DDJ-SP1

Hardware Diagram for TRAKTOR PRO 2

				- FX ASSIGN	\sim			
			()	1 DECK 1				
E5-1	E6-1	E7-1	E8-1		E5-2	E6-2	E7-2	E8-2
			TAP	4 —— DECK ——		ON	ON	
D1-A Di	2-A D3-A	P13-A P14-A	D4-A	A PANEL SELECT	D1-B	D2-B D3-B	P13-B P14-I	B D4-B
	SLIP CENSOR	PARAM.1			S	SLIP CENSOR	PARAM.1	
	REL INT.	PARAM.2			P9-B	REL INT.	PARAM.2 P11-B	
P9-C	P10-C	P11-C	P12-C	B2 JAO B1 DAL B3	P9-D	P10-D	P11-D	P12-D
HOT LOOP	AUTO LOOP	MANUAL LOOP	VELOCITY	VIEW AREA	HOT LOOP	AUTO LOOP	MANUAL LOOP	VELOCITY
P1-A	P2-A							
	P2-C	Р3-А Р3-С	P4-A P4-C		P1-B P1-D	LOOP A P2-B P2-D	SAVE P3-B P3-D	P4-B P4-D
	P2-C	P3-A P3-C	P4-A P4-C	B4-A B4-C SHIFT B4-D	P1-B P1-D	P2-B P2-D	SAVE P3-B P3-D	SLOTA P4-B P4-D
	P2-C	P3-A P3-C	P4-A P4-C	B4-A B4-C Proneer	P1-B P1-D	P2-B P2-D	SAVE P3-B P3-D	P4-B P4-D
P5-A P5-C	P2-C P6-A P6-C	P7-A P7-C	P4-A P4-C P8-A P8-C	B4-A B4-C SHIFT Pioneer SAMPLER VOL	P1-B P1-D N P5-B P5-D	LOOP A P2-B P2-D OUT P6-B P6-D	RELOC P7-B P7-D	SLOTA P4-B P4-D SLOTY P8-B P8-D
P5-A P5-C	P2-C P6-A P6-C	P3-A P3-C P7-A P7-C	P4-A P4-C P8-A P8-C	B4-A B4-C SHIFT B4-D PIONEER VOL	N P5-B P5-D	OUT P6-B P6-D	RELOC P7-B P7-D	SLOTA P4-D P4-D SLOTT P8-B P8-D

Image Description Description <thdescripi< th=""> <thdescripi< th=""> Descrip</thdescripi<></thdescripi<>										_
NUME Image: Solution Joint Mark Solution Joint M	Group		Name		Operation	Deck A, B (Track Deck)		Deck C, D (Remix Deck)		_
Note Note Note Note of the second of the	N	lo.				Function	(+SHIFT)	Function	(+SHIFT)	
Note Note <t< td=""><td>Browse</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	Browse									
No. No. <td>В</td> <td>1</td> <td>BROWSE</td> <td></td> <td>Turn</td> <td>Move a cursol within the track list</td> <td>Move a cursol across folders</td> <td>Move a cursol within the track list</td> <td>Move a cursol across folders</td> <td>П</td>	В	1	BROWSE		Turn	Move a cursol within the track list	Move a cursol across folders	Move a cursol within the track list	Move a cursol across folders	П
No. Normal Processing Proc					Pross	Zoom in/out the Browse screen	Open/Close a folder	Zoom in/out the Browse screen	Open/Close a folder	-
No. No. <td></td> <td>2</td> <td>BACK</td> <td></td> <td>Drees</td> <td>200mmbdt the browse solden</td> <td></td> <td></td> <td></td> <td>-</td>		2	BACK		Drees	200mmbdt the browse solden				-
Note Note <th< td=""><td></td><td>2</td><td>BACK</td><td></td><td>Press</td><td></td><td>-</td><td>-</td><td></td><td>-</td></th<>		2	BACK		Press		-	-		-
No. No. <td>в</td> <td>3</td> <td>LOAD PREPARE</td> <td>SAMPLER MODE</td> <td>Press</td> <td>When a pad is pressed while pressing this button,</td> <td>8 </td> <td>When a pad is pressed while pressing this button,</td> <td></td> <td></td>	в	3	LOAD PREPARE	SAMPLER MODE	Press	When a pad is pressed while pressing this button,	8 	When a pad is pressed while pressing this button,		
No Auto Augusta Deste Source Deste Source Deste Source Deste Source No Source						the track loaded in Deck A(B) is cut off.		the track loaded in Deck A(B) is cut off.		
N No <						Then the cut track is copied to Deck C(D)		Then the cut track is copied to Deck C(D)		
Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not Not	B	4	LOAD		Pross	Load a track		Load a Remix Set		
No. No. <td>Mixor</td> <td></td> <td>Lond</td> <td></td> <td>11000</td> <td></td> <td></td> <td></td> <td></td> <td></td>	Mixor		Lond		11000					
No. No. <td>WILKEI</td> <td></td> <td>PEOU -</td> <td></td> <td></td> <td>2 1 1 2 1 1 2</td> <td></td> <td>a 1. 1. a 1. 1. a</td> <td></td> <td>4</td>	WILKEI		PEOU -			2 1 1 2 1 1 2		a 1. 1. a 1. 1. a		4
Bit Control and particulation Description	M	11	DECK 3		Press	Switch Deck A/C	Move Deck Focus	Switch Deck A/C	Move Deck Focus	_
Description Description Application	M	12	DECK 4		Press	Switch Deck B/D	Move Deck Focus	Switch Deck B/D	Move Deck Focus	
No. No. <td>M</td> <td>13</td> <td>SAMPLER VOL</td> <td></td> <td>Move the</td> <td>Adjust Deck Volume with Deck Focus</td> <td>-</td> <td>Adjust Deck Volume with Deck Focus</td> <td>-</td> <td></td>	M	13	SAMPLER VOL		Move the	Adjust Deck Volume with Deck Focus	-	Adjust Deck Volume with Deck Focus	-	
Number Numer Numer Numer <td></td> <td></td> <td></td> <td></td> <td>slider</td> <td></td> <td></td> <td></td> <td></td> <td></td>					slider					
No. No. <td>Deck</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	Deck									
No. No. <td>l In</td> <td>11</td> <td>SYNC</td> <td></td> <td>Press</td> <td>Sync with the tempo of Master Deck</td> <td>Select Master Deck</td> <td>Sync with the tempo of Master Deck</td> <td>Select Master Deck</td> <td>٦.</td>	l In	11	SYNC		Press	Sync with the tempo of Master Deck	Select Master Deck	Sync with the tempo of Master Deck	Select Master Deck	٦.
Note Note <th< td=""><td>5</td><td>12</td><td>SI ID</td><td></td><td>Proce</td><td>Elux Mode On/Off</td><td>PLAY/PALISE</td><td>Elux Mode On/Off</td><td>DI AV/DALISE</td><td>۰,</td></th<>	5	12	SI ID		Proce	Elux Mode On/Off	PLAY/PALISE	Elux Mode On/Off	DI AV/DALISE	۰,
Bit Amin Bits	L H	2	SELICOP		Directo					⊢.
NUMBER Product State State State Product State Stat		13	CENSOR		Press	PLAY/PAUSE	Set CUE point/CUE Sampler/Back CUE	PLAY/PAUSE for all Sample Slots	I rigger playback of all Sample Slots	-
Note Note the Core Note the Core Address the Core Address the Core Address the Core Note 1000000000000000000000000000000000000	D	14	AUTO LOOP		Turn	Change the Loop length	Move playback position	Change the Loop length	Adjust Quantize	
Image: 10 arrows: 10					Press	Auto Loop On/Off	Key Lock On/Off	Auto Loop On/Off	Quantize On/Off	1
No. No. Add Stand of Engl (No. 1 Add Stand of Engl (No. 1 Add Stand (No. 1	Effect									
No. No. Sect. S	E	1-1	FX 1 EFFECT PARAMETER 1	GROUP MODE	Turn	Adjust Amount of Effect 1 on FX 1	-	Adjust Amount of Effect 1 on FX 1		
No. No. <td></td> <td>2.1</td> <td>EV 1 EEEECT DADAMETED 2</td> <td></td> <td>Turn</td> <td>Adjust Amount of Effect 2 on EV 1</td> <td></td> <td>Adjust Amount of Effect 2 on EV 1</td> <td></td> <td></td>		2.1	EV 1 EEEECT DADAMETED 2		Turn	Adjust Amount of Effect 2 on EV 1		Adjust Amount of Effect 2 on EV 1		
N 1423 N 1423 Number of the second s		2.4	EX 4 EFFECT DADAMETED 2		Turn	Adjust Amount of Effect 2 on EV 1		Adjust Amount of Effect 2 on EV 1		-
P + 1501 Point	<u> </u>	1.1	EVA DEATO		Turn	Adjust Period of Ellect 3 Off FA 1	A direct Eliter for Dents A	Adjust Amount of Ellett 3 of FA 1	A direct Elling for Dards A	4
Al 1974 Line Month Proof Line 10 A 10 A 200 Seet Dist 1 0 A 11 Proof Line 10 A 10 A 200 Seet Dist 1 0 A 11 Al 2012 Line Month Proof Line 10 A 11 Proof Line 10 A 111 Proof Line 10 A 11 Proof Line	E	4-1	FAIBEAIS		rurn	Adjust Dry/wet for FX 1	Adjust Filter for Deck A	Adjust Dry/wet for FX 1	Adjust Hitter tor Deck A	4
No. No. <td>E</td> <td>5-1</td> <td>FX 1 EFFECT PARAMETER 1</td> <td></td> <td>Press</td> <td>Effect 1 on FX 1 On/Off</td> <td>Select Effect 1 on FX 1</td> <td>Effect 1 on FX 1 On/Off</td> <td>Select Effect 1 on FX 1</td> <td>_</td>	E	5-1	FX 1 EFFECT PARAMETER 1		Press	Effect 1 on FX 1 On/Off	Select Effect 1 on FX 1	Effect 1 on FX 1 On/Off	Select Effect 1 on FX 1	_
Number Sec: Unit of PAULY	E	6-1	FX 1 EFFECT PARAMETER 2		Press	Effect 2 on FX 1 On/Off	Select Effect 2 on FX 1	Effect 2 on FX 1 On/Off	Select Effect 2 on FX 1	
NUMBER Status See: Status See	E	7-1	FX 1 EFFECT PARAMETER 3		Press	Effect 3 on FX 1 On/Off	Select Effect 2 on FX 1	Effect 3 on FX 1 On/Off	Select Effect 3 on FX 1	1
Number Solution Solution Add Advanced Highes 2 or N2 Add Advanced Highes 2 or N2 VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.		8-1	FX 1 TAP		Press		Select Single Mode/Group Mode for FX 1	-	Select Single Mode/Group Mode for EX 1	1
No. No. <td></td> <td>1.2</td> <td>EX 2 EFFECT PARAMETER 1</td> <td></td> <td>Turn</td> <td>Adjust Amount of Effect 1 on EX 2</td> <td>-</td> <td>Adjust Amount of Effect 1 on EX 2</td> <td></td> <td>1</td>		1.2	EX 2 EFFECT PARAMETER 1		Turn	Adjust Amount of Effect 1 on EX 2	-	Adjust Amount of Effect 1 on EX 2		1
No. No. Number of the Strate StrateStrate Strate Strate Strate Strate Strate Strate Strate S	E	2.2	EV 2 EFEECT DADAMETER 1		Turn	Adjust Amount of Effect 2 on EV 2	-	Adjust Amount of Effect 2 on EV 2		-
No. No. <td></td> <td>6-6</td> <td>A 2 EFFECT PARAMETER 2</td> <td></td> <td>i uni</td> <td></td> <td>-</td> <td>Aujuar Amount of Ellect 2 on FA 2</td> <td></td> <td>4</td>		6-6	A 2 EFFECT PARAMETER 2		i uni		-	Aujuar Amount of Ellect 2 on FA 2		4
PX 2 B013 PX 2 B013 <t< td=""><td>E</td><td>3-2</td><td>FX 2 EFFECT PARAMETER 3</td><td></td><td>Turn</td><td>Adjust Amount of Effect 3 on FX 2</td><td></td><td>Adjust Amount of Effect 3 on FX 2</td><td></td><td>\square</td></t<>	E	3-2	FX 2 EFFECT PARAMETER 3		Turn	Adjust Amount of Effect 3 on FX 2		Adjust Amount of Effect 3 on FX 2		\square
NUM Solution Solution Solution Solution Solution Solution No Solution	E	4-2	FX 2 BEATS		Turn	Adjust Dry/Wet for FX 2	Adjust Filter for Deck B	Adjust Dry/Wet for FX 2	Adjust Filter for Deck B	
No. No. <td>E</td> <td>5-2</td> <td>FX 2 EFFECT PARAMETER 1</td> <td></td> <td>Press</td> <td>Effect 1 on FX 2 On/Off</td> <td>Select Effect 1 on FX 2</td> <td>Effect 1 on FX 2 On/Off</td> <td>Select Effect 1 on FX 2</td> <td></td>	E	5-2	FX 2 EFFECT PARAMETER 1		Press	Effect 1 on FX 2 On/Off	Select Effect 1 on FX 2	Effect 1 on FX 2 On/Off	Select Effect 1 on FX 2	
No. Subscription State State State State State	E	6-2	FX 2 EFFECT PARAMETER 2		Press	Effect 2 on FX 2 On/Off	Select Effect 2 on FX 2	Effect 2 on FX 2 On/Off	Select Effect 2 on FX 2	1
No. 200 No. 200 <t< td=""><td></td><td>7.2</td><td>EX 2 EFFECT PARAMETER 2</td><td></td><td>Proce</td><td>Effect 2 on EX 2 On/Off</td><td>Select Effect 3 on EV 2</td><td>Effect 3 on EX 3 On/Off</td><td>Select Effect 3 on EX 2</td><td></td></t<>		7.2	EX 2 EFFECT PARAMETER 2		Proce	Effect 2 on EX 2 On/Off	Select Effect 3 on EV 2	Effect 3 on EX 3 On/Off	Select Effect 3 on EX 2	
Number Science Science Science Science Science Science Science Science Science Scien		0.0	EX A TAD		Dura		Oelect Clerk Made (Orace Made (or EV.0		Oblect Ellect 3 0111 X 2	-
No. Add Bit Restaurus (a) (A)		8-2	FAZIAP		Press	*	Select Single Mode/Group Mode for FX 2		Select Single Mode/Group Mode for FX 2	_
Pictor Pictor<	E	1-1	FX 1 EFFECT PARAMETER 1	SINGLE MODE	Turn	Adjust Effect Parameter 1 on FX 1	-	Adjust Effect Parameter 1 on FX 1		_
Piter Processor Piter Proc	E	2-1	FX 1 EFFECT PARAMETER 2		Turn	Adjust Effect Parameter 2 on FX 1	-	Adjust Effect Parameter 2 on FX 1	-	
Piter F.X.I.BA78 Applic Dynkto FX1 Applic The Deck A Applic Dynkto FX1 Applic The Deck A VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.VEX.	E	3-1	FX 1 EFFECT PARAMETER 3		Turn	Adjust Effect Parameter 3 on FX 1	-	Adjust Effect Parameter 3 on FX 1	-	٦.
Prof. Prof. Proc. Proc. Proc. Proc. Prof. P	E	4-1	EX 1 BEATS		Turn	Adjust Dry/Wet for FX 1	Adjust Filter for Deck A	Adjust Dry/Wet for EX 1	Adjust Filter for Deck A	
Process Process <t< td=""><td>2</td><td>5-1</td><td>EX 1 EFEECT PARAMETER 1</td><td></td><td>Proce</td><td>Parent all Effect Parameters on EV 1</td><td>Select Effect on EV 1</td><td>Reset all Effect Parameters on EV 1</td><td>Select Effect on EV 1</td><td>-</td></t<>	2	5-1	EX 1 EFEECT PARAMETER 1		Proce	Parent all Effect Parameters on EV 1	Select Effect on EV 1	Reset all Effect Parameters on EV 1	Select Effect on EV 1	-
No. No. <td></td> <td>3-1</td> <td>TATEITECTFARAMETERT</td> <td></td> <td>11633</td> <td>Reset all Ellect 1 alameters on 1 X 1</td> <td>Select Effect of LA L</td> <td>Reset all Effect ratafileters of FX 1</td> <td>Delect Ellect OITTX T</td> <td>-</td>		3-1	TATEITECTFARAMETERT		11633	Reset all Ellect 1 alameters on 1 X 1	Select Effect of LA L	Reset all Effect ratafileters of FX 1	Delect Ellect OITTX T	-
Pict 21 (1982) Pict 21		6-1	FX 1 EFFECT PARAMETER 2		Press	Effect Button 1 on FX 1 On/Off		Effect Button 1 on FX 1 On/Off	*	_
Pit P114P Pite P11	E	7-1	FX 1 EFFECT PARAMETER 3		Press	Effect Button 2 on FX 1 On/Off	-	Effect Button 2 on FX 1 On/Off		
P PC 2 STRCT PAARANTER1 12 Dist PC 2 STRCT PAARANTER1 12 PC	E	8-1	FX 1 TAP		Press	Effect on FX 1 On/Off	Select Single Mode/Group Mode for FX 1	Effect on FX 1 On/Off	Select Single Mode/Group Mode for FX 1	
No. Number of N2	E	1-2	FX 2 EFFECT PARAMETER 1		Turn	Adjust Effect Parameter 1 on FX 2		Adjust Effect Parameter 1 on FX 2		
PS P2.2 Fried P MARK TR2. Function Add put Binds Parameter 3 on FX 2 Add put Binds Parameter 3 on FX 2 Add put Binds Parameter 3 on FX 2 PS 7.2 EPTIC F 20AURUTE 1 Pess Rest all Binds Parameter 3 on FX 2 Add put Binds Parameter 3 on FX 2 Add put Binds Parameter 3 on FX 2 Add put Binds Parameter 3 on FX 2 PS 7.2 EPTIC F 20AURUTE 1 Pess Rest all Binds Parameter 3 on FX 2 Rest all Binds Parameter 3 on FX 2 Rest All Binds Parameters 3 on FX 2 PS 7.2 TAP Pess Rest on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2 On Off Select Single Address parameter 3 on FX 2		2.2	EX 2 EFFECT PARAMETER 2		Turn	Adjust Effect Parameter 2 on EX 2		Adjust Effect Parameter 2 on EX 2		
Image: Process Description Text Description Addres DryMes (Fr S_2		2.2	EX 2 EFFECT PARAMETER 2		Turn	Adjust Effect Parameter 2 on EX 2		Adjust Effect Parameter 2 on EV 2		-
Bit 2.2 strate Description De	-	3-2	FX 2 EFFECT PARAMETER 3		Turri	Adjust Effect Parameter 3 of PA 2	-	Adjust Ellect Falalleter 3 off FX 2	-	-
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No. Print Perint	E	5-2	FX 2 EFFECT PARAMETER 1		Press	Reset all Effect Parameters on FX 2	Select Effect on FX 2	Reset all Effect Parameters on FX 2	Select Effect on FX 2	
No. PLASE EFFECT PARAMETER 3 PHEASE Effect Dation 2 on FX 2 Ox/Off	E	6-2	FX 2 EFFECT PARAMETER 2		Press	Effect Button 1 on FX 2 On/Off	-	Effect Button 1 on FX 2 On/Off	-	
Prof. Prior Elect on FX 2 ChOR Select Symple Model/Core Mode for FX 2 Elect on FX 2 ChOR Select Symple Model/Core Mode for FX 2 BX FX 1 ASSIGN 1 Press Assign FX 1 to Dek A Assign FX 2 to Dek A	F	7-2	EX 2 EFFECT PARAMETER 3		Press	Effect Button 2 on FX 2 On/Off		Effect Button 2 on EX 2 On/Off	-	
Bit Fit Pass Assign FX 1a: Dask A. Assign FX		9.2	EX 2 TAP		Proce	Effect on EX 2 On/Off	Select Single Mode/Group Mode for EX 2	Effect on EX 2 On/Off	Select Single Mode/Group Mode for EX 2	-
Bits Price Stabilit Price Price		0.1	EV 1 ASSIGN 1		Drees	Assign EV 1 to Deck A	Assign EV 1 to Deals C	Assign EV 1 to Deak A	Against EV 1 to Deak C	-
Base FA Pass Assign FA 10 Debt 9 Assign FA 10 Debt 9 <t< td=""><td></td><td>3-1</td><td>FX 1 ASSIGN 1</td><td></td><td>FIESS</td><td>Assign FA 1 to Deck A</td><td>Assign FA TRO DECK C</td><td>Assign FA 1 to Deck A</td><td>Assign FA I to Deck C</td><td>-</td></t<>		3-1	FX 1 ASSIGN 1		FIESS	Assign FA 1 to Deck A	Assign FA TRO DECK C	Assign FA 1 to Deck A	Assign FA I to Deck C	-
Bits FX 2 ASSIGN 1 Press Assign FX 2 to Deck A Performance Perss Perss Assign FX 2 to Deck B Assign FX 2 to Deck A Assign FX 2 to Deck A Performance Perss Set Part 2 to Deck B Assign FX 2 to Deck B Assign FX 2 to Deck A Assign FX 2 to Deck A Performance Perss Set Part 2 to Deck B Assign FX 2 to Deck B Assign FX 2 to Deck A Performance Perss Set Part 2 to Deck B Assign FX 2 to Deck A Assign FX 2 to Deck A Performance Perss Set Part 2 to Deck B Comment of Deck Part 1 Comment of Deck Part 1 Performance Perss Set Part 1 Comment of Deck Part 1 Comment of Deck Part 1 Perss Set Part 1 Deck Part 1 Deck Part 1 Deck Part 1 Deck Part 1 Perss Set Part 1 Deck Part 1 Deck Part 1 Deck Part 1 Deck Part 1 Perss Set Part 1 Deck Part 1 Perss<	E	10-1	FA 1 ASSIGN 2		Press	Assign FX 1 to Deck B	Assign FX 1 to Deck D	Assign FX 1 to Deck B	Assign FX 1 to Deck D	_
Note Fix 2 ASSIG Price Asign FX 2 Dock 3 PN 7 PA0 1 PA0	E	9-2	FX 2 ASSIGN 1		Press	Assign FX 2 to Deck A	Assign FX 2 to Deck C	Assign FX 2 to Deck A	Assign FX 2 to Deck C	
Petromacos Pad Pass 1 Petromacos Pad Petromacos Pad<	E	10-2	FX 2 ASSIGN 2		Press	Assign FX 2 to Deck B	Assign FX 2 to Deck D	Assign FX 2 to Deck B	Assign FX 2 to Deck D	
Pic Pic 1 NOT CUE MODE Press Set/Pip /H CL Ox Print 1 Cancel Har Cue First 1 - Pic 2 Pic 2 Pic 3 Set/Pip /H CL Ox Print 2 Cancel Har Cue First 3 - - Pic 3 Pic 3 Pic 3 Pic 3 Cancel Har Cue First 3 - - - Pic 4 Pic 3 Pic 3 Pic 3 Cancel Har Cue First 3 - - - - Pic 4 Pic 3 Pic 7 Pic 3 Set/Pip /H CL Ox Pint 3 Cancel Har Cue First 3 - - - - </td <td>Performanc</td> <td>e Pad</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	Performanc	e Pad								
P2 PAD 2 Process SeePlay Hol Care Point 2 Concert Here Care Point 2 Image Image </td <td>D</td> <td>1</td> <td>PAD 1</td> <td>HOT CHE MODE</td> <td>Proce</td> <td>Set/Play Hot Cue Point 1</td> <td>Cancel Hot Cue Roint 1</td> <td></td> <td></td> <td>-</td>	D	1	PAD 1	HOT CHE MODE	Proce	Set/Play Hot Cue Point 1	Cancel Hot Cue Roint 1			-
PAD PAD Phot P		2	PAD 2	101 002 11002	Drees	Set/Flay Hot Cue Foint 1	Cancel Het Cue Point 2	-	-	-
Fight FMU-3 Image: Statistic for Statistic	💾	~	DAD 0		n 1000	Out Disc List Out Dailet 2	Orange Hiller Over Palat 0	1		-
PAD PAD 6 - - - PAD PAD 6 - - - - PAD PAD 6 - - - - - PAD 6 Press Set/Play Hoc Que Point 6 Cancel Hoc Que Point 5 - - - - PAD 7 Press Set/Play Hoc Que Point 6 Cancel Hoc Que Point 7 -	P	3	PAU 3		Press	Set/Play Hot Cue Point 3	Cancel Hot Cue Point 3	1	•	-
Bb PAD 5	P	4	PAU 4		Press	Set/Play Hot Cue Point 4	Cancel Hot Cue Point 4	-	*	_
PB PAD 6 Pees Set/Pay 140 Cue Point 6 Cancel Hot Cue Point 6 . PA PAD 7 Pees Set/Pay 140 Cue Point 7 Cancel Hot Cue Point 7 . . PA PAD 7 Pees Set/Pay 140 Cue Point 8 Cancel Hot Cue Point 7 . . PA PAD 7 Pees Set/Pay 140 Cue Point 8 Cancel Hot Cue Point 6 . . PA PAD 7 Pees Set/Pay 140 Cue Point 8 Cancel Hot Cue Point 6 PA PAD 7 Pees Turn on the Delay 7 affect on FX 2 whle pad 1 is pressed . <td>P</td> <td>5</td> <td>PAD 5</td> <td></td> <td>Press</td> <td>Set/Play Hot Cue Point 5</td> <td>Cancel Hot Cue Point 5</td> <td>-</td> <td>-</td> <td></td>	P	5	PAD 5		Press	Set/Play Hot Cue Point 5	Cancel Hot Cue Point 5	-	-	
P2 PAD 2 Press SupPlay Hot Que Point 7 Cancel Hot Que Point 7 Cancel Hot Que Point 8 P4 PAD 1 ROLL MODE Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P3 PAD 2 (INSTATK P Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 3 MODE 1 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 4 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 5 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 6 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 7 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 6 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 6 Press Tum on the Deveto effect on FX 2 while pad 1 is pressed . P4 PAD 6 Press Tum on the Deveto PR 7 2 while pad 1 is pressed . <td>P</td> <td>6</td> <td>PAD 6</td> <td></td> <td>Press</td> <td>Set/Play Hot Cue Point 6</td> <td>Cancel Hot Cue Point 6</td> <td>-</td> <td>-</td> <td>1</td>	P	6	PAD 6		Press	Set/Play Hot Cue Point 6	Cancel Hot Cue Point 6	-	-	1
P8 PAD 8 Press StylePipt Het Cas Point 8 Cancel Hot Cau Point 8 L P4 PAD 1 ROLL NOP Fress Tum on the Denve field on FX a while pad 1 is pressed L Tum on the Denve field on FX a while pad 1 is pressed L PAD 3 MODE 1 Press Tum on the Diary 13 detector FX a while pad 1 is pressed L Tum on the Diary 13 detector FX a while pad 1 is pressed L P4 PAD 4 Press Tum on the Diary 13 detector FX a while pad 1 is pressed L Tum on the Diary 13 detector FX a while pad 1 is pressed L P6 PAD 6 Press Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum on the Diary 48 det on FX a while pad 1 is pressed L Tum	P	7	PAD 7		Press	Set/Play Hot Cue Point 7	Cancel Hot Cue Point 7	-		П
Pice Concernment	D	8	PAD 8		Press	Set/Play Hot Cue Point 8	Cancel Hot Cue Point 8			1
PAD 2 Instal mode metal bank dark A wing pad 2 is pressed - Function and Advanced and Lott A A wing pad 3 is pressed - PAD 2 INSTANT FX Files Tum on the Files C2 LFO effect on FX 3 while pad 3 is pressed - Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - PAD 3 MODE 1) Files Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - PAD 3 Files Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - PAD 5 Files Function the Files C2 LFO effect on FX 3 while pad 3 is pressed - Tum on the Files C2 LFO effect on FX 3 while pad 3 is pressed - PAD 5 Files Function the Baarshare effect on FX a while pad 3 is pressed - Tum on the Baarshare effect on FX a while pad 3 is pressed - PAD 5 Files Files Tum on the Baarshare effect on FX a while pad 3 is pressed - Tum on the Baarshare effect on FX a while pad 3 is pressed - PAD 5 Files Files Tum on the Baarshare effect on FX a while pad 3 is pressed -		1	PAD 1	POLL MODE	Droce	Turn on the Reverb effect on EV 2 while and 1 is		Turn on the Reverb effect on EV 2 while and 1 is arrested	1	-
PAD 3 PMOE 1 PTES TUM on The Usey 13 setted on FA 3 while pad 3 is pressed - TUM on the Usey 13 setted on FA 3 while pad 3 is pressed - PAD 3 PMOE 1 PMOE 5 Tum on the Usey 13 setted on FA 3 while pad 3 is pressed - - The Delay effect on FA 4 on QH - PAD 5 PMOE 5 Tum on the Bastmashtz ² effect on FA 2 while pad 5 is pressed - - The Delay effect on FA 4 while pad 3 is pressed - PAD 6 PMOE 5 Tum on the Bastmashtz ² effect on FA 2 while pad 5 is pressed -<			DAD 2	INSTANT EV	Drees	Ture on the Delay T2 effect on TX 2 While page 1 is pressed		Ture on the Deley T0 effect on TX 2 while pad 1 is pressed	t	-
K3 PAD 4 PProx 5 Tum on the Filter 22 LPD effect on FX 3 while pad 3 is pressed - Tum on the Filter 22 LPD effect on FX 3 while pad 3 is pressed - P6 PAD 6 P Filter 24 LPD effect on FX 2 while pad 3 is pressed - Tum on the Batmashe2 effect on FX 2 while pad 5 is pressed - P7 PAD 6 P Filter 24 LPD effect on FX 2 while pad 5 is pressed - Tum on the Batmashe2 effect on FX 2 while pad 5 is pressed - P8 PAD 8 Tum on the Batmashe2 effect on FX 2 while pad 5 is pressed - Tum on the Batmashe2 effect on FX 2 while pad 5 is pressed - P1 PAD 1 SLICER MODE Press Tum on the Batmashe2 effect on FX 2 while pad 1 is pressed - Tum on the Batmashe2 effect on FX 2 while pad 1 is pressed - P3 PAD 3 MODE 2) Press Tum on the Batmashe2 effect on FX 2 while pad 1 is pressed -	P	Z	PAU 2	(INSTAINT FX	Press	Turn on the Delay 13 effect on FX 3 while pad 2 is pressed	-	Turn on the Delay 13 effect on FX 3 while pad 2 is pressed	-	1
PAD 5 Photo 5 Tum on the Beatmanber 2 effect on FX 2 while ad 5 is pressed - The Delay effect on FX 2 while ad 5 is pressed - P6 PAD 5 Tum on the Beatmanber 2 effect on FX 2 while ad 5 is pressed - Tum on the Beatmanber 2 effect on FX 2 while ad 5 is pressed - P7 PAD 7 Press Tum on the Beatmanber 2 effect on FX 2 while ad 5 is pressed -	P	3	PAD 3	MUDE 1)	Press	Turn on the Filter:92 LFO effect on FX 3 while pad 3 is pressed	-	Turn on the Filter:92 LFO effect on FX 3 while pad 3 is pressed	*	_
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PB PAD 7 Press Tum on the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 2 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1 while pad 6 is pressed Image of the Bastmasher2 effect on FX 1	P	5	PAD 5		Press	Turn on the Beatmasher2 effect on FX 2 while pad 5 is pressed	-	Turn on the Beatmasher2 effect on FX 2 while pad 5 is pressed	-	1
P2 PA 7 P1 P	D	6	PAD 6		Press	Turn on the Beatmasher2 effect on FX 2 while had 6 is proceed	-	Turn on the Beatmasher2 effect on FY 2 while pad 6 is proceed		٦.
PRD Interce In	6	7	PAD 7		Droce	Turn on the Bestmacher2 affect on EV 2 while pad 0 is plessed	-	Turn on the Beatmashor2 effect on EV 2 while pad o is pressed	1.	-
Proc. Proc. <th< td=""><td>- E</td><td></td><td>DID 0</td><td></td><td>0.000</td><td>Tom on the beatmasher2 effect on FX 2 while pad 7 is pressed</td><td>-</td><td>Tom on the peatmasherz effect on PA 2 while pad 7 is pressed</td><td>-</td><td>-</td></th<>	- E		DID 0		0.000	Tom on the beatmasher2 effect on FX 2 while pad 7 is pressed	-	Tom on the peatmasherz effect on PA 2 while pad 7 is pressed	-	-
PAD 1 SLACEA MUCbe Press Tum on the BeatSlocer effect on FX 2 while pad 1 is pressed - Tum on the BeatSlocer effect on FX 2 while pad 1 is pressed - PAD 2 (INSTANT FX) Press Tum on the Delay T3 effect on FX 2 while pad 1 is pressed - Tum on the Phaser FLux effect on FX 2 while pad 1 is pressed - PAD 3 MODE 2) Press Tum on the Delay T3 effect on FX 1 while pad 3 is pressed - Tum on the Delay T3 effect on FX 1 while pad 3 is pressed - PFE PAD 4 Press Tum on the Delay T3 effect on FX 1 while pad 1 is pressed - Tum on the Delay T3 effect on FX 1 while pad 1 is pressed - PFE PAD 6 Press Tum on the Gater effect on FX 1 while pad 1 is pressed - Tum on the Gater effect on FX 1 while pad 1 is pressed - PFE PAD 6 Press Tum on the Gater effect on FX 1 while pad 1 is pressed - Tum on the Gater effect on FX 1 while pad 1 is pressed - PFE PAD 1 SAMPLER MODE Press Tum on the Gater effect on FX 1 while pad 3 is pressed 1 Tum on the Gater effect on FX 1 while pad 3 is pressed 1 Delay 1 is pressed 1 Delay 1 is presed 1 is pressed 1 Delay 1 is pressed 1	P	8	PAU 8		Press	rum on the Beatmasher2 effect on FX 2 while pad 8 is pressed	-	urn on the Beatmasher2 effect on FX 2 while pad 8 is pressed	•	-
P2 PAD 3 Press Tum on the Phase Plax effect on FX a while pad 2 is pressed - Tum on the Phase Plax effect on FX a while pad 2 is pressed - P4 PAD 3 PAD 5 Tum on the Phase Plax effect on FX a while pad 3 is pressed - Tum on the Phase Plax effect on FX a while pad 2 is pressed - P5 PAD 5 Tum on the Phase Plax effect on FX a while pad 3 is pressed - Tum on the Delay affect on FX a while pad 3 is pressed - P6 PAD 5 Tum on the Objety Teffect on FX a while pad 3 is pressed - Tum on the Catar effect on FX a while pad 5 is pressed - P6 PAD 5 Tum on the Gater effect on FX a while pad 3 is pressed - Tum on the Catar effect on FX a while pad 3 is pressed - P7 PAD 7 Press Tum on the Gater effect on FX a while pad 3 is pressed - Tum on the Catar effect on FX a while pad 5 is pressed - P1 PAD 1 PRes Tum on the Digit affect on FX a while pad 3 is pressed - Tum on the Digit affect on FX a while pad 3 is pressed - P2 PAD 1 PRes Fun on the Digit affect on FX a while pad 3 is pressed - Tum on the Digit affect on FX a while pad	P	1	PAD 1	SLICER MODE	Press	Turn on the BeatSlicer effect on FX 2 while pad 1 is pressed	-	Turn on the BeatSlicer effect on FX 2 while pad 1 is pressed	-	
P33 PAD 3 MODE 2) Press Tum on the Delay 13 allect on FX 3 while pad 3 is pressed - Tum on the Delay 13 allect on FX 3 while pad 3 is pressed - P40 PAD 4 PEPs Tum on the Delay 13 allect on FX 3 while pad 3 is pressed - Tum On the Delay 13 allect on FX 1 while pad 5 is pressed - P55 PAD 5 Tum on the Gater effect on FX 1 while pad 5 is pressed - <td>P</td> <td>2</td> <td>PAD 2</td> <td>(INSTANT FX</td> <td>Press</td> <td>Turn on the Phaser Flux effect on FX 2 while pad 2 is pressed</td> <td>-</td> <td>Turn on the Phaser Flux effect on FX 2 while pad 2 is pressed</td> <td>-</td> <td>_1</td>	P	2	PAD 2	(INSTANT FX	Press	Turn on the Phaser Flux effect on FX 2 while pad 2 is pressed	-	Turn on the Phaser Flux effect on FX 2 while pad 2 is pressed	-	_1
Hat PAD 4 Press The Delay effect on FX 4 OnOff The Delay effect on FX 4 OnOff Image: The Delay effect on FX 4 Image: The Delay effe	P	3	PAD 3	MODE 2)	Press	Turn on the Delay T3 effect on FX 3 while pad 3 is pressed	-	Turn on the Delay T3 effect on FX 3 while pad 3 is pressed	-	1
PS Income Incom Income Incom		4	PAD 4		Pross	The Delay effect on FX 4 On/Off		The Delay effect on EX 4 On/Off		-
Pick FM2-0 (um oft mic state/effect on F.1. whee pad 5 is pressed - Pick PAD 6 Press Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the Gater effect on F.1. whee pad 5 is pressed - Pick PAD 6 Press Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the Gater effect on F.1. whee pad 5 is pressed - Pick Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the filter LO effect on F.1. whee pad 5 is pressed - Pick Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the Gater effect on F.1. whee pad 5 is pressed - Pick Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the Digital LOF effect on F.1. whee pad 5 is pressed - Pick Tum on the filter LO effect on F.1. whee pad 5 is pressed - Tum on the Digital LOF effect on F.1. whee pad 5 is pressed - Pick Stample Cell or 3d Sample Cell in Sample Slot 1 Stop playback Sample Slot 2 Pick 1st Sample Cell or 3d Sample Cell in Sample Slot 2 Stop playback Sample Slot 3 Stop playback Sample Slot		5	DAD 5		Drees	Ture as the Cotes effect as EV 4 while and 5 is s		Turn on the Onter effect on EV 4 while and 5 in		-
PRD PAD 5 Press Tum on the Gater effect on FX 1 while pad 6 is pressed - P7 PAD 7 Press Tum on the Gater effect on FX 1 while pad 6 is pressed - P8 PAD 7 Press Tum on the Gater effect on FX 1 while pad 6 is pressed - P8 PAD 7 Press Tum on the Gater effect on FX 1 while pad 6 is pressed - P1 PAD 1 SAMPLER MODE Press Tum on the Digital Loft effect on FX 1 while pad 7 is pressed - P2 PAD 2 Press Pax 0 as maple Cell or 32 simple Cell or 32 simple Cell or 32 simple Cell or 33 simple Cell or 34 simpl		3	FAU 3		r'185\$	rum on the Gater effect on FX 1 while pad 5 is pressed	-	rum on the Gater effect on FX 1 while pad 5 is pressed		4
PZ PAD 7 Ptress Tum on the Filter LPO effect on FX1 while pad 7 is pressed - Tum on the Filter LPO effect on FX1 while pad 7 is pressed - P8 PAD 8 Ptress Tum on the Filter LPO effect on FX1 while pad 7 is pressed - Tum on the Filter LPO effect on FX1 while pad 7 is pressed - P1 PAD 8 Tum on the Filter LPO effect on FX1 while pad 7 is pressed - Tum on the Filter LPO effect on FX1 while pad 7 is pressed - P1 PAD 1 SAMPLER MODE Texm on the Filter LPO effect on FX1 while pad 8 is pressed - Tum on the Filter LPO effect on FX1 while pad 7 is pressed - P2 PAD 1 SAMPLER MODE Texm on the Filter LPO effect on FX1 while pad 8 is pressed - Tum on the Filter LPO effect on FX1 while pad 7 is pressed - P3 PAD 2 PPo1 SAMPLER MODE Filter Sample Cell or 3rd Sample Cell or 3rd Sample Cell in Sample Slot 2 Stop playback Sample Slot 2 Phy playback Sample Slot 3 Stop playback Sample Slot 4 Phy playback Sample Slot 4 Phy play 2nd Sample Cell or 3rd Sample Cell in Sample Slot 4 Stop playback Sample Slot 4 Stop playback Sample Slot 3 <td>P</td> <td>6</td> <td>PAD 6</td> <td></td> <td>Press</td> <td>I urn on the Gater effect on FX 1 while pad 6 is pressed</td> <td>-</td> <td>Turn on the Gater effect on FX 1 while pad 6 is pressed</td> <td>-</td> <td>4</td>	P	6	PAD 6		Press	I urn on the Gater effect on FX 1 while pad 6 is pressed	-	Turn on the Gater effect on FX 1 while pad 6 is pressed	-	4
P88 PAD 1 Press Tum on the Digital LoFi effect on FX 1 while gad is pressed - Tum on the Digital LoFi effect on FX 1 while gad is pressed - P1 PAD 1 SAMPLER MODE Frees Flag 1 is Sample Cell or 3d Sample Cell in Sample Sidt 1 Stop playback Sample Sidt 2 Play 1 st Sample Cell or 3d Sample Cell in Sample Sidt 2 Stop playback Sample Sidt 2 Play 1 st Sample Cell or 3d Sample Cell in Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Cell in Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Cell in Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Cell in Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Cell or 3d Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Cell or 3d Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Sidt 3 Play 1 st Sample Cell or 3d Sample Sidt 3 Stop playback Sample Sidt 4 Play 1 st Sample Cell or 3d Sample Sidt 3 Stop playback Sample Sidt 4 Play 1 st Sample Cell or 3d Sample Cell or 3d Sample Sidt 4 Play 1 st Sample Cell or 3d Sample Cell or 3d Sample Sidt 4 Play 1 st Sample Cell or 3d Sample Cell or 3d Sample Sidt 4 Play 1 st Sample Cell or 3d Sample Sidt 4 Stop playback Sample Sidt 4 Play 2nd Sample Cell or 3d Sample Cell or 3d Sample Sidt 4 Stop playback Sample Sidt 4 Play 2nd Sample Cell or 4th Sample Cell or 3d Sample Cell or 3d Sample Cell or 4th S	P	7	PAD 7		Press	Turn on the Filter LFO effect on FX 1 while pad 7 is pressed	-	Turn on the Filter LFO effect on FX 1 while pad 7 is pressed	•	
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PAD 8 Pad b	P	7	PAD 7		Press	Play 2nd Sample Cell or 4th Sample Cell in Sample Slot 3	Stop playback Sample Slot 3	Play 2nd Sample Cell or 4th Sample Cell in Sample Slot 3	Stop playback Sample Slot 3	1*
Pag PAD 8 Press Play 2nd Sample Cell or 4th Sample Cell in Sample Stot 4 Stop playback Sample Stot 4 Stop playback Sample Stot 4 Play 2nd Sample Cell or 4th Sample Stot 4 Stop playback Sample Stot 4										
	P	8	PAD 8		Press	Play 2nd Sample Cell or 4th Sample Cell in Sample Slot 4	Stop playback Sample Slot 4	Play 2nd Sample Cell or 4th Sample Cell in Sample Slot 4	Stop playback Sample Slot 4	٦.
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Group	ιp Name		Operation Deck A, B (Track Deck)			Deck C, D (Remix Deck)		
	No.				Function	(+SHIFT)	Function	(+SHIFT)
Performan	ce Pad	ve Pad						
	P9	HOT CUE		Press	Switch to HOT CUE Mode		-	
	P10	ROLL		Press	Switch to Instant FX Mode 1		Switch to Instant FX Mode 1	
	P11 SLICER			Press	Switch to Instant FX Mode 2		Switch to Instant FX Mode 2	
	P12	SAMPLER		Press	Switch to SAMPLER Mode		Switch to SAMPLER Mode	
	P13	PARAMETER [<]	HOT CUE MODE	Press	Slow down playback speed temporarily	Move playback position roughly	Slow down playback speed temporarily	Key Lock of all Sample Slots On/Off
			ROLL MODE	Press	When this button is pressed while pressing a pad,		When this button is pressed while pressing a pad,	
					the effect in use is kept.		the effect in use is kept.	
			SLICER MODE	Press	When this button is pressed while pressing a pad,		When this button is pressed while pressing a pad,	
					the effect in use is kept.		the effect in use is kept.	
			SAMPLER MODE	Press	Select 1st Sample Cell and 2nd Sample Cell in each Sample Slots	Switch Sample Page	Select 1st Sample Cell and 2nd Sample Cell in each Sample Slots	Switch Sample Page
	P14	PARAMETER [>]	HOT CUE MODE	Press	Speed up playback speed temporarily	Move playback position roughly	Speed up playback speed temporarily	FX of all Sample Slots On/Off
			ROLL MODE	Press	-			
			SLICER MODE	Press			•	
			SAMPLER MODE	Press	Select 3rd Sample Cell and 4th Sample Cell in each Sample Slots	Switch Sample Page	Select 3rd Sample Cell and 4th Sample Cell in each Sample Slots	Switch Sample Page

Importing the settings file

Be sure to see the Import Guide before importing the settings file(TSI file) for this controller. You can download the Import Guide from the following website. http://pioneerdi.com/support/product.php?c=3122&lang=en&p=DJ-SP1&t=264

Changing this unit's settings

To use as a contoller to operate TRAKTOR PRO 2, switch to the setting for using software other than the Serato DJ software in the Utilities Mode. 1) Press the [BACK] button for over one second to switch to the Utilities Mode. 2) Turn the rotary selector so that the FX 1 (TPA) button flashes. 3) If this unit's left Pad 1 is unit, press the Pad. When the left Pad 1 is lit, do not press the Pad. 4) Press the rotary selector. Subt unit flash of reight buttons on 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).

About Instant FX

Instant FX can activate determinate effect on playing track automatically. When Pad Mode is ROLL Mode or SLICER Mode, you can use the Instant FX. Following effects are assigned to each Pads. When a Pad is pressed, the assigned effect is selected and the effect parameter is set and the effect unit within operating deck is turned on. Also, when the PARAMETER (= 1) button is pressed while pressed in Parket in use is kept.



※ Effect parameters for Beatmasher2 from #1 to #4 are set to 60% / 80% / 90% / 100%.
※ Effect parameters for Gater from #1 to #2 are set to 50% / 70%.

Note relating to the use of Instant FX

In the Instant FX, all four effect units in TRAKTOR PRO 2 are used. FX 1, FX 2, and FX 3 should be set to Group Mode. Also, FX 4 should be set to Single Mode. If you will change effect mode or number of effect unit for use, some Instant FX may not be available. When you will use the Instant FX, be sure to execute following settings on [Preferences] screen of TRAKTOR PRO 2.

Select [Effects] on [Preferences] screen.
 Select #4 FX Units* in [FX Unit Routing].
 Set to Group Mode for FX 1 / FX 2 / FX 3. Set to Single Mode for FX 4.

When you will use the Instant FX on Remix Deck, turn on FX in Slot Parameters for each Sample Slots. When the [PARAMETER [>]] button is pressed while pressing the [SHIFT] button during HOT CUE Mode, FX in Slot Parameters for all Sample Slots is turned on. However, Deck C/D has to be selected in this case.

When you will use this unit's Pad Mode as separate Instant FX Mode(e.g. left Pad Mode = ROLL Mode, right Pad Mode = SLICER Mode), to use from the Phaser Flux effect to the Reverb (from the Reverb effect to the Phaser Flux effect) effect smoothly, be sure to press Pad Mode button. Show an example of when left Pad Mode is ROLL Mode(= Instant FX Mode 1) and right Pad Mode is SLICER Mode(= Instant FX Mode 2).

When the Reverb effect by left Pad 1 is used right after using the PhaserFlux effect by right Pad 2, press the left [ROLL] button right before using the Reverb effect.



When the PhaserFlux effect by right Pad 2 is used right after using the Reverb effect by left Pad 1, press the right [SLICER] button right before using the PhaserFlux effect



About Combo FX

When some Pads are pressed according to determinate order during ROLL Mode(= Instan FX Mode 1), another effect is added. Combo FX 1: When Pads are pressed and held according to following order(Pad 5 -> Pad 5 -> Pad 2 -> Pad 3), effect parameters of the Filter.s2 LFO effect and Delay T3 effect on FX 3 are increased gradually.

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Additional Information

*1 Loaded Sample length is equal to the beat setting for Auto Loop. Also, the sample is based on the track loaded in Deck A(B).

*2 When you will play Remix Deck by pressing the [SHIFT] button and [SLIP] button, be sure to select desired Sample Cell before playback. (When a Play Type indicator is bright like Figure 1, the Sample Cell has been selected.) When Sample Cell is not selected(When all Play Type indicators are dark), Sample Cell will not be triggered by pressing the [SHIFT] button and [SLIP] button.

Figure 1



*3 When you will play Remix Deck by pressing the [CENSOR] button, all Sample Slots are triggered. The Sample Cell right played previously will be selected. When the [CENSOR] button is pressed again, the Sample Cell is paused. But, the [CENSOR] button is kept lighting.

*4 To use Auto Loop function on Remix Deck, trigger a Sample Cell by pressing a Pad or trigger the selected Sample Cell by pressing the [SHIFT] button and [SLIP] button. When Sample Cell is played using the [CENSOR] button, Auto Loop function can not be used.

*5 Show relation between Pads and triggered Sample Cell below. (Sample Cells in selected Sample Page is indicated. Also, default setting is equal to state of which the [PARAMETER [<]] button is pressed.

3

Pad	PARAMETER button	Sample Slot	Triggered Cell	Pad	PARAMETER button	Sample Slot	Triggered Cell
	PARAMETER[<] button		[A] Cell on Fig.2		PARAMETER[<] button		[B] Cell on Fig.2
PAD 1	PARAMETER[>] button	Slot 1	[C] Cell on Fig.2	PAD 5	PARAMETER[>] button	Slot 1	[D] Cell on Fig.2
	PARAMETER[<] button	ā.	[E] Cell on Fig.2		PARAMETER[<] button	00	[F] Cell on Fig.2
PAD 2	PARAMETER[>] button	Slot 2	[G] Cell on Fig.2	PAD 6	PARAMETER[>] button	Slot 2	[H] Cell on Fig.2
	PARAMETER[<] button	0	[1] Cell on Fig.2		PARAMETER[<] button	0	[J] Cell on Fig.2
PAD 3	PARAMETER[>] button	Slot 3	[K] Cell on Fig.2	PAD 7	PARAMETER[>] button	SI0t 3	[L]Cell on Fig.2
	PARAMETER[<] button	0	[M] Cell on Fig.2		PARAMETER[<] button	0	[N] Cell on Fig.2
PAD 4	PARAMETER[>] button	510[4	[O] Cell on Fig.2	PAD 8	PARAMETER[>] button	510[4	[P] Cell on Fig.2

Figure 2

SYNC MASTER	1		
Tight Kick	LM Snare	Decay HH	Hand Clap
			····
A Basic Kick	SP Snare	Noise HH	M LFO Silen
Hard Kick	TR Snare	Decay HH	N Synth Tam
Long Decay	C LM Snare	Lobit HH	Crash Cym
Ingit Rick	The onare		
🕨 CUE CU	JP 0↓ ↓ 1/8 1/	4 1/2 1 2 🕨	IN OUT ACTIVI