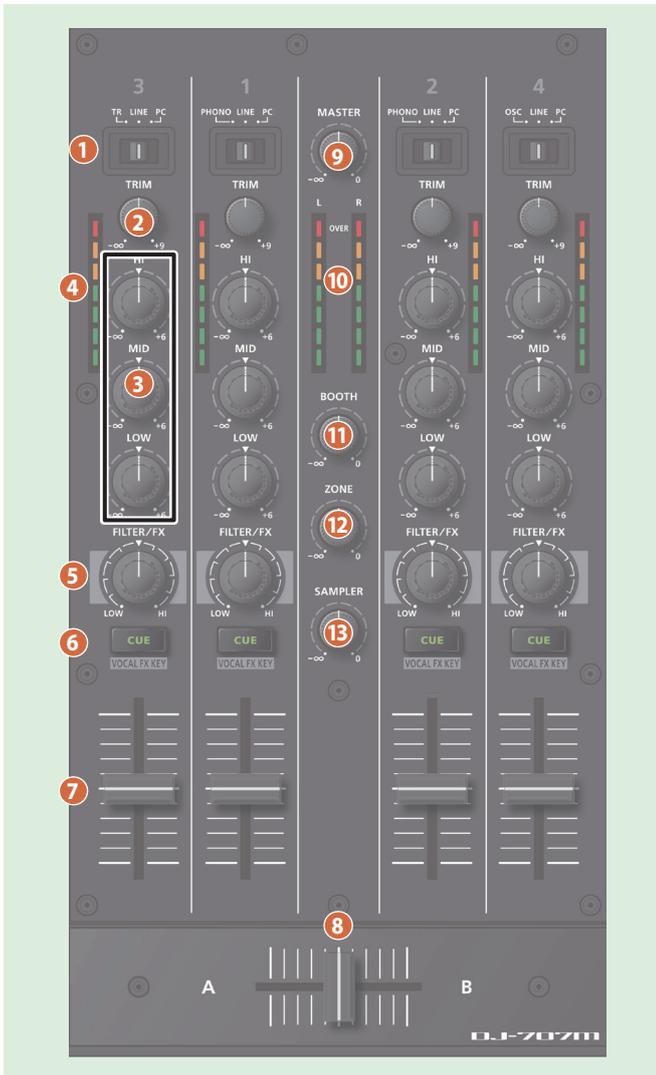
15 Performance pads

Use these pads to perform in the pad mode that you've selected.



Mixer Section

This is a four-channel mixer. Here you can adjust the sound, connect sounds, and turn headphone cue on/off.



1 Input select switches

Select the input source for each channel.

CH 1, 2

PHONO	The phono level (MM type cartridge) input is the source.
LINE	The line level input is the source.
PC	The sound loaded into the Serato DJ Pro deck is the source. Select this if you're using DVS.

CH 3, 4

TR (CH 3)	The internal TR sound generator is the source. You can use deck 3 to operate the TR.
OSC (CH 4)	The internal OSC sound generator is the source. You can use deck 4 to operate the OSC.
LINE	The line level input is the source.
PC	The sound loaded into the Serato DJ Pro deck is the source.

2 [TRIM] knobs

Adjust the volume.

3 [HI], [MID], [LOW] knobs

Boost/cut the volume of the high-frequency, mid-frequency, and low-frequency regions.

4 Channel level indicators

Indicate the level of each channel before the sound passes through the channel fader.

5 [FILTER/FX] knobs

Apply a filter to each channel, or adjust the FX effect that's assigned by the menu settings.

FILTER	If you turn the knob toward the right, only the high-frequency range is heard. If you turn the knob toward the left, only the low-frequency range is heard.
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6 Channel [CUE] buttons

Turn cue on/off for each channel. The sound of channels whose [CUE] button is lit is output from the headphones.

[SHIFT] + [CUE]	You can make the mic section's effect follow the key information of the song that's loaded into the deck.
[CUE] + [SELECT (ENTER)] knob	You can change the FILTER/FX effect.

7 Channel faders

Adjust the output level of each channel.

8 Cross fader

Outputs the sounds that are assigned by the front panel [CROSS FADER] assign switches.

9 [MASTER] knob

Adjusts the master output level.

10 Master level indicator

Indicates the master output level.

11 [BOOTH] knob

Adjusts the output level of the BOOTH OUT jacks.

12 [ZONE] knob

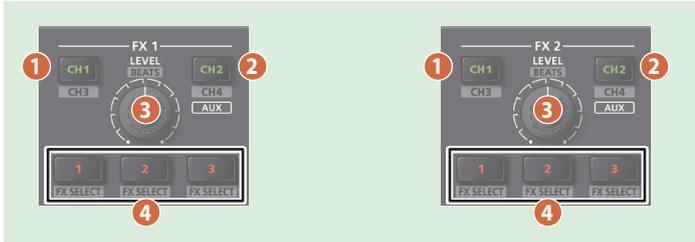
Adjusts the output level of the ZONE OUT jacks.

13 [SAMPLER] knob

Adjusts the output level of the sampler.

Effect Section

Here you can adjust the effects using two independent effect sections (FX 1, FX 2).



1 [CH1] button

Turns FX 1 (FX 2) on/off for CH 1.

[SHIFT] + [CH1]	Turns FX 1 (FX 2) on/off for CH 3.
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2 [CH2] button

Turns FX 1 (FX 2) on/off for CH 2.

[SHIFT] + [CH2]	Turns FX 1 (FX 2) on/off for CH 4.
Long press [CH2]	Turns FX 1 (FX 2) on/off for sampler.

3 [LEVEL] knob

Adjusts the depth of the effect.

[SHIFT] + [LEVEL] knob	Adjusts the time for which the effect is applied.
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4 Effect button [1]–[3]

Turn the effect on/off.

[SHIFT] + Effect button	Changes the effect type.
[2] + [LEVEL] knob	In single FX mode (p. 15), change the values of the effect parameters.
[3] + [LEVEL] knob	

Mic Section

Here you can apply a vocal effect to the mic input.



1 MIC 1, 2 [ON] buttons

Turns the mic input on/off.

[ON] + [SELECT (ENTER)] knob	Adjusts the mic gain.
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2 [DUCK] button

Turns on/off ducking (an effect that lowers the output volume of sounds other than the mic when mic input is present) for mic 1 and 2.

[DUCK] + [SELECT (ENTER)] knob	Lets you adjust the output level when ducking is on. This adjusts the MASTER/BOOTH/ZONE levels simultaneously.
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3 [FX] button

Turns on/off the vocal effect for mic 1 and 2.

* You can change the vocal effect in Scene Edit (p. 18).

4 [LEVEL] knob

Adjusts the output volume of the mic.

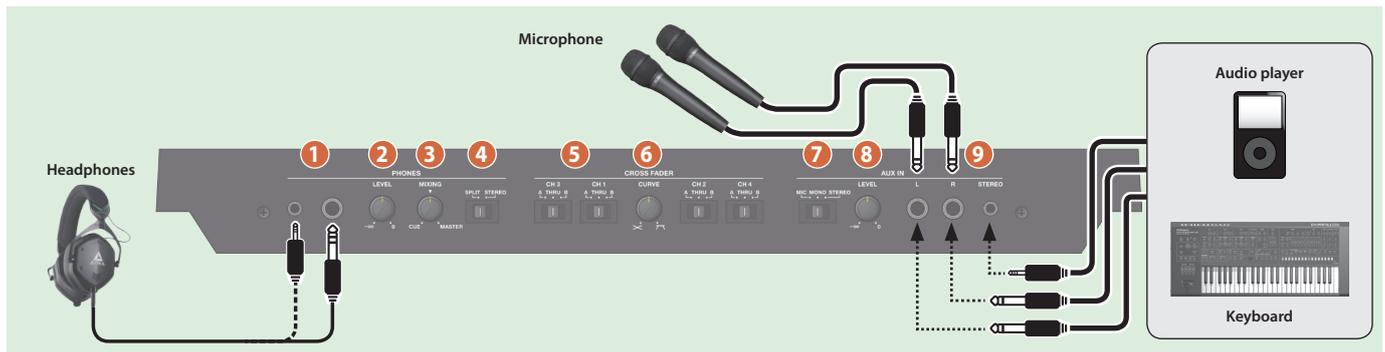
5 [HI], [MID], [LOW] knobs

Boost/cut the volume of the high-frequency, mid-frequency, and low-frequency regions.

6 [VOCAL FX] knob

Adjusts the depth of the vocal effect.

Front Panel



1 PHONES jacks

Connect headphones here. Stereo 1/4" and stereo miniature plugs are supported.

2 PHONES [LEVEL] knob

Adjusts the volume of the headphones.

3 PHONES [MIXING] knob

Adjusts the monitor volume balance of the channel whose Channel [CUE] button is lit and the master output.

4 [SPLIT/STEREO] switch

Selects whether the sound of channels whose channel [CUE] button is lit are mixed in stereo with the master output, or are played back individually from left and right in mono.

SPLIT	The sound of the channel whose Channel [CUE] button is lit is heard from the L-side, and the master output monitor is heard from the R-side.
STEREO	The sound of the channel whose channel [CUE] button is lit is mixed with the master output, and output in stereo.

5 CROSS FADER [CH 1]–[CH 4] switch

Specify the output destination of the channels.

A	Output to cross fader A.
THRU	Output directly without passing through the cross fader.
B	Output to cross fader B.

6 CROSS FADER [CURVE] knob

Adjusts the response curve of the cross fader.

7 AUX IN select switch

Set this according to the input source that's connected to the AUX IN jacks.

MIC	If a mic is connected
MONO	If you want to input sound in mono
STEREO	If you want to input sound in stereo

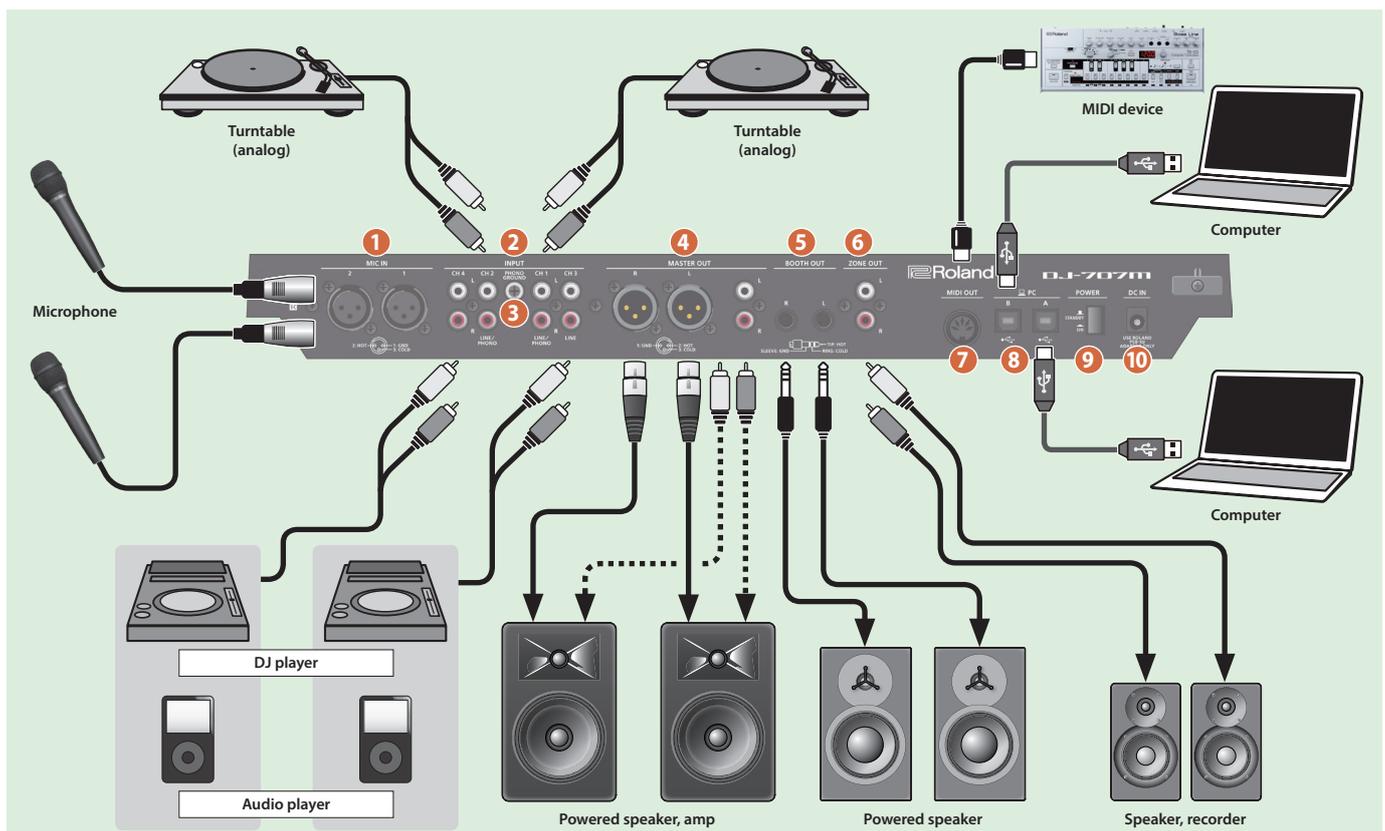
8 AUX IN [LEVEL] knob

Adjusts the level of the sound that's input to the AUX IN jacks.

9 AUX IN jacks (L, R, STEREO)

Connect these to a mic or audio device.

Rear Panel (Connecting Your Equipment)



Rear Panel (Connecting Your Equipment)

To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

1 MIC IN 1, 2 connector

Connect your microphone here.

* Pin assignment of MIC IN connectors

**2 INPUT (CH 1–CH 4) jacks**

These jacks input sound to channels 1–4. The CH 1 and CH 2 INPUT jacks support phono input from MM-type cartridges. Set the input select switch of the mixer section appropriately for the device you're connecting.

3 PHONO GROUND terminal

If a turntable (analog) is connected to the CH 1 or CH 2 INPUT jacks, connect the turntable's ground terminal here. This suppresses noise from the turntable.

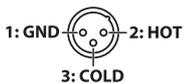
* Unsuitable places for connection

- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

4 MASTER OUT (L, R) connectors

Connect your powered speakers or power amp here. Both XLR type and RCA phono type plugs are supported.

* Pin assignment of MASTER OUT connector (XLR type)

**5 BOOTH OUT (L, R) jacks**

These are the output jacks for booth monitoring.

* Pin assignment of BOOTH OUT jacks

**6 ZONE OUT (L, R) jacks**

Use these output jacks when you want to send signals to another location independently from MASTER OUT or BOOTH OUT. Connect them to your speakers or recorder.

7 MIDI OUT connector

This outputs MIDI messages such as MIDI clock.

8 PC A, B port

Use the included USB cable to connect this port to your computer. To connect this to your computer, you must install the USB driver.

➔ "Installing the Software" (p. 3)

9 [POWER] switch

This turns the power on/off.

NOTE

When turning off the power, follow the directions that appear in the display.

* The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

If you do not want the power to be turned off automatically, disengage the Auto Off function.

For details on how to disable this function, refer to p. 20.

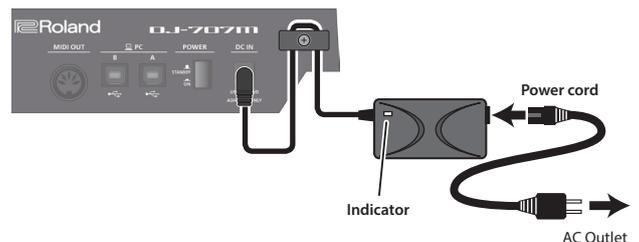
NOTE

- Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.
- To restore power, turn the power on again.

10 DC IN jack

Connect the included AC adaptor here.

* Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.



Using Serato DJ Pro

This document explains basic use of Serato DJ Pro. For details on the functions and use of the software, refer to the Serato DJ Pro user manual (PDF).

Here we explain operation for when a computer is connected to the PC A port.

Starting Serato DJ Pro

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. Connect your computer to the rear panel PC A port.
2. Press the [POWER] switch to power-on the DJ-707M.
3. Turn on the power of the equipment that's connected to the DJ-707M.
4. Start Serato DJ Pro.

Mac OS

In the Finder, open the [Applications] folder and click the [Serato DJ Pro] icon.

Windows 7

In the [Start] menu, click [All Programs] → [Serato] → [Serato DJ Pro] → [Serato DJ Pro] icon.

Windows 8.1

In the [App View], click the [Serato DJ Pro] icon.

Windows 10

In the [Start] screen or [App View], click the [Serato DJ Pro] icon.

Basic Operations in Serato DJ Pro

Songs shown in the browser view can be imported into a deck area, and controlled from the DJ-707M.



- 1 Deck section
- 2 Waveform panel
- 3 crate panel
- 4 Library

Importing a Song

Here we'll explain typical operations for importing a song.

- * Serato DJ Pro provides a variety of ways to import songs. For details, refer to the Serato DJ Pro user manual.
- * If you're using Serato Corporation's DJ software (Scratch Live, ITCH, Serato DJ Pro Intro) and you have already created a song library, the library you created can be used as-is.
- * If you're using Serato DJ Pro Intro and you've already created a song library, there might be cases in which songs need to be re-analyzed.

1. In Serato DJ Pro, click the [Files] key.
The [Files] panel opens, and the files on your computer and on the peripheral devices connected to your computer are displayed.
2. In the [Files] panel, click the folder that contains the songs you want to add to the library.
3. Drag and drop the selected folder onto the create panel.
A crate is created, and the songs are added to the library.

Loading a Song

Here's how to load a song so that it can be output.

1. On the DJ-707M, press the [BACK] button to move the cursor to the crate panel.
2. Press the DECK [1/3] or DECK [2/4] button to select the deck into which you want to load a song.
3. By turning the [SELECT] knob of the deck into which you want to load a song, move to the folder that contains the song you want to load, and then press the [SELECT] knob.
The cursor moves to the library.
4. Turn the [SELECT] knob to select the song that you want to load, and press the [SELECT] knob.
The DJ-707M's display shows the playback tempo (BPM) of the loaded song.



Playing a Song

1. Set the DJ-707M's knobs and switches as follows.

Input select switches	"PC" position
[MASTER] knob	Turned all the way to the left
[TRIM] knob	
[BOOTH] knob	
[ZONE] knob	
[HI], [MID], [LOW] knobs	Center
[FILTER/FX] knob	Center
Channel faders	Lowest position
Cross fader	Center
CROSS FADER [CH 1]–[CH 4] knobs	"THRU" position

2. Press the [▶/II] button to play back the loaded song.

3. Move the channel fader upward and turn the [TRIM] knob toward the right to adjust the volume.

Adjust the volume so that the channel level in the level indicator is lit in the orange-colored area.

4. Turn the [MASTER] knob toward the right to adjust the level of the speakers.

Monitoring Through Headphones

1. Set the DJ-707M's knobs as follows.

PHONES [MIXING] knob	Turned all the way to the left
PHONES [LEVEL] knob	

2. Press the channel [CUE] button of the channel that you want to monitor.

3. Turn the [VOLUME] knob toward the right to adjust the headphone level.

Closing Serato DJ Pro

1. Close the Serato DJ Pro screen.

Mac OS

In the upper left of the Serato DJ Pro screen, click the [⏏] (red: close) button.

Windows

In the upper right of the Serato DJ Pro screen, click the [X] button.

A confirmation screen appears.

2. Click [Yes] to close Serato DJ Pro.

3. Turn off the power of the equipment that's connected to the DJ-707M.

4. Press the [POWER] switch.

The display indicates "Are you sure to Power off?"



5. Press the [SELECT (ENTER)] knob to power-off the DJ-707M.

Operating the DJ-707M

Performance Pad Operations

Hot Cue Operations (HOT CUE)

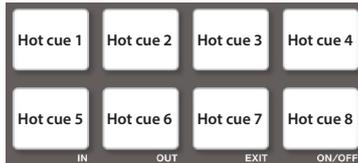
By specifying a hot cue, you can instantly play back from the specified location.

You can specify up to eight hot cues for each song.

1. Press a [HOT CUE] button to make the button light in white. Hot cue mode is selected.
2. During playback or while paused, press a performance pad that is unlit.

A hot cue is assigned to the pad that you pressed.

Hot cues (1–8) are assigned to the performance pads as follows.



3. Press a performance pad that is lit (i.e., a pad to which a hot cue is assigned).

Playback starts from the specified location.

MEMO

If you hold down the [SHIFT] button and press a performance pad, the hot cue location of the pad you pressed is cleared.

Cue Loop Operations (CUE LOOP)

When you press a performance pad, the auto loop point moves to the cue point of the pad that you pressed, and auto loop playback occurs.

1. Hold down the [SHIFT] button and press the [HOT CUE] button to make the button light in blue.

Cue loop mode is selected.

2. During playback, press a performance pad that's lit.

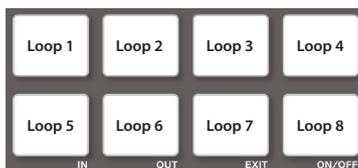
Auto loop playback starts with the hot cue that's assigned to the pad you pressed.

The loop length is the same as the auto loop beat setting.

MEMO

If you press a pad that's unlit, hot cue is specified, and auto loop playback starts immediately.

Loop in points are assigned to the performance pads as follows.



3. Adjust the loop playback parameters.

- During loop playback, press the PARAMETER [-] button. The loop playback length is halved.
- During loop playback, press the PARAMETER [+] button. The loop playback length is doubled.
- Hold down the [SHIFT] button and press the same performance pad. Return to the loop in point and continue loop playback.

4. Press the same performance pad once again.

Loop playback is cancelled.

Auto Loop Operations (AUTO)

By pressing performance pads, you can play back loops in synchronization with the length (beat) assigned to each pad.

Based on the BPM of the song, a loop of 1/64–2 beats is specified automatically.

1. Press a LOOP [AUTO] to make the button light in blue.

Auto loop mode is selected.

2. During playback, press a performance pad.

The loop continues playing at the beat assigned to the pad you pressed.



3. Adjust the loop playback parameters.

- During loop playback, press the PARAMETER [-] button. The loop playback length is halved.

- During loop playback, press the PARAMETER [+] button. The loop playback length is doubled.

4. Press the same performance pad once again.

Loop playback is cancelled.

Roll Operations (ROLL)

When you press a performance pad, a roll continues playing in time with the length (beat) that's assigned to each pad, as long as you continue holding down the pad.

The song continues progressing in the background even while the roll is playing.

When you cancel roll playback, song playback resumes from the location to which the song had progressed while the roll was being played.

NOTE

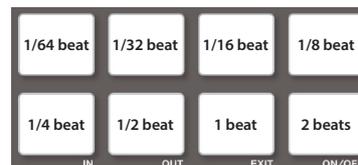
Roll can only be used during the song playback.

1. Hold down the [SHIFT] button and press the LOOP [AUTO] button to make the button light in light blue.

Roll mode is selected.

2. Hold down a performance pad.

A roll plays at the beat that's assigned to the pad you pressed.



3. Adjust the loop playback parameters.

- During loop playback, press the PARAMETER [-] button. The loop playback length is halved.

- During loop playback, press the PARAMETER [+] button. The loop playback length is doubled.

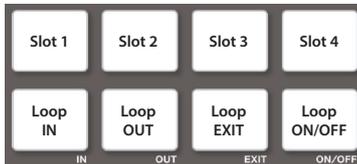
4. Take your finger off the performance pad.

Song playback resumes from the location to which the song had progressed while the roll was being played.

Manual Loop Operations (MANUAL)

You can control loop playback by specifying the loop-in and loop-out points. The specified loop is saved in a loop slot.

1. Press a LOOP [MANUAL] button to make the button light in yellow green. Manual loop mode is selected.
2. During playback, press the Loop IN pad to specify the loop IN point.



3. During playback, press the Loop OUT pad to specify the loop IN point. Loop playback begins between the loop IN point and the loop OUT point. The loop is saved in the loop slot, and the performance pad corresponding to the saved slot blinks.
 - When you press the pad of slot 1–4 during loop playback, the loop saved in the slot whose pad you press is played.
4. Adjust the loop playback parameters.
 - During loop playback, press the PARAMETER [-] button. The loop playback length is halved.
 - During loop playback, press the PARAMETER [+] button. The loop playback length is doubled.
5. To exit manual loop, press the Loop EXIT pad during loop playback.
6. To play the manual loop once again, press the Loop ON/OFF pad. If you press the loop ON/OFF pad during playback after exiting manual loop, manual loop is re-specified.

Adjusting the length of manual loop

- During playback, you can press the Loop IN pad and then use the jog dial to make fine adjustments to the loop IN point. If you once again press the Loop IN pad, you'll return to loop playback.
- During playback, you can press the Loop OUT pad and then use the jog dial to make fine adjustments to the loop OUT point. If you once again press the Loop OUT pad, you'll return to loop playback.

Saved Loop Operations (SAVED LOOP)

You can save loops in Serato DJ Pro's loop slots, and recall a saved loop.

1. Hold down the [SHIFT] button and press the LOOP [MANUAL] button to make the button light in yellow green. Saved loop mode is selected.
2. During loop playback, press a performance pad. The loop is assigned to Serato DJ Pro's loop slot.



3. Hold down the [SHIFT] button and press a performance pad. Playback returns to the beginning of the loop and continues.
4. Press the same performance pad once again. Loop playback is cancelled.

Slicer Operations (SLICER)

Slicer divides the specified region into eight, and assigns the divided regions to the performance pads. While you hold down a performance pad, the sound of the region assigned to that pad plays as a loop. The song continues progressing in the background even while looping. When you cancel loop playback, song playback resumes from the location to which the song had progressed during loop playback.

NOTE

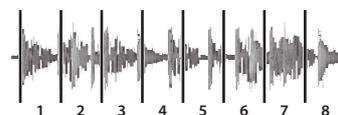
- Slicer can only be used during the song playback.
- You can't use the slicer on a song for which the beat grid is not specified. For details on the beat grid, refer to the Serato DJ Pro user manual.

1. Press a LOOP [MANUAL] button to make the button light in red. Slicer mode is selected.

MEMO

If you hold down the [SHIFT] button and press the [SLICER] button to make the button light in blue, slicer loop mode is selected.

2. Hold down the [SHIFT] button and use the PARAMETER [-] [+] buttons to select the length (beats) of the specified region. The setting changes each time you press the button. The length of the specified region can be set to 2 beats, 4 beats, 8 beats, 16 beats, 32 beats, or 64 beats. The eight divided regions are assigned to the performance pads as follows.



3. Use the PARAMETER [-] [+] buttons to specify the slicer's quantize setting. The quantize setting changes the length of loop playback that occurs when you hold down a pad. You can choose from four types of quantize setting.

Example

If quantize is set to 1:

The entire region assigned to the pad you press is played as a loop.

If quantize is set to 1/2:

The first 1/2 of the region assigned to the pad you press is played as a loop.

4. Hold down a performance pad.

While you hold down the pad, the length that you specified by the quantize setting is continuously played as a loop.

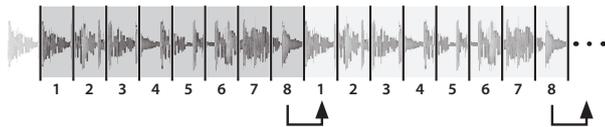
5. Release the performance pad.

Song playback resumes from the location to which the song had progressed during loop playback.

Using slicer mode and slicer loop mode

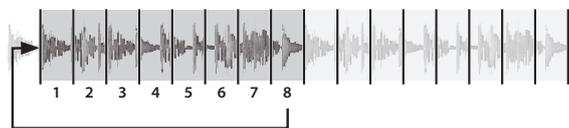
Slicer mode

When the playback location progresses to the end of the region that was divided into eight, the region on the screen shifts to show the next eight divisions, and that region divided into eight is assigned to the pads.



Slicer loop mode

When the playback location progresses to the end of the region that was divided into eight, the playback location returns to the beginning of the currently-specified region.



Serato Sampler Operations (SAMPLER)

You can use the performance pads to play songs (samples) that are loaded into Serato Sampler's sample slots.

1. In Serato DJ Pro, click the [Sampler] key to access the Samples panel.

2. Press the [SAMPLER] button to make it light in magenta.
Sampler mode is selected.

3. Use the PARAMETER [-] [+] buttons to switch the Serato Sampler's banks.
The Serato Sampler has four banks (A–D), and each bank has eight slots.

4. Drag and drop songs into the Sampler panel to load a sample into each slot of the Sampler panel.
The sampler settings and the loaded samples are saved.

* You can also load a sample by using the [SELECT (ENTER)] knob to select a sample and then pressing a performance pad while holding down the [SHIFT] button.

5. Press a performance pad.

The sample of the slot that's assigned to the pad you pressed is played.



* The type of playback changes depending Serato Sampler's playback mode. For details, refer to the Serato DJ Pro user manual.

MEMO

If you hold down the [SHIFT] button and press the performance pad, sample playback stops.

Pitch Play Operations (PITCH PLAY)

The pitch of the loaded song can be changed in semitone steps.

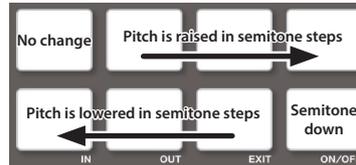
NOTE

In order to use Pitch Play mode, you must separately purchase the Pitch'n time DJ and activate Pitch'n time DJ.

1. Hold down the [SHIFT] button and press the [SAMPLER] button to make the button light in turquoise.

Pitch play mode is selected.

2. Press a performance pad to change the pitch.



• By using the PARAMETER [-] [+] buttons you can change the range of pitch change.

Velocity Sampler Operations

The functionality is the same as in sampler mode, but when you press a pad, the sample's playback volume changes depending on how strongly you press the pad.

1. Press the [SAMPLER] button twice to make the button light in purple.

Velocity sampler mode is selected.

2. Press a performance pad.

The sample of the slot assigned to the pad you press is played. The more strongly you press the pad, the louder the sample's playback volume.

Saved Flip Operations

By pressing a performance pad you can play back a saved Flip.

NOTE

In order to use Saved Flip mode, you must separately purchase the Serato Flip Expansion Pack and activate Serato Flip.

1. Press the [HOT CUE] button twice to make the button light in orange.

Saved Flip mode is selected.

2. Press a lit performance pad.

The Flip that is in the Flip slot corresponding to the pad you pressed starts playing.



• If you hold down the [SHIFT] button and press a lit performance pad, the Flip that is in the corresponding Flip slot is recalled, but you won't move to the beginning of the Flip. In this case, the Flip plays when the song playback position reaches the beginning of the flip.

Song Analysis

Song analysis begins when you press the DJ-707M's [SELECT] knob to load a song into a deck, but if you're using Serato DJ Pro as an offline player (i.e., without the DJ-707M being connected), you can analyze songs ahead of time.

If analysis is finished for a song, the BPM and waveform are displayed immediately after you load that song into a deck.

For details on how to analyze songs with the offline player, refer to the Serato DJ Pro user manual.

* Depending on the number of songs, analysis might take some time.

Effect Operations

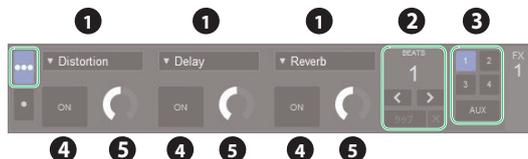
Serato DJ Pro has two effect units (FX1, FX2) which you can use with the selected deck.

DJ-FX panel

When you click "FX" in the upper left of Serato DJ Pro's main screen, the DJ-FX panel opens.

Multi FX mode

You can select up to three effects for each effect unit.



Single FX mode

You can select one effect for each effect unit, and control multiple parameters of the selected effect.



1	Currently selected effect type
2	Time at which the effect is applied
3	Number of the deck that uses the effect unit is highlighted
4	Effect on/off status (highlighted when on)
5	Effect depth
6	Effect parameters and settings

Multi FX Mode Operations

- In the DJ-FX panel, click **FX** to select the multi FX mode.
- Press the button of the deck (channel) that will use the effect unit, making the button light.
In the case of deck 3 or 4, hold down the [SHIFT] button and press the [CH 1] ([CH 2]) button.



In the DJ-FX panel of the Serato DJ Pro screen, the number of the deck that uses the effect unit is highlighted.

MEMO

By long pressing the [CH 2] button you can apply an effect to the sampler sound.

In Serato DJ Pro's Sampler panel, set OUTPUT to "A."

- Hold down the [SHIFT] button and press an effect button to select the effect type.

The effect type changes each time you press the button.



- Press the effect button to turn the effect on (button lit).

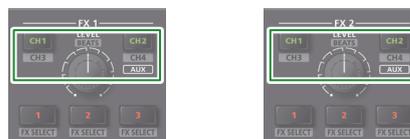
- Use the [LEVEL] knob to adjust the effect depth.



- Hold down the [SHIFT] button and turn the [LEVEL] knob to adjust the time at which the effect is applied.

Single FX Mode Operations

- In the DJ-FX panel, click **FX** to select the single FX mode.
- Press the button of the deck (channel) that will use the effect unit, making the button light.
In the case of deck 3 or 4, hold down the [SHIFT] button and press the [CH 1] ([CH 2]) button.



In the DJ-FX panel of the Serato DJ Pro screen, the number of the deck that uses the effect unit is highlighted.

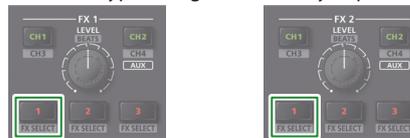
MEMO

By long pressing the [CH 2] button you can apply an effect to the sampler sound.

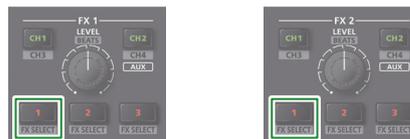
In Serato DJ Pro's Sampler panel, set OUTPUT to "A."

- Hold down the [SHIFT] button and press the effect [1] button to select the effect type.

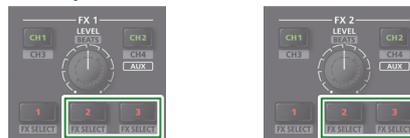
The effect type changes each time you press the button.



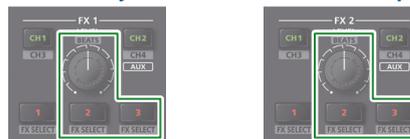
- Press the effect [1] button to turn the effect on (button lit).



- Press the effect [2] or [3] button to switch the value of the effect parameters.



- Hold down the effect [2] or [3] button and turn the [LEVEL] knob to adjust the value of the effect parameters.



- Use the [LEVEL] knob to adjust the effect depth.



- Hold down the [SHIFT] button and turn the [LEVEL] knob to adjust the time at which the effect is applied.

Recording

You can use Serato DJ Pro's recording functionality to record sounds that you've mixed on the DJ-707M.

* For details, refer to the Serato DJ Pro user manual.

1. In Serato DJ Pro, click the [REC] key to access the REC panel.
2. Click [REC] to start recording.
3. To stop recording, click [REC] once again.
4. To save, enter a file name in the text entry field and click [Save].

Inputting Sound from an External Device

Audio from devices such as a DJ player or turntable (analog) can be input directly to the rear panel INPUT (CH 1–CH 2) jacks, and mixed by the DJ-707M's mixer section.

You can also use Serato DJ Pro's effect units to apply effects to the external audio inputs.

You can use the mic section to apply a vocal effect to the audio input from mics connected to the MIC IN 1 or 2 jacks.

Inputting Sound from a DJ Player

1. Connect your DJ player or other line-level device to any of the INPUT (CH 1–CH 4) jacks.
2. As appropriate for the channel to which your line-level device is connected, set the corresponding input select switch to "LINE."
3. Use the [TRIM] knob and channel fader to adjust the output level.
 - You can use the [HI], [MID], and [LOW] knobs to adjust the volume of the high, mid, and low-frequency regions.
 - You can use the [FILTER/FX] knob to apply a filter.
 - You can operate the effect section to apply Serato DJ Pro's effects.

Inputting Sound from a Turntable

1. Connect your turntable to either of the INPUT jacks (CH 1 or CH 2).
2. As appropriate for the channel to which your turntable is connected, set the corresponding input select switch to "PHONO."
3. Use the [TRIM] knob and channel fader to adjust the output level.
 - You can use the [HI], [MID], and [LOW] knobs to adjust the volume of the high, mid, and low-frequency regions.
 - You can use the [FILTER/FX] knob to apply a filter.
 - You can operate the effect section to apply Serato DJ Pro's effects.

Inputting Sound from a Mic

1. Connect a mic to the MIC IN 1 or 2 jack.
2. In the mic section, press the MIC 1 or 2 [ON] button to make it light.
3. Use the mic section's [LEVEL] knob to adjust the output volume of the mic.
 - You can use the [HI], [MID], and [LOW] knobs to adjust the volume of the high, mid, and low-frequency regions.
 - Use the [DUCK] button to turn ducking on (lit) or off (unlit).
 - Use the [FX] button to turn the vocal effect on (lit) or off (unlit). Use the [VOCAL FX] knobs to adjust the depth of the vocal effect.

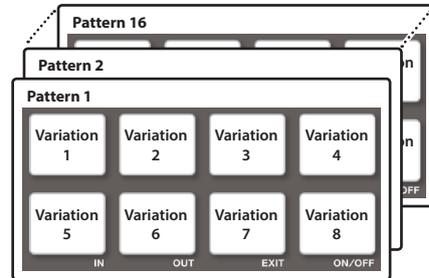
TR Operations

For deck 3, you can play "patterns" created using drum sounds (instruments) such as those of a Roland TR-808 rhythm machine.

What are patterns?

"Patterns" contain performance data for instruments. Sixteen patterns are provided.

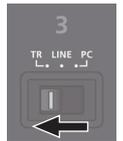
Each pattern has eight "variations," and when you select a pattern, the variations are automatically assigned to performance pads 1–8.



Playing Patterns

Preparation

1. Set the mixer section CH3 input select switch to "TR."
2. In the left deck, press the DECK [1/3] button to make it light red.



Selecting a pattern

1. Turn the [SELECT (ENTER)] knob to select a pattern (01–16), and press the knob to confirm.



The variations of the selected pattern are assigned to performance pads 1–8.

Playing back a pattern

1. Press a performance pad 1–8 to select a variation.
 - The pad you pressed blinks.
 - You can select multiple variations by holding down a pad and pressing another pad.
2. Press the [▶/||] button.
 - The variation starts playing.
 - If you selected multiple variations, the variation whose pad is blinking plays, and then the other variations play consecutively starting with the lowest-numbered variation.
 - If you select the next variation during playback, the pad you press blinks.
 - If you hold down the [SHIFT] button and press a pad, the variation of the pad that you press is reserved. When the currently-playing variation finishes playing, playback automatically switches to the reserved variation.

Panel Operations When Using TR

Press [▶/II]	While stopped: Plays from the previously-stopped variation. While playing: Stops.
Press [SHIFT] + [▶/II]	While stopped/playing: Plays the variation from the cue point.
Press [CUE]	While stopped: Specifies the cue point. If already at the cue location, the variation plays while you continue holding down the button. While playing: Stops at the cue point.
Press [SHIFT] + [CUE]	While stopped: Specifies the cue point. While playing: Plays consecutively from the lowest-numbered of the selected variations.
Tempo slider	Adjusts the playback tempo.
Press [RANGE]	Specifies the range of change when operating the tempo slider. Each time you press the button, the range of change is switched as follows. 8% → 16% → 50% → 8% → ...
Jog dial	Nudges to adjust the playback timing.
Press [SYNC]	Synchronizes to a song other than deck 3. If you press the button once again while synchronized, re-synchronization occurs.
Press [SHIFT] + [SYNC]	Cancels synchronization.

Pad mode

Hot cue

Press [HOT CUE]	Plays the variation at the moment you press the pad. * By holding down a pad and successively pressing other pads, you can play multiple variations consecutively.
Press [SHIFT] + performance pad 1–8	The variation of the pad that you press is reserved. When the currently-playing variation finishes playing, playback automatically switches to the reserved variation.

Auto loop

Press [AUTO]	Starts looping at the moment you press the pad.
Press performance pad 1–8	Looping occurs at the beat (1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2) that's assigned to each pad.
Press PARAMETER [-] [+]	Halves or doubles the loop.

Loop roll

Press [SHIFT] + [AUTO]	Plays the loop only while you hold down the pad. When you take your finger off the pad, you return to the original position.
Press performance pad 1–7	Looping occurs at the beat (1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1) that's assigned to each pad.
Press PARAMETER [-] [+]	Halves or doubles the loop.

Manual loop

Press [MANUAL]	Loop-plays between the specified loop-in and loop-out.
Press performance pad 1–4	Selects a loop slot.
Press performance pad 5	Specifies the loop-in point.
Press performance pad 6	Specifies the loop-out point.
Press performance pad 7, 8	Turns loop on/off.

Slicer

Press [SLICER]	Loop-plays the beat at the moment you pressed the pad. When you take your finger off the pad, you return to the original position.
Press PARAMETER [-] [+]	Halves or doubles the loop.
Press [SHIFT] + PARAMETER [-] [+]	Halves or doubles the beat that's looping.

Sampler

Press [SAMPLER]	Plays the instrument that's assigned to the pad.
Press [SHIFT] + [SAMPLER]	Plays the instrument that's assigned to the pad, with velocity.
Press [SHIFT] + performance pad 1–8	Mutes or un-mutes each instrument. If muted, the pad is unlit.

OSC Operations

For deck 4, you can use the performance pads to play back sound effects.

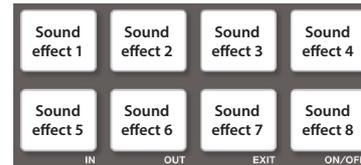
Preparation

1. Set the mixer section CH4 input select switch to "OSC."
2. In the right deck, press the DECK [2/4] button to make it light red.



Playing back a sound effect

1. Press a performance pad 1–8.
A sound effect plays while you hold down the pad.



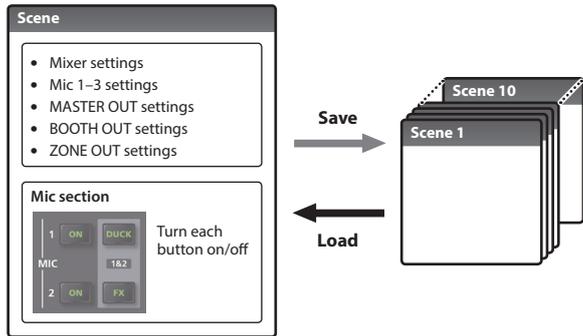
Playing back a sound effect with velocity

1. Press the [SAMPLER] button to make it light in purple.
2. Press a performance pad 1–8.
A sound effect with velocity plays while you hold down the pad.

Menu Operations

Recalling, Editing, and Saving a Scene

A "scene" contains settings for mixer, mic, and output. You can save ten scenes in the DJ-707M unit.



When the unit is shipped from the factory, several scenes are already saved. You can edit and overwrite these scenes.

Scene	Explanation
1: Standard	The same audio as MASTER OUT is output from ZONE OUT. This allows the same use as a standard DJ controller.
2: Two-Room	Mic audio is not output from ZONE OUT. This is useful when you want to output only the song audio to a different venue than the main venue.
3: DECK4-ZONE	The deck 4 audio is output only from ZONE OUT, without being mixed into MASTER OUT or BOOTH OUT. This is useful when you want to output different music to the main venue and to another venue.
4: MICs-ZONE	The mic audio is output only from ZONE OUT. This is useful when you want the mic audio to be output from different speakers.
5: SoundBoost	A multi-band compressor is applied to each output. This makes mixing easier when using TR, etc.

Recalling a Scene (Scene Load)

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "Scene Load," and press the knob.

```
Scene Load
1:Standard <
```

3. Turn the [SELECT (ENTER)] knob to select the scene that you want to recall, and press the knob.

A confirmation message appears.

```
Load Scene?
CANCEL[OK]
```

If you decide to cancel, use the [SELECT (ENTER)] knob to make "CANCEL" blink, and press the knob.

4. Press the [SELECT (ENTER)] knob.

The selected scene is loaded.

Editing a Scene (Scene Edit)

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "Scene Edit," and press the knob.

```
MENU>SCENE EDIT
Mixer Setting
```

3. Turn the [SELECT (ENTER)] knob to select the setting that you want to edit, and press the knob.

```
Mixer: FX(ALL)<
FILTER
```

4. Turn the [SELECT (ENTER)] knob to select the parameter that you want to edit, and press the knob.

The parameter value blinks.

5. Turn the [SELECT (ENTER)] knob to change the value, and press the knob.

The value is confirmed.

Parameter	Value (Bold: default) / Explanation
Mixer Setting	
FX (ALL)	FX (ALL) specifies the same effect for the entire channel mixer. FX (Ch1-4) individually specify an effect for each channel.
FILTER	Applies a filter. If you turn the [FILTER/FX] knob toward the right, only the high-frequency range is heard. If you turn the knob toward the left, only the low-frequency range is heard.
DUB ECHO	Adds a delayed sound several times while attenuating it. If you turn the [FILTER/FX] knob toward the right, the echo effect is added only to the high-frequency range. If you turn the knob toward the left, the echo effect is added only to the mid-frequency range. The farther you turn the knob, the longer the interval between echoes.
JET	Applies a flanger effect. If you turn the [FILTER/FX] knob toward the right, the peak varies cyclically. If you turn the knob toward the left, the peak lowers according to the knob's position.
NOISE	Adds noise. If you turn the [FILTER/FX] knob toward the right, the pitch of the noise rises. If you turn the knob toward the left, the pitch falls.
REVERB	Applies a reverb.
DELAY	Applies a delay.
BIT CRUSH	Creates a lo-fi sound. If you turn the [FILTER/FX] knob toward the right, only the high-frequency range is heard. If you turn the knob toward the left, only the low-frequency range is heard.
PHASER	Applies a phaser effect. If you turn the [FILTER/FX] knob toward the right, the peak varies cyclically. If you turn the knob toward the left, the peak lowers according to the knob's position.
NOISE2	Adds peaky noise. If you turn the [FX] knob toward the right, the pitch of the noise rises. If you turn the knob toward the left, the pitch falls.
SIDE CHAIN	Lowers the level in synchronization with the tempo.
SLICER	Slices the sound in synchronization with the tempo.
ROLL	Plays the sound repeatedly.
ROLL FILTER	Plays the sound repeatedly and applies a filter.
LOOP PITCH	Plays the sound repeatedly and modifies the pitch.
LOOP FILTER	Plays the sound repeatedly and modifies the pitch and filter.
VINYL SIM	Simulates sound heard from an analog record.
Anti.FB	Selects the output that uses anti-feedback for the mic input. OFF Anti-feedback is not used. MASTER Anti-feedback is applied only to the output sound from the selected jacks. BOOTH ZONE
Mode	SERATO, INTERNAL Selects whether mixing is done in Serato DJ Pro or in the DJ-707M.
DVS Deck	Specifies the controller when using DVS. TURNTABLE Turntable (analog) CDJ DJ player

Parameter	Value (Bold: default) / Explanation		
Mic1-3 Setting			
Gain	-60-- 10 -0 dB	Specifies the mic gain.	
EQ	Specifies the type of equalizer.		
	EQUALIZER	An equalizer with general-purpose settings.	
	ISOLATOR	An equalizer with an extremely strong amount of volume cut.	
EQ Hi EQ Mid EQ Low	(*1) -127- 0 -127	Adjust the volume of the high, mid, and low-frequency regions.	
FX	Specifies the vocal effect.		
	REVERB	Reverb is applied.	
	ECHO	Echo is applied.	
	REVERB ECHO	Reverb and echo are applied simultaneously.	
	DUB ECHO	Adds a delayed sound several times while attenuating it.	
	PITCH UP	Raise or lower the pitch of the voice.	
	PITCH DOWN		
	FORMANT UP	Raise or lower the formant of the voice.	
	FORMANT DOWN	Selecting DOWN gives the voice a masculine character, and selecting UP gives the voice a feminine character.	
		AUTO PITCH	Pitch-corrects the voice. If you hold down the [SHIFT] button and press the channel [CUE] button, the pitch-correction follows the key information of the song that's loaded into the deck.
	ROBOT	Transforms your voice into that of a robot, with a fixed pitch and an expressionless character.	
	DOUBLE	Layers the same voice to add depth.	
	HARMONY ABOVE	Adds harmony to the voice a fifth above.	
	HARMONY BELOW	Adds harmony to the voice a fourth below.	
	MEGAPHONE	Gives your voice a distorted character as if you were speaking through a megaphone.	
	RADIO	Simulates sound heard from a radio.	
	TEMPO DELAY	Delay is applied. If you hold down the [SHIFT] button and press the channel [CUE] button, the tempo-correction follows the tempo of the song that's loaded into the deck.	
	FX Depth	(*1) 0 -255	Adjusts the depth of the vocal effect.
Low Cut	0 -2-10	Adjusts the strength of the low cut filter applied to the mic audio. Higher values produce a stronger effect.	
Noise Gate	0 -2-10	Specifies the strength of the noise gate applied to the mic audio. As the value increases, even higher-level sound will be cut.	
Pan	L50- C00 -R50	Specifies the pan (posizione stereo) in uscita.	
Duck Level	-6, -12, - 18 , -24, INF	Adjusts the output level of other than the mic when the [DUCK] button is turned on.	
Duck (Mstr)	ON , OFF	Specifies whether the MASTER OUT, BOOTH OUT, and ZONE OUT output audio is affected by ducking (ON) or is not affected (OFF).	
Duck (Both)			
Duck (Zone)			

MsterOut Setting / BoothOut Setting / ZoneOut Setting			
Assign	Specify the signal that is output from each output jack.		
	ALL MIX (*2)	All signals are mixed and output.	
	BOOTH MIX (*3)	Signals other than mic audio are mixed and output.	
	DECK ONLY	Only the signals of channels 1-4 are output.	
	CUSTOM	Press the [SELECT (ENTER)] knob, and you can specify for each signal whether it will be output (ON) or will not be output (OFF) from each jack.	
	Ch1-4	ON, OFF	Channel 1-4 signals
	Mic1, 2	ON, OFF	Mic 1 and 2 audio
Aux	ON, OFF	Signals input to the AUX IN jacks	
EQ Low Gain	-12- 0 -12	Specifies the gain of the equalizer's low range.	
EQ LoMid Gain		Specifies the gain of the equalizer's low-mid range.	
EQ LoMid Freq	16- 630 -22400 Hz	Specifies the cutoff frequency of the equalizer's low-mid range.	
EQ HiMid Gain	-12- 0 -12	Specifies the gain of the equalizer's high-mid range.	
EQ HiMid Freq	16- 4000 -22400 Hz	Specifies the cutoff frequency of the equalizer's high-mid range.	
EQ Hi Gain	-12- 0 -12	Specifies the gain of the equalizer's high range.	
Comp Low Comp Mid Comp High	0 -24	Adjust the compressor depth for the low, mid, and high-frequency ranges.	
Limiter	OFF , ON	Specifies the limiter on/off.	
Mono Mode		If this is "ON," the signal is output as mono.	
Pan	L50- C00 -R50	Specifies the output panning.	

Parameter	Value (Bold: default) / Explanation	
Attenuator	0 -40 dB	Specifies the attenuation level of the output. The output level is decreased by the specified amount.
Sub.W Mode (*4)	Cuts the high-mid region of the signal that is output from the selected jack. This is effective when used in conjunction with speakers other than the main speakers in order to strengthen the low-frequency region.	
	OFF	The signal is not converted for a sub-woofer.
	ON	You can make detailed settings by pressing the [SELECT (ENTER)] knob.
	CutOff	30 -200 Hz
Slope	-12 dB/oct , -24 dB/oct	Adjusts the amount of filter attenuation.

- (*1) This is shown if Mic3 Setting is selected.
- (*2) This is set to the default value for MsterOut Setting and ZoneOut Setting.
- (*3) This is set to the default value for BoothOut Setting.
- (*4) This is shown if ZoneOut Setting is selected.

Shortcut

- By holding down the mic section's MIC 1 or 2 [ON] button and turning the [SELECT (ENTER)] knob, you can set the gain of mic 1 or mic 2.
- By holding down the mixer section's channel [CUE] button and turning the [SELECT (ENTER)] knob, you can set the effect for each channel.

Saving a Scene (Scene Save)

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "Scene Save," and press the knob.



3. Turn the [SELECT (ENTER)] knob to select the save-destination scene, and press the knob.



- To save the scene as it is, proceed to step 6.
- If you decide to cancel, use the [SELECT (ENTER)] knob to make "CANCEL" blink, and press the knob.

Assigning a name

4. Use the [SELECT (ENTER)] knob to make "NAME" blink, and press the knob.



5. Enter characters.
 1. Use the [SELECT (ENTER)] knob to move the cursor to the position where you want to enter a character, and press the knob.
 2. Turn the [SELECT (ENTER)] knob to select a character, and press the knob.
 3. When you have finished assigning the name, turn the [SELECT (ENTER)] knob to make "<EXE>" blink.
6. Press the [SELECT (ENTER)] knob. The scene is saved.

Menu Operations

System Settings

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "System Setting," and press the knob.



3. Turn the [SELECT (ENTER)] knob to select the parameter that you want to edit, and press the knob.
The parameter value blinks.
4. Turn the [SELECT (ENTER)] knob to change the value, and press the knob.
The value is confirmed.

Parameter	Value (Bold: default) / Explanation
PC-B USB	VENDOR Choose this if you want to use a USB driver downloaded from the Roland website.
	GENERIC Choose this if you want to use the generic USB driver provided by your computer's operating system. * If this is set to GENERIC, you can't use the unit with Serato DJ Pro. * If you are using this with an iOS device, choose GENERIC. For details, refer to "Using an iOS Device" (p. 22).
X-Fader Mgn	0-10 Specifies the margin at both ends of the cross fader. Higher values increase the margin, providing more play at each end of the cross fader.
Pad Curve	Low, Mid , High Specifies the velocity curve of the performance pads (the way in which the level changes in response to the strength of your strike on the pad).
	<p>high Level low weak strong Strength of pad strike</p>
Pad Sens	1-10 Adjusts the sensitivity of the performance pads. Higher values improve the sensitivity.
JogDialSens	1-8-10 Adjusts the sensitivity for when you take your hand off of the jog dial. Higher values improve the response.
Bkspin Len	When applying backspin to the jog dial, this setting lets you make backspin continue longer than the distance that the jog dial actually rotated.
	OFF Backspin operation occurs according to the actual distance of rotation.
	DEPTH1 Backspin operation occurs longer than the actual distance of rotation.
	DEPTH2 The higher the value, the longer backspin is applied.
Demo Mode	OFF , 3-5-20 min. * When a computer is connected, this setting is ignored. Specifies the time (minutes) from when the DJ-707M was last operated until it enters demo mode. If this is "OFF," demo mode will not operate.
LED Bright	1-5 Adjusts the brightness when a button, pad, or indicator is lit. Higher values increase the brightness.
LCD Ctrst	1-5-10 Adjusts the display contrast.
Auto Off	DISABLE , 240 min. When no operation has been performed for a certain length of time (240 min.), the power turns off automatically. If you don't want the power to turn off automatically, set this "OFF."
Input Mix	OFF , ON If this is "ON," the input signals to INPUT CH 1-4 are output without change to MASTER OUT when the input select switch is set to "PC."
InputChSwap	Specifies whether the INPUT CH 1 and CH 3 signals are exchanged with the CH 2 and CH 4 signals when sent to the computer.
	NORMAL Don't swap. The outputs are as printed on the panel.
	SWAP Swap the outputs of CH 1 and 3 and CH 2 and 4.
Ctrl surface	OFF , ON If this is "ON," the unit operates as a general-purpose MIDI controller.

DJ-707M Version Indication (Version)

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "Version," and press the knob.



Returning to the Factory Settings (Factory Reset)

Here's how the settings stored in the unit can be reset to their factory-set values.

1. Press the [MENU] button.
2. Turn the [SELECT (ENTER)] knob to select "Factory Reset," and press the knob.



3. Turn the [SELECT (ENTER)] knob to select the settings that you want to reset.

Value	Explanation
ALL	All settings stored in the unit
SCENE	Scene settings
SYSTEM	System settings

4. Press the [SELECT (ENTER)] knob.
A confirmation message appears.



If you decide to cancel, use the [SELECT (ENTER)] knob to make "CANCEL" blink, and press the knob.

5. Use the [SELECT (ENTER)] knob to make "OK" blink, and press the knob.
Factory reset begins.
When the display indicates "Completed. turn off power.," factory reset is complete.

NOTE

Never turn off the power until the display indicates "Executing..."

6. Turn the DJ-707M's power off and then on again.

Other Operations

Backing Up or Restoring DJ-707M's Data

Backup

Here's how you can back up all of the DJ-707M's data together to your computer.

1. Hold down the [MENU] button and press the [POWER] switch to turn on the power.



BACKUP/RESTORE
Export

2. Turn the [SELECT (ENTER)] knob to select "Backup" and press the knob.

The display indicates "Connect PC to USB port [PC-A]."



BACKUP
Connect PC to

3. Connect the computer to the rear panel PC A port.
The "ROLAND" drive appears in the screen of the computer.
4. In the "ROLAND" drive, open the "BACKUP" folder, and copy the DJ707M_BACKUP.bin file to the computer.
5. Eject the "ROLAND" drive and disconnect the USB cable.
6. Power-off the DJ-707M.

Restore

Here's how DJ-707M data backed-up on a computer can be restored to the unit.

1. Hold down the [MENU] button and press the [POWER] switch to turn on the power.
2. Turn the [SELECT (ENTER)] knob to select "Restore" and press the knob.

The display indicates "Connect PC to USB port [PC-A]."



RESTORE
Connect PC to

3. Connect the computer to the rear panel PC A port.
The "ROLAND" drive appears in the screen of the computer.
4. In the "ROLAND" drive, open the "RESTORE" folder and copy the backup file from the computer.
5. Eject the "ROLAND" drive and disconnect the USB cable.
6. When the display indicates "Completed. Turn off Power," power-off the DJ-707M.

Exporting or Importing Scene Settings

Export

Here's how you can export scene settings to a computer.

1. Hold down the [MENU] button and press the [POWER] switch to turn on the power.



BACKUP/RESTORE
Export

2. Turn the [SELECT (ENTER)] knob to select "Export" and press the knob.

The display indicates "Connect PC to USB port [PC-A]."



EXPORT
Connect PC to

3. Connect the computer to the rear panel PC A port.
The "ROLAND" drive appears in the screen of the computer.
4. In the "ROLAND" drive, open the "EXPORT" folder and copy the file (***.d7s) that you want to export to the computer.
5. Eject the "ROLAND" drive and disconnect the USB cable.
6. Power-off the DJ-707M.

Import

Here's how scene settings exported to a computer can be returned to the unit.

1. Hold down the [MENU] button and press the [POWER] switch to turn on the power.
2. Turn the [SELECT (ENTER)] knob to select "Import" and press the knob.

The display indicates "Connect PC to USB port [PC-A]."



IMPORT
Connect PC to

3. Connect the computer to the rear panel PC A port.
The "ROLAND" drive appears in the screen of the computer.
4. In the "ROLAND" drive, open the "IMPORT" folder and copy the file (***.d7s) that you want to import from the computer.
5. Eject the "ROLAND" drive and disconnect the USB cable.
The name of the imported file is indicated at the top of the display.



File: 1_Standard
to 1:Standard <

6. Turn the [SELECT (ENTER)] knob to select the import-destination scene, and then press the knob.



Save 1:Standard
NAME CANCEL[OK]

- If you decide to cancel, use the [SELECT (ENTER)] knob to make "CANCEL" blink, and press the knob.
 - You can change the scene name. For the operation, refer to p. 19.
7. Press the [SELECT (ENTER)] knob.
The scene (file) import is completed.
 8. If there are multiple files, repeat steps 6–7.
 9. When the display indicates "Completed. Turn off Power," power-off the DJ-707M.

Other Operations

Using the DJ-707M in Stand-Alone Mode

You can use the DJ-707M when it is not connected to Serato DJ Pro (when Serato DJ Pro is not running).

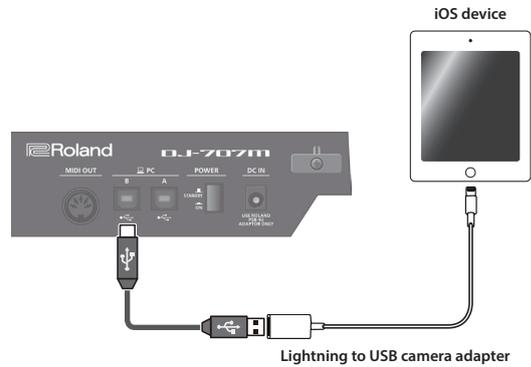
In stand-alone mode, you can use the following functions in each section of the DJ-707M.

Section	Available functions
Mixer section	[TRIM] knob * Does not work if the input select switch is set to "PC."
	[HI], [MID], [LOW] knobs
	[FILTER/FX] knobs
	Channel [CUE] buttons
	Channel faders
	[MASTER] knob
	[BOOTH] knob
	[ZONE] knob
	[SAMPLER] knob
	Cross fader
Mic section	MIC 1, 2 [ON] buttons
	[DUCK] button
	[FX] button
	[LEVEL] knob
	[HI], [MID], [LOW] knobs
Front panel	[VOCAL FX] knobs
	PHONES [LEVEL] knob
	PHONES [MIXING] knob
	[SPLIT/STEREO] switch
	[CROSS FADER CURVE] knob
	[CH 1]–[CH 4] switches
	AUX IN select switch
AUX IN [LEVEL] knob	
Deck section	A MIDI message is transmitted when you operate a button/knob.
	Performance pads * Use deck 3 to operate TR and deck 4 to operate OSC. Set the input select switch to "TR" or "OSC" respectively.
Others	<ul style="list-style-type: none"> When you move (press) a top panel controller, MIDI messages are transmitted. MIDI messages are transmitted from the PC-A port. Only MIDI messages for synchronization are transmitted from the MIDI OUT connector.

Using an iOS Device

An iOS device can be connected to the PC-B port.

- * To make this connection you'll need an Apple Inc.'s Lightning - USB camera adaptor (sold separately).



Setting

In system settings, set "PC-B USB" to "GENERIC."

Operation

1. Play back a song in iTunes, etc.
2. Use the [SAMPLER] knob to adjust the volume.

The sound is output from the MASTER OUT, BOOTH OUT, and ZONE OUT jacks as specified by the Assign settings (p. 19) for MsterOut Setting, BoothOut Setting, and ZoneOut Setting.

NOTE

DJ software etc. cannot be used.

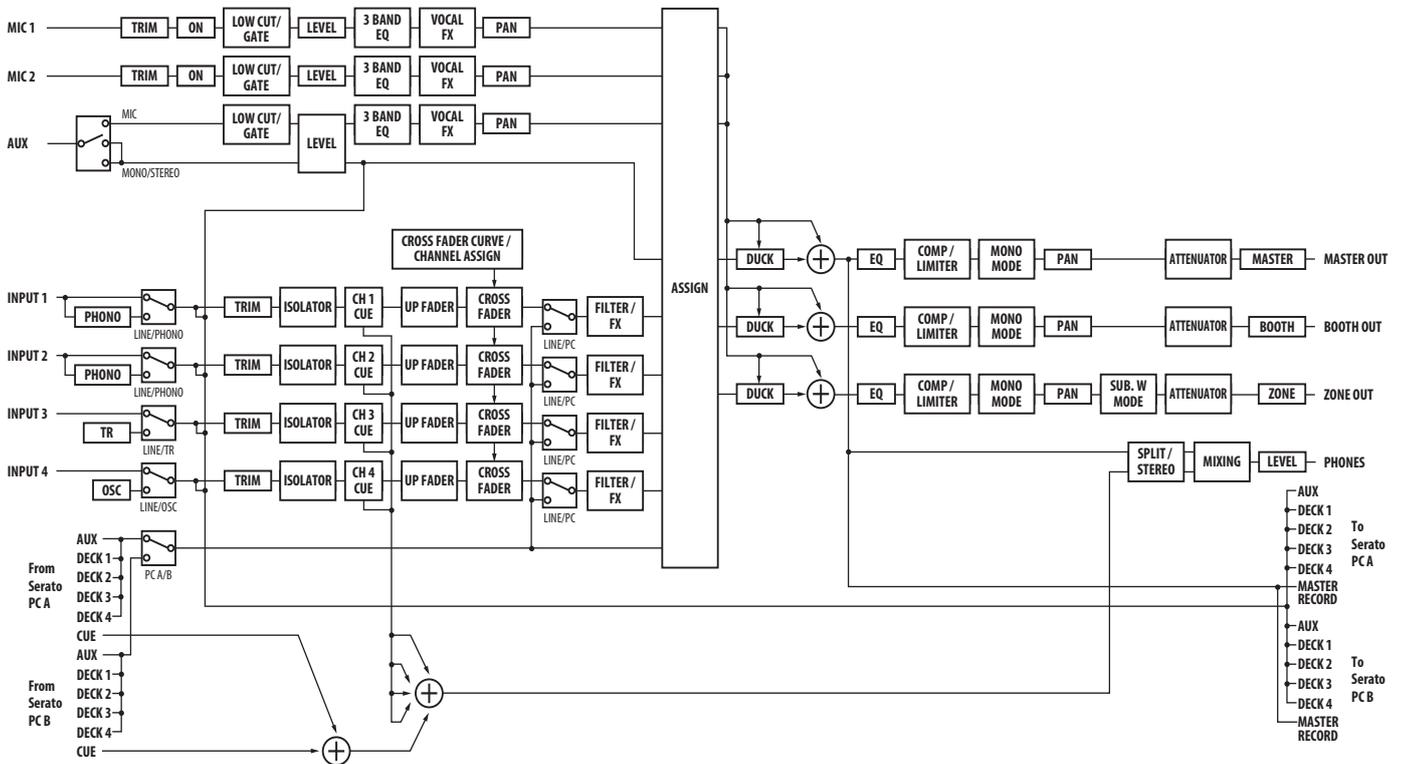
Appendix

Troubleshooting

If the DJ-707M does not function in the way you expect, first check the following points. If this does not resolve the problem, consult your dealer or a nearby Roland service center.

Problem	Items to check	Action	Page
The power does not turn on	Are the included AC adaptor and power cord correctly connected to an outlet and to the DJ-707M?	Make sure that the DJ-707M's AC adaptor is correctly connected to an AC outlet and to the rear panel power connector, and that the adaptor itself and AC power cord are connected correctly.	p. 9
Serato DJ Pro does not start	Is Serato DJ Pro installed correctly?	Uninstall Serato DJ Pro, and then reinstall it.	p. 3
	If you're using Windows, is the user account specified correctly?	Create a new user account with administrative privileges. After creating the account, install the USB driver and Serato DJ Pro.	
The DJ-707M is not recognized	Is the USB cable connected correctly?	Make sure that the USB cable is connected correctly.	p. 3
	Could you have connected via a USB hub?	You cannot use a USB hub. Connect the DJ-707M directly to your computer via a USB cable.	
	Is the USB driver installed correctly?	Uninstall the USB driver, and then reinstall it.	
	Is Serato DJ Pro updated to the most recent version?	Use the most recent version of Serato DJ Pro.	
Jog dial does not respond	Could the jog dial be dirty?	If the top surface of the jog dial is dirty or if your hand is dirty, the jog dial might not respond. Make sure that the jog dial and your hand are clean.	
No sound, or insufficient volume	Are the knobs and faders that adjust the volume set correctly?	Set the [TRIM] knob, channel fader, cross fader, [SAMPLER] knob, and [MASTER] knob to the appropriate positions.	p. 6
	Is the input select switch set correctly?	Set the input select switch appropriately for the input source.	
	Are the powered speakers or amp connected correctly?	Check the connections of the powered speakers or amp.	p. 8
	Are the connected powered speakers or amp set correctly?	Check the volume settings of the powered speakers or amp.	
Sound is distorted	Is the [TRIM] knob set correctly?	Set the [TRIM] knob to the appropriate position.	p. 6
	Is the [MASTER] knob set correctly?	Set the [MASTER] knob so that the red area of the MASTER level indicator does not light.	
Mic sound is not output	Is the [LEVEL] knob of the mic 1-3 set correctly?	For mic 1-2, adjust the mic section's [LEVEL] knobs appropriately; for mic 3, adjust the front panel AUX IN [LEVEL] knob.	p. 7 p. 8
Can't use pitch play	Have you activated Pitch'n Time DJ?	In order to use pitch play, you must separately purchase the Pitch'n Time DJ and activate Pitch'n Time DJ.	
Can't use Saved Flip	Have you activated Serato Flip?	In order to use Saved Flip mode, you must separately purchase the Serato Flip Expansion Pack and activate Serato Flip.	
Can't use DVS control	Have you activated Serato DVS Expansion?	In order to use DVS control, you must separately purchase the Serato DVS Expansion Pack and activate Serato DVS Expansion.	

Block Diagram



Main Specifications

Roland DJ-707M: DJ Controller

Signal processing	Sampling frequency: 48 kHz
Scene memory	10
Internal Effect	Mic effects Channel effects Output equalizer Output multiband compressor
Nominal input level	INPUT (1–4) (RCA phono type, LINE): -12 dBu INPUT (1, 2) (RCA phono type, PHONO): -39 dBu MIC IN (1, 2) (XLR type): -60 dBu AUX IN (1/4-inch TRS phone type, AUX): 0 dBu AUX IN (1/4-inch TRS phone type, MIC): -40 dBu AUX IN (Stereo miniature phone type): -6 dBu
Nominal output level	MASTER OUT 1: +6 dBu (balanced) MASTER OUT 2: +0 dBu BOOTH OUT: +6 dBu (balanced) ZONE OUT: +0 dBu
Input impedance	INPUT (1–4) (RCA phono type): 47 kΩ or greater MIC IN (XLR type): 7 kΩ or greater AUX IN (1/4-inch TRS phone type, AUX): 30 kΩ or greater AUX IN (1/4-inch TRS phone type, MIC): 7 kΩ or greater AUX IN (Stereo miniature phone type): 10 kΩ or greater
Output impedance	MASTER OUT 1: 600 Ω (balanced) MASTER OUT 2: 1 kΩ (unbalanced) BOOTH OUT: 600 Ω (balanced) ZONE OUT: 1 kΩ (unbalanced) PHONES: 44 Ω
Frequency response	48.0 kHz: 20 Hz–22 kHz (+0/-2 dB)
Display	16 characters, 2 lines (backlit LCD)
Connectors	INPUT (1–4) jacks: RCA phono type MIC IN (1, 2) connectors: XLR type AUX IN jacks: 1/4 inch TRS phone type, Stereo miniature phone type MASTER OUT 1 connectors: XLR type (balanced) MASTER OUT 2 jacks: RCA phono type BOOTH OUT jacks: 1/4 inch TRS phone type (balanced) ZONE OUT jacks: RCA phono type PHONES jacks: Stereo 1/4 inch phone type, Stereo miniature phone type PC (A, B) ports: USB B type MIDI OUT connector DC IN jack PHONO GROUND terminal
Power supply	AC adaptor
Current draw	2,000 mA
Dimensions	474 (W) x 331 (D) x 73 (H) mm 18-11/16 (W) x 13-1/16 (D) x 2-7/8 (H) inches
Weight	3.5 kg / 7 lbs 12 oz (excluding AC adaptor)
Accessories	Startup Guide Leaflet "USING THE UNIT SAFELY" AC Adaptor Power cord USB cable

* 0 dBu = 0.775 Vrms

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.