

# DDJ-SP1

Hardware Diagram for Serato Scratch Live 2.5

E1-1 E				9-1 FX ASSIGN E9	-2 E1-2	E2-2	E3-2	E4-2
DI-A D2	-A D3-A	P13-A P14-A	BEATS TAP FX MODE D4-A	DECK 3 4 PANEL SELECT 2	ON SELECT	DN SELECT	ON FX SELECT P13-B P14-F	TAP FX MODE
DI-C D2	C D3-C SLIP CENSOR REL INTE	P13-C P14-C PARAM.1 PARAM.2				D D3-D LIP CENSOR	P13-D P14-D PARAM1 PARAM1 PARAM12	
P9-A P9-C HOT LOOP	P10-A P10-C ROLL AUTO LOOP	P11-A P11-C SLICER MANUAL LOOP	P12-A IDEO P12-C SAMPLER VELOCITY	B2 BAC B1 DA B3 JTTL: HEPAL	P9-B P9-D HOT CUE HOT LOOP	P10-B P10-D ROLL AUTO LOOP	P11-B P11-D SLICER MANUAL LOOP	OPU P12-B P12-D SAMPLER VELOCITY
PI-A PI-C	P2-A P2-C	P3-A P3-C	P4-A P4-C	B4-A B4-C B4-C B4-C B4-D B4-D	P1-B P1-D	OP A P2-B P2-D	SAVE P3-B P3-D	P4-B P4-D
P5-A P5-C	P6-A P6-C	Р7-А Р7-С	P8-A P8-C	SAMPLER VOL	P5-B P5-D	P6-B P6-D	P7-B P7-D	P8-D
8		C		M3	C		DJ CONTROLLER	DDJ-SP1

-		le -		1=					_
Group		Name		Operation	Function	LED control	(+SHIFT)	LED control	
	No.					1		1	
Browco		*							
DIOW30	D4	BROWEE		Ture	Manual a surgery within the teach list	1		+	-
	BI	BROWSE		Tum	Move a cursor within the track list.	1		1	
					Move a cursor within [Crates] panel.	1		1	
					Move a cursor within [Files] panel between same laver	1			
				Bross	Move a current between papels	1		-1	-
				Press	Move a cursor between panels	-			_
	B2	BACK		Press	-		-		
				Long press	Enter the Utilities Mode				
	P2	LOAD BREBARE		Bross	Add a track to [Propore] papel		Open/Close [Bropare] papel		-
	53	LOAD FREFARE		FIESS	Add a track to [Frepare] parter		Open/Close [Filepare] parler	+	-
	B4	LOAD		Press	Load a track		-	i	
Mixer									
	M1	DECK 3		Press	Switch Deck 1/3	~	Open/Close ISP-61 panel	~	- tr
	140	DEOK (		D	O it D it Off	-	Operational (D) (D) (D)		-
	IVI2	DECK 4		Press	Switch Deck 2/4	V	Open/Close [DJ-FA] panel	~	_ '
	M3	SAMPLER VOL		Move the slider	Adjust volume of all Sample Slots		-		
Deck									
	D1	SYNC		Press	PLAY/PALISE	~	lump to the top of plaving track/Load previous track on the track list	1	
	D2	CLID		Deese	Key Leek On/Off		Catthe Visual Control Mode to DEL Mode		-
	02	SLIP		Piess	Key Lock On/On		Set the Viriyi Control Mode to REL Mode	~	_
	D3	CENSOR		Press	Play a track backward while the button is pressed	~	Select Internal Mode	~	
	D4	AUTO LOOP		Turn	Change the Loop length		-		
				Proce	Auto Loop On/Off	4		-	-
F#				11033					-
Effect	-		1					4	
	E1-1	FX 1 EFFECT PARAMETER 1	SUPER KNOB MODE	Turn	Adjust Effect 1 Dry/Wet on FX 1		Select Effect Type for Effect 1 of FX 1	4	
	E2-1	FX 1 EFFECT PARAMETER 2		Turn	Adjust Effect 2 Drv/Wet on FX 1		Select Effect Type for Effect 2 of FX 1	1	1
	E2.4	EX 1 EFFECT PARAMETER 2	-	Turn	Adjust Effect 3 Dr/Wet on FX 1		Select Effect Type for Effect 3 of EV 1	1	-
	20-1	EVA DEATO	-	Taill	Adjuar Enoura Dry/Wet OILEA T		DOROU ERIOU TYPE IUI ERIOU 3 ULEA T	+	-
	E4-1	FXIBEAIS	1	ıum	•		-	1	
				Press	Select BPM Multiplier for FX 1 (Increase the value)		Select BPM Multiplier for FX 1 (Decrease the value)	1	
	E5-1	EX 1 EFFECT PARAMETER 1		Press	Effect 1 on EX 1 On/Off	~	-	1	
	E C 4		-	Dress	Effect 2 as EV 4 0x/0#			+	-
	E6-1	FX 1 EFFECT PARAMETER 2		Press	Effect 2 on FX 1 On/Off	~			_
	E7-1	FX 1 EFFECT PARAMETER 3		Press	Effect 3 on FX 1 On/Off	~	-		
	F8-1	FX 1 TAP		Press		1		7	
	E4 0	EX 2 EFFECT DADAMETED 4		Ture	Adjust Effect 4 DevMist on EV 2		Colort Effort Turns for Effort 4 of EV 2		-
	E1-2	FA 2 EFFECT PARAMETER T	_	Tum	Adjust Effect 1 Dry/Wet on FX 2		Select Effect Type for Effect T of FX 2		_
	E2-2	FX 2 EFFECT PARAMETER 2		lum	Adjust Effect 2 Dry/Wet on FX 2		Select Effect Type for Effect 2 of FX 2		
	E3-2	FX 2 EFFECT PARAMETER 3		Turn	Adjust Effect 3 Dry/Wet on FX 2	1	Select Effect Type for Effect 3 of FX 2	1	
	E4-2	EX 2 BEATS		Turn				-	-
	C4-2	FA 2 BEATS		- Tulli				+	_
				Press	Select BPM Multiplier for FX 2 (Increase the value)		Select BPM Multiplier for FX 2 (Decrease the value)		
	E5-2	FX 2 EFFECT PARAMETER 1		Press	Effect 1 on FX 2 On/Off	~	-	1	
	F6-2	FX 2 EFFECT PARAMETER 2		Press	Effect 2 on EX 2 On/Off	~		1	
	57.0	EX 3 EFFECT DADAMETED 3		Dress	Effect 2 en EV 2 On/Off			-	-
	E7-2	FAZEFFEGT PARAMETER 3		Press	Ellect 3 of FX 2 Of/Of	V			_
	E8-2	FX 2 TAP		Press	-	1	-	i	
	E1-1	FX 1 EFFECT PARAMETER 1	ULTRA KNOB MODE	Turn	Adjust Effect Parameter 1 for FX 1	1	Select Effect Parameter 1 for FX 1	1	
	E2 4	EV 1 EFFECT DADAMETED 2	· · · ·	Turn	Adjust Effect Peremeter 2 for EV 1		Select Effect Barameter 2 for EV 1	1	-
	62*1	FA TEFFECT FARAIVETER 2	_	Tum	Aujusi Elleci Falallielei 2 IUI FA I		Select Ellect Faraineter 2 101 FX 1	+	-
	E3-1	FX 1 EFFECT PARAMETER 3		Turn	Adjust Effect Parameter 3 for FX 1		Select Effect Parameter 3 for FX 1		
	E4-1	FX 1 BEATS		Turn	Adjust FX 1 Dry/Wet	1	Select Effect Type for FX 1		
				Press	Select BPM Multiplier for EX 1 (Increase the value)		Select RPM Multiplier for FX 1 (Decrease the value)	1	
	55.4			P				+	-
	E5-1	FX 1 EFFECT PARAMETER 1		Press					_
	E6-1	FX 1 EFFECT PARAMETER 2		Press	-	1	-		
	E7-1	FX 1 EFFECT PARAMETER 3		Press	-		-	1	
	E8.1	EX 1 TAP	-	Proce	EX 1 Op/Off	4	-		-
	54.0	EX A FEFENT PARAMETER :	-	1 1000				+	-
	£1-2	FX 2 EFFECT PARAMETER 1	-	ium	Adjust Effect Parameter 1 for FX 2		Select Effect Parameter 1 for FX 2		_
	E2-2	FX 2 EFFECT PARAMETER 2		Turn	Adjust Effect Parameter 2 for FX 2		Select Effect Parameter 2 for FX 2	1	
	E3-2	EX 2 EFFECT PARAMETER 3		Turn	Adjust Effect Parameter 3 for FX 2		Select Effect Parameter 3 for EX 2	Т	1
	E4 0	EV 2 DEATS	-	Turn	Adjust EX 2 Ds/M/st		Select Effect Tures for EV 2	+	-
	C4-2	FAZ DEATO	1	ruifi	AUJUSI FA Z DIY/WEL		Deleti Elleti i ype IUI FA Z	+	-
			4	Press	Select BPM Multiplier for FX 2 (Increase the value)		Select BPM Multiplier for FX 2 (Decrease the value)	1	
	E5-2	FX 2 EFFECT PARAMETER 1	1	Press	-		-		
	E6-2	EX 2 EFFECT PARAMETER 2	-	Proce			-	-	-
	57.0		-	D	1			+	-
	E7-2	FA 2 EFFEGT PARAMETER 3	-	rress	•	-	-		_
	E8-2	FX 2 TAP		Press	FX 2 On/Off	~	-	1	
	E9-1	FX 1 ASSIGN 1		Press	Assian FX 1 to Deck 1	×	Assign FX 1 to Deck 3	~	1*2
	E10.4	EX 1 ASSIGN 2		Proce	Assign EX 1 to Deck 2		Assign FX 1 to Deck 4	· ·	-1
	210-1			1000		- <b>-</b>	Problem in the Deck 4		-11
	E9-2	FX 2 ASSIGN 1		Press	Assign FX 2 to Deck 1	~	Assign FX 2 to Deck 3	~	*2
	E10-2	FX 2 ASSIGN 2		Press	Assign FX 2 to Deck 2	~	Assign FX 2 to Deck 4	~	*2
Performs	ance Par						* · · · · · · · · · · · · · · · · · · ·		=1 7
- shorile	Di	DAD 1	LIGT OUE MODE	Deese	Cat/Diau List Cup Baint 4		Delate List Cup point 4		۹.,
	PT	PADI	TO I CUE MODE	PieSS	Severay not que Point 1	· ·	Delete not Que point 1		-1-3
	P2	PAD 2	1	Press	Set/Play Hot Cue Point 2	~	Delete Hot Cue point 2	1	*3
	P3	PAD 3		Press	Set/Play Hot Cue Point 3	~	Delete Hot Cue point 3		1*3
	D4	PAD 4	-	Proce	Sat/Play Hat Cup Point 4		Delete Het Cue point 4	+	-
	P4	FAU 4	-	r idss	Several rou cue Politi 4	v	Delete not due point 4	+	-12
	P5	PAD 5	4	Press	Set/Play Hot Cue Point 5	V	Delete Hot Cue point 5		*3
		PAD 6 - PAD 8	1	Press	-		-	1	
	P1	PAD 1	POLL MODE	Proce	Play 1/32-beat loop while Pad 1 is pressed	4	-	-1	-+-
	20	D10 0		D		-			-1.
	P2	PAU Z	-	rress	Play 1/10-beat loop while Pad 2 is pressed	v	-	-i	-1~
	P3	PAD 3	1	Press	Play 1/8-beat loop while Pad 3 is pressed	~	-	ł	*4
	P4	PAD 4		Press	Play 1/4-beat loop while Pad 4 is pressed	~	-	1	1*4
	DC	DAD 5	-	Dress	Dieu 4/0 heat leas while Ded 5 is present			+	4.
	P5	PAD 5	-	PIESS	Play 1/2-beat loop While Pag 5 is pressed	v			-1''
	P6	PAD 6		Press	Play 1-beat loop while Pad 6 is pressed	~	-	1	*4
	P7	PAD 7	1	Press	Play 2-beat loop while Pad 7 is pressed	~	-	1	*4
	D8	PAD 8	-	Proce	Play 4-beat loop while Pad 8 is pressed		-		/
	60	I AD 0	1	1033	i iay + beat loop wille r au o is presseu			_i	4



roup	Name		Operation	Function	LED control	(+SHIFT)	LED control
No.							
erformance	Pad						
	PAD 1 - PAD 2	SLICER MODE	Press	-		-	
P3	PAD 3	(MANUAL LOOP MODE)	Press	Save a loop to a Loop Slot or Loop Lock		-	
P4	PAD 4		Press	Select Loop Slot		-	
P5	PAD 5		Press	Set a loop-in point/Adjust loop-in point	~	-	
P6	PAD 6		Press	Set a loop-out point/Adjust loop-out point	~	-	
P7	PAD 7		Press	Activate/Inactivate a loop	~	-	
P8	PAD 8		Press	Select Loop Slot		-	
P1	PAD 1	SAMPLER MODE	Press	Play/Pause Sample Slot 1		-	
P2	PAD 2		Press	Play/Pause Sample Slot 2		-	
P3	PAD 3		Press	Play/Pause Sample Slot 3		-	
P4	PAD 4		Press	Play/Pause Sample Slot 4		-	
P5	PAD 5		Press	Play/Pause Sample Slot 5		-	
P6	PAD 6		Press	Play/Pause Sample Slot 6		-	
	PAD 7 - PAD 8		Press	-		-	
P9	HOT CUE	·	Press	Switch to HOT CUE Mode	~	-	
P10	0 ROLL		Press	Switch to ROLL Mode	~	-	
P11	1 SLICER		Press	Switch to SLICER Mode	~	-	
P12	2 SAMPLER		Press	Switch to SAMPLER Mode	~	-	1
P13	3 PARAMETER [ < ]	SAMPLER MODE	Press	Switch to Sample Bank A/C	~	-	
		OTHER THAN SAMPLER MC	DE Press	Slow down playback speed temporarily		-	
P14	4 PARAMETER [ > ]	SAMPLER MODE	Press	Switch to Sample Bank B/D	~	-	
		OTHER THAN SAMPLER MC	DE Press	Speed up playback speed temporarily		-	i

#### Importing the settings file

Be sure to see the Import Guide before importing the settings file(XML file) for this controller. You can download the Import Guide from the following website. http://pioneerdj.com/support/product.php?lang=en&p=DDJ-SP1&t=264

# Changing this unit's settings

In order to use this controller to operate Serato Scratch Live, you need to select "Using software other than the Serato DJ" in the Utilities Mode. 1) Press the [BACK] button for over one second to switch to the Utilities Mode. 2) Turn the rotary selectors to that the FX 1 [TAP] button flashes. 3) If Pad 1 on the left side of this controller is unlit, press the Pad. When this Pad 1 is already lit, do not press it. 4) Press the rotary selector. Wait until flashing of the eight buttons in the Effect Section is completed. 5) Press the [BACK] button to exit the Utilities Mode.

For details, see "Using DJ software other than Serato DJ" in Operating Instructions(Advanced Edition).

## Before using the Serato Scratch Live

· A separate Serato Scratch Live-certified sound card or mixer is required.

· Please update to Serato Scratch Live Ver.2.5.0 or later.

### Additional Information

\*1 When you use a sound card or a mixer which does not support 4 decks, Deck 3 and 4 are not available. The deck view mode can not be switched by this controller.

\*2 When you use a sound card or a mixer which does not support 4 decks, the effect unit can not be assigned to Deck 3 or 4.

\*3 When a HOT CUE point is set, the assigned Pad is lit. But, when SP1's SHIFT button is pressed, all Pads are unlit.

\*4 During loop roll playback, normal playback with the original rhythm continues in the background. When loop roll playback is canceled, playback resumes from the position reached in the background at the point loop roll playback was canceled

\*5 A loop is saved to the loop slot [A] during Auto Loop Mode. A loop is locked during Manual Loop Mode

\*6 To adjust loop-in point, press the left/right cursor key on keyboard after pressing Pad 5 during loop playback.

\*7 To adjust loop-out point, press the left/right cursor key on keyboard after pressing Pad 6 during loop playback.

- \*8 Pads are not lit while SAMPLER is performed. When pressing a Pad, the behavior is different depending on the Sample Playe's Mode
  1) When the Sample Player works in "Trigger Mode
  \*\* a Sample playback begins by pressing the Pad. The Sample playback continues until the end of the Sample.
  2) When the Sample Player works in "Hold Mode
  \*\* a Sample is played while a Pad is pressed. When the Pad is pressed, the Sample playback stops and goes back to the beginning of the Sample.
  2) When the Sample Player works in "Hold Mode
  \*\* a Sample is played while a Pad is pressed. When the Pad is released, the Sample playback stops and goes back to the beginning of the Sample.
  3) When the Sample Player works in "Hold Mode
  \*\* a Sample is played while a Pad is pressed. When the Pad is released, the Sample playback stops and goes back to the beginning of the Sample.
  \*\* When the Pad is pressed during the sample playback stops. The playback position goes back to the beginning of the Sample.
  \*\* When the Pad is pressed during a Sample playback, the playback stops. The playback position goes back to the beginning of the Sample.

\*9 Sample Bank A is selected on Deck 1 or 3. Sample Bank C is selected on Deck 2 or 4. The button is lit depending on the bank selected on Deck 1 or 2. However, it is unlit even if a bank is selected on Deck 3 or 4

\*10 Sample Bank B is selected on Deck 1 or 3. Sample Bank D is selected on Deck 2 or 4. The button is lit depending on the bank selected on Deck 1 or 2. However, it is unlit even if a bank is selected on Deck 3 or 4