DDJ-SX2
HardwareDiagram for TRAKTOR PRO2

1, DECK

COMMON

GROUP	No.	NAME		FUNCTION	+SHIFT
	1	JOG	platter	Scratch (Vinyl on)	Seek
				Pitch Bend (Vinyl off)	
			wheel side	Pitch Bend	
	2	TEMPO		Tempo Control	
	3	KEYLOCK		Keylock on/off	Tempo Range
			long press	Tempo Reset	
	4	DECK 1-4		Select Deck A-D	
	5	SYNC		Sync on/off	Master
	6	LOOP IN		Loop In	
	7	LOOP OUT		Loop Out	Loop Out/Exit
	8	CENSOR (REVERSE)		Advanced Panel +	Advanced Panel -
	9	SLIP		Flux Mode on/off	Vinyl Mode on/off
	10	SHIFT		Shift	
	11	PANEL SELECT		2 Track Decks +2 Remix Decks	4 Track Decks
	12	Takeover Indicator		Takeover Indicator	
	21	FLIP SLOT		Loop Recorder Select Size	
	22	FLIP REC		Loop Recorder Record	Roop Recorder Undo/Redo
	23	FLIP START		Roop Recorder Play/Stop	Roop Recorder Clear

TRACK DECK

GROUP	No.	NAME	FUNCTION	+SHIFT
	13	PLAY/PAUSE	Play/Pause	Cup
	14	CUE	Cue	Jump to Track Start
	15	AUTO LOOP	Auto Loop on/off	Loop Active
	16	LOOP 1/2X	Loop Size Select -	Loop Move Left
	17	LOOP 2X	Loop Size Select +	Loop Move Right
	18	NEEDLE SEARCH	Needle Search	
	19	GRID ADJUST	BPM Adjust (with JOG wheel)	Set Beat Grid
	20	GRID SLIDE	Move Beat Grid (with JOG wheel)	Delete Beat Grid

REMIX DECK (DECK3/4)

GROUP	No.	NAME	FUNCTION	+SHIFT
	13	PLAY/PAUSE	Play/Pause All Slots	
	14	CUE	Trigger All Slots	
	15	AUTO LOOP	Auto Loop on/off	Remix Deck Quantize on/off
	16	LOOP 1/2X	Loop Size Select -	Remix Deck Quant. Size Select -
	17	LOOP 2X	Loop Size Select +	Remix Deck Quant. Size Select +
	18	NEEDLE SEARCH		
	19	GRID ADJUST		
	20	GRID SLIDE		

2, EFFECT

COMMON

GROUP	No.	NAME	FUNCTION	+SHIFT
	9	FX1	FX1 Assign on/off	FX3 Assign on/off
	10	FX2	FX2 Assign on/off	FX4 Assign on/off

FX Group Mode

No.	NAME		FUNCTION	+SHIFT
1	1		Effect1 Level adjust	
2	2		Effect2 Level adjust	
3	3		Effect3 Level adjust	
4	BEATS	rotate	Dry/Wet adjust	
		push		
5	ON		Effect1 on/off	Effect select
6	ON		Effect2 on/off	Effect select
7	ON		Effect3 on/off	Effect select
8	TAP			Single/Group Mode Change

FX Single Mode

No.	NAME		FUNCTION	+SHIFT
1	1		Effect Parameter1 adjust	
2	2		Effect Parameter2 adjust	
3	3		Effect Parameter3 adjust	
4	BEATS	rotate	Dry/Wet adjust	
		push		
5	ON		Effect Parameters Reset	Effect select
6	ON		Effect Parameter Button1	
7	ON		Effect Parameter Button2	
8	TAP		Effect on/off	Single/Group Mode Change

3, MIXER

GROUP	No.	NAME		FUNCTION	+SHIFT
	1	CROSSFADER		Crossfader	
	2	CH FADER		Channel Fader	
	3	TRIM		Gain	
	4	HI		EQ (High)	
	5	MID		EQ (Mid)	
	6	LOW		EQ (Low)	
	7	FILTER		Channel Filter	
	8	CUE	except MIC	Headphone Monitor on/off	Tap BPM
			MIC	MIC Talk Over on/off	
	9	MASTER LEVEL		Master Out Volume	
	10	MASTER CUE		Master Out Monitor on/off	
	11	CROSSFADER ASSIGN	A	Assign to Left Deck	
			THRU	Through	
			B	Assign to Right Deck	
	12	MASTER LEVEL INDICATOR		Master Level Indicator	
	13	CH LEVEL INDICATOR		Channel Level Indicator	
	14	HEADPHONES MIX		Monitor Balance	
	15	SAMPLER VOLUME			
	16	BOOTH MONITOR LEVEL		Booth Out Volume	

4, FRONT PANEL

GROUP	No.	NAME	FUNCTION	+SHIFT
	1	CROSS F. CURVE	Crossfader Curve	
	2	INPUT SELECT	PC/External input select	
	3	HEADPHONES LEVEL	Monitor Volume	

3, BROWSER

GROUP	No.	NAME		FUNCTION	+SHIFT
	1	BROWSE	rotate	Track list scroll	Browser Tree scroll
			press	Only Browser Mode	Folder open/close
	2	BACK		Sample Cell Delete Mode	Snap
	3	LOAD PREPARE		Sample Cell Capture Mode	Quantize
	4	**LOAD**		**Load**	

4, PERFORMANCE PADS

COMMON (Mode Change)

GROUP	No.	NAME	FUNCTION	+SHIFT
	9	HOT CUE	Hot Cue Mode (Track Deck)	Cue Loop Mode
			Slot Parameter Mode (Remix Deck)	
	10	ROLL	**Roll Mode**	**Beat Jump Mode**
	11	SLICER	Instant FX2 Mode	Instant FX1 Mode
	12	SAMPLER	Sampler Mode	**Velocity Mode**

4 Track Decks — TRACK DECK

No.	NAME	mode	FUNCTION	+SHIFT
1	PERFORMANCE PAD 1	Hot Cue	Hot cue1	Delete Hot cue1
		Cue Loop	Cue Loop1 set/reloop	Loop Exit
		Roll	Roll 1/8 beat	
		Beat Jump	Beat Jump +4 beat	
		Instant FX2	BeatSlicer FX	
		Instant FX1	Reverb FX	
2	PERFORMANCE PAD 2	Hot Cue	Hot cue2	Delete Hot cue2
		Cue Loop	Cue Loop2 set/reloop	Loop Exit
		Roll	Roll 1/4 beat	
		Beat Jump	Beat Jump +8 beat	
		Instant FX2	PhaserFlux FX	
		Instant FX1	DelayT3 (1/8 beat) FX	
3	PERFORMANCE PAD 3	Hot Cue	Hot cue3	Delete Hot cue3
		Cue Loop	Cue Loop3 set/reloop	Loop Exit
		Roll	Roll 1/2 beat	
		Beat Jump	Beat Jump +16 beat	
		Instant FX2	DelayT3 (3/16 beat) FX	
		Instant FX1	Filter:92LFO FX	
4	PERFORMANCE PAD 4	Hot Cue	Hot cue4	Delete Hot cue4
		Cue Loop	Cue Loop4 set/reloop	Loop Exit
		Roll	Roll 1 beat	
		Beat Jump	Beat Jump +32 beat	
		Instant FX2	Delay FX (Freeze Mode)	
		Instant FX1	Delay FX (Freeze Mode)	
5	PERFORMANCE PAD 5	Hot Cue	Hot cue5	Delete Hot cue5
		Cue Loop	Cue Loop5 set/reloop	Loop Exit
		Roll	Roll 2 beat	
		Beat Jump	Beat Jump -4 beat	
		Instant FX2	Gater#1 FX	
		Instant FX1	Beatmasher2 #1 FX	
6	PERFORMANCE PAD 6	Hot Cue	Hot cue6	Delete Hot cue6
		Cue Loop	Cue Loop6 set/reloop	Loop Exit
		Roll	Roll 4 beat	
		Beat Jump	Beat Jump -8 beat	
		Instant FX2	Gater#2 FX	
		Instant FX1	Beatmasher2 #2 FX	
7	PERFORMANCE PAD 7	Hot Cue	Hot cue7	Delete Hot cue7
		Cue Loop	Cue Loop7 set/reloop	Loop Exit
		Roll	Roll 8 beat	
		Beat Jump	Beat Jump -16 beat	
		Instant FX2	FilterLFO FX	
		Instant FX1	Beatmasher2 #3 FX	
8	PERFORMANCE PAD 8	Hot Cue	Hot cue8	Delete Hot cue8
		Cue Loop	Cue Loop8 set/reloop	Loop Exit
		Roll	Roll 16 beat	
		Beat Jump	Beat Jump -32 beat	
		Instant FX2	DigitalLoFi FX	
		Instant FX1	Beatmasher2 #4 FX	
13	PARAMETER (◄)	Hot Cue	Pitch Bend -	
		Instant FX2	FX Hold Mode	
		Instant FX1	FX Hold Mode	
14	PARAMETER (►)	Hot Cue	Pitch Bend +	
		Instant FX2		
		Instant FX1		

2 Track Decks+2 Remix Decks — TRACK DECK (DECK1/2)

GROUP	No.	NAME		FUNCTION	+SHIFT
	1	PERFORMANCE PAD 1	mode		
			Hot Cue	Hot cue1	Delete Hot cue1
			Cue Loop	Cue Loop1 set/reloop	Loop Exit
			Roll	Roll 1/8 beat	
			Beat Jump	Beat Jump +4 beat	
			Instant FX2	BeatSlicer FX	
			Instant FX1	Reverb FX	
			Sampler	Sample Cell Play :[A]or[I]	Sample Cell Stop :[A]or[I]
			Velocity	Sample Cell Play/Volume :[A]or[I]	Sample Cell Stop :[A]or[I]
	2	PERFORMANCE PAD 2	mode		
			Hot Cue	Hot cue2	Delete Hot cue2
			Cue Loop	Cue Loop2 set/reloop	Loop Exit
			Roll	Roll 1/4 beat	
			Beat Jump	Beat Jump +8 beat	
			Instant FX2	PhaserFlux FX	
			Instant FX1	DelayT3 (1/8 beat) FX	
			Sampler	Sample Cell Play :[B]or[J]	Sample Cell Stop :[B]or[J]
			Velocity	Sample Cell Play/Volume :[B]or[J]	Sample Cell Stop :[B]or[J]
	3	PERFORMANCE PAD 3	mode		
			Hot Cue	Hot cue3	Delete Hot cue3
			Cue Loop	Cue Loop3 set/reloop	Loop Exit
			Roll	Roll 1/2 beat	
			Beat Jump	Beat Jump +16 beat	
			Instant FX2	DelayT3 (3/16 beat) FX	
			Instant FX1	Filter:92LFO FX	
			Sampler	Sample Cell Play :[C]or[K]	Sample Cell Stop :[C]or[K]
			Velocity	Sample Cell Play/Volume :[C]or[K]	Sample Cell Stop :[C]or[K]
	4	PERFORMANCE PAD 4	mode		
			Hot Cue	Hot cue4	Delete Hot cue4
			Cue Loop	Cue Loop4 set/reloop	Loop Exit
			Roll	Roll 1 beat	
			Beat Jump	Beat Jump +32 beat	
			Instant FX2	Delay FX (Freeze Mode)	
			Instant FX1	Delay FX (Freeze Mode)	
			Sampler	Sample Cell Play :[D]or[L]	Sample Cell Stop :[D]or[L]
			Velocity	Sample Cell Play/Volume :[D]or[L]	Sample Cell Stop :[D]or[L]
	5	PERFORMANCE PAD 5	mode		
			Hot Cue	Hot cue5	Delete Hot cue5
			Cue Loop	Cue Loop5 set/reloop	Loop Exit
			Roll	Roll 2 beat	
			Beat Jump	Beat Jump -4 beat	
			Instant FX2	Gater#1 FX	
			Instant FX1	Beatmasher2 #1 FX	
			Sampler	Sample Cell Play :[E]or[M]	Sample Cell Stop :[E]or[M]
			Velocity	Sample Cell Play/Volume :[E]or[M]	Sample Cell Stop :[E]or[M]
	6	PERFORMANCE PAD 6	mode		
			Hot Cue	Hot cue6	Delete Hot cue6
			Cue Loop	Cue Loop6 set/reloop	Loop Exit
			Roll	Roll 4 beat	
			Beat Jump	Beat Jump -8 beat	
			Instant FX2	Gater#2 FX	
			Instant FX1	Beatmasher2 #2 FX	
			Sampler	Sample Cell Play :[F]or[N]	Sample Cell Stop :[F]or[N]
			Velocity	Sample Cell Play/Volume :[F]or[N]	Sample Cell Stop :[F]or[N]
	7	PERFORMANCE PAD 7	mode		
			Hot Cue	Hot cue7	Delete Hot cue7
			Cue Loop	Cue Loop7 set/reloop	Loop Exit
			Roll	Roll 8 beat	
			Beat Jump	Beat Jump -16 beat	
			Instant FX2	FilterLFO FX	
			Instant FX1	Beatmasher2 #3 FX	
			Sampler	Sample Cell Play :[G]or[O]	Sample Cell Stop :[G]or[O]
			Velocity	Sample Cell Play/Volume :[G]or[O]	Sample Cell Stop :[G]or[O]
	8	PERFORMANCE PAD 8	mode		
			Hot Cue	Hot cue8	Delete Hot cue8
			Cue Loop	Cue Loop8 set/reloop	Loop Exit
			Roll	Roll 16 beat	
			Beat Jump	Beat Jump -32 beat	
			Instant FX2	DigitalLoFi FX	
			Instant FX1	Beatmasher2 #4 FX	
			Sampler	Sample Cell Play :[H]or[P]	Sample Cell Stop :[H]or[P]
			Velocity	Sample Cell Play/Volume :[H]or[P]	Sample Cell Stop :[H]or[P]

2 Track Decks+2 Remix Decks — REMIX DECK (DECK3/4)

GROUP	No.	NAME		FUNCTION	+SHIFT
	1	PERFORMANCE PAD 1	mode		
			Hot Cue	Slot1 Keylock on/off	Slot1 Monitor on/off
			Instant FX2	BeatSlicer FX	
			Instant FX1	Reverb FX	
			Sampler	Sample Cell Play :[A]or[I]	Sample Cell Stop :[A]or[I]
			Velocity	Sample Cell Play/Volume :[A]or[I]	Sample Cell Stop :[A]or[I]
	2	PERFORMANCE PAD 2	mode		
			Hot Cue	Slot2 Keylock on/off	Slot2 Monitor on/off
			Instant FX2	PhaserFlux FX	
			Instant FX1	DelayT3 (1/8 beat) FX	
			Sampler	Sample Cell Play :[B]or[J]	Sample Cell Stop :[B]or[J]
			Velocity	Sample Cell Play/Volume :[B]or[J]	Sample Cell Stop :[B]or[J]
	3	PERFORMANCE PAD 3	mode		
			Hot Cue	Slot3 Keylock on/off	Slot3 Monitor on/off
			Instant FX2	DelayT3 (3/16 beat) FX	
			Instant FX1	Filter:92LFO FX	
			Sampler	Sample Cell Play :[C]or[K]	Sample Cell Stop :[C]or[K]
			Velocity	Sample Cell Play/Volume :[C]or[K]	Sample Cell Stop :[C]or[K]
	4	PERFORMANCE PAD 4	mode		
			Hot Cue	Slot4 Keylock on/off	Slot4 Monitor on/off
			Instant FX2	Delay FX (Freeze Mode)	
			Instant FX1	Delay FX (Freeze Mode)	
			Sampler	Sample Cell Play :[D]or[L]	Sample Cell Stop :[D]or[L]
			Velocity	Sample Cell Play/Volume :[D]or[L]	Sample Cell Stop :[D]or[L]
	5	PERFORMANCE PAD 5	mode		
			Hot Cue	Slot1 FX on/off	Slot1 Punch Mode on/off
			Instant FX2	Gater#1 FX	
			Instant FX1	Beatmasher2 #1 FX	
			Sampler	Sample Cell Play :[E]or[M]	Sample Cell Stop :[E]or[M]
			Velocity	Sample Cell Play/Volume :[E]or[M]	Sample Cell Stop :[E]or[M]
	6	PERFORMANCE PAD 6	mode		
			Hot Cue	Slot2 FX on/off	Slot2 Punch Mode on/off
			Instant FX2	Gater#2 FX	
			Instant FX1	Beatmasher2 #2 FX	
			Sampler	Sample Cell Play :[F]or[N]	Sample Cell Stop :[F]or[N]
			Velocity	Sample Cell Play/Volume :[F]or[N]	Sample Cell Stop :[F]or[N]
	7	PERFORMANCE PAD 7	mode		
			Hot Cue	Slot3 FX on/off	Slot3 Punch Mode on/off
			Instant FX2	FilterLFO FX	
			Instant FX1	Beatmasher2 #3 FX	
			Sampler	Sample Cell Play :[G]or[O]	Sample Cell Stop :[G]or[O]
			Velocity	Sample Cell Play/Volume :[G]or[O]	Sample Cell Stop :[G]or[O]
	8	PERFORMANCE PAD 8	mode		
			Hot Cue	Slot4 FX on/off	Slot4 Punch Mode on/off
			Instant FX2	DigitalLoFi FX	
			Instant FX1	Beatmasher2 #4 FX	
			Sampler	Sample Cell Play :[H]or[P]	Sample Cell Stop :[H]or[P]
			Velocity	Sample Cell Play/Volume :[H]or[P]	Sample Cell Stop :[H]or[P]
	13	PARAMETER (◀)	mode		
			Hot Cue	Pitch Bend -	
			Instant FX2	FX Hold Mode	
			Instant FX1	FX Hold Mode	
			Sampler	Sample Cell select :[A]to[H]	Sampler Page Select -
			Velocity	Sample Cell select :[A]to[H]	Sampler Page Select -
	14	PARAMETER (▶)	mode		
			Hot Cue	Pitch Bend +	
			Instant FX2		
			Instant FX1		
			Sampler	Sample Cell select :[I]to[P]	Sampler Page Select +
			Velocity	Sample Cell select :[I]to[P]	Sampler Page Select +

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://pioneer.co.jp/stevetest.pioneerdj.com/support/files/img/DDJ-SX2_TRAKTOR2_Import_Guide_E.pdf

Deck layout

This unit supports [2 Track Decks+2 Remix Decks] and [4 Track Decks].
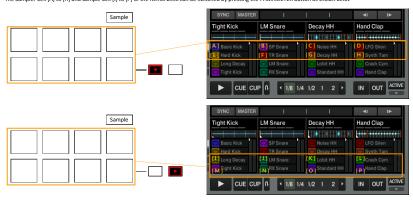The functions to be controlled in each deck layout is different depending on the deck selection.

[2 Track Decks+2 Remix Decks]

[4 Track Decks]

The deck layout can be switched by pressing the [PANEL SELECT] button or [SHIFT+PANEL SELECT] buttons.
Please note that all the loaded tracks will be unloaded when the deck layout is switched.

Remix Deck

The Sampler Cell [A] to [H] and Sample Cell [I] to [P] of the Remix Deck can be switched by pressing the PAMAMETER button as shown below

■Sample Cell capture mode
When a PAD is pressed while pressing the LOAD PREPARE button, a track loaded to Deck A (or B) is cut and captured (copied) to the Sample Cell of Deck C (or D).
The Sample is captured in Deck A (or B) in the same length as Auto Loop.

When using Sample Cell capture mode, Loop Rec setting should be changed to Deck A(or B).

■Sample Cell delete mode
When a PAD is pressed while pressing the BACK button, a track in the Sample Cell will be deleted.

When the PLAY/PAUSE button on Deck C or D is pressed to play all the Sample Slots, they all start playing from the beginning of the Sample Slot.
The previously-played Sample Cell is selected.
When the PLAY/PAUSE button is pressed again, the Sample Slot pauses but the PLAY/PAUSE button (also PLAY/PAUSE button on GUI) continues to be lit.

When the PLAY/PAUSE button on Deck C or D is pressed to play all the Sample Slot, the Auto Loop function is disabled.
After playing all the Sample Slots and when the CUE button is pressed to trigger the playback of all the Sample Slots once or more, the Auto Loop function is enabled.
When a mouse is used to change pages on the Remix Deck, the PADs on this controller may not control the Sample Cell properly.
On the Renix Deck, the Search function as well as the KEYLOCK button to enable and disable the Key Lock is not available.

Instant FX

Instant FX is a function where an effect assigned to each PAD can be activated automatically only by pressing the PAD. Instant FX can be used in SLICER mode or SLICER LOOP mode.
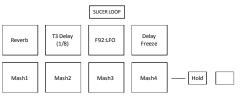The following effects are assigned to the PADs.
When a PAD is pressed, the effect and the parameter assigned to the PAD will be automatically selected to activate the effect on the active deck, and when the finge released from the PAD, the effect is turned off.
The selected effect can be held if the PARAMETER (t) button is pressed while pressing the PAD
Only Delay Freeze effect on PAD4 toggles on and off.

■Instant FX1 Mode

SLICER LOOP

Reverb	T3 Delay (1/8)	F92:LFO	Delay Freeze
Mash1	Mash2	Mash3	Mash4

Mash4 — Hold

Additional effect (ComboFX 1/2) will be activated when multiple PADs are pressed repeatedly in the same order in Instant FX mode.
ComboFX1 : Mash1 + Mash2 + Mash3 + Mash4 (Randomly pressed in any order) ⇒ Transpose Stretch
ComboFX2 : Mash2 → Mash3 → T3Delay → F92:LFO ⇒ Long Break

■Instant FX2 Mode

SLICER

B.Slicer	PhaserFlux	T3 Delay (3/16)	Delay Freeze
Gater1	Gater2	FilterLFO	LoFi

LoFi — Hold

All the four effect units of TRAKTOR PRO 2 are used for the Instant FX mode. Also, Group mode should be selected for FX 1, FX 2 and FX 3, and Single mode should be selected for FX 4.
Please note that if users change these settings, some Instant FX may not be used

When using Instant FX on the Remix deck, FX of the Slot Parameters of each Sample Slot should be turned on
・If different effects from the already assigned ones are displayed, please import the settings file (TSI file) again.

When different Instant FX modes are used as PAD mode on the left and right decks and you want to activate an FX on the right deck and an FX on the left deck continuously,
for example in order of PhaserFlux -> Reverb or Reverb -> PhaserFlux, a PAD mode button should be pressed before pressing the PAD on another deck.
An example when the left PAD mode is Instant FX mode1 (ROLL mode) and the right PAD mode is Instant FX mode 2 (SLICER mode):
1) Press PAD1 on the left deck to activate Reverb.
2) Press the SLICER mode button on the right deck.
3) Press PAD2 on the right deck to activate PhaserFlux.

Dual Deck mode

Dual Deck mode can be enabled in the following ways.
Press the [DECK3] button while pressing the [DECK1] button or press the [DECK1] button while pressing the [DECK3] button.
Dual Deck mode can be disabled by pressing the [DECK1] or [DECK3] button.

Dual Deck mode is available when [4 Track Decks] is selected for the deck layout.
If [2 Track Decks+2 Remix Decks] is selected for the deck layout, Dual Deck mode will not work properly.
The following functions can be controlled on both decks simultaneously in Dual Deck mode.
❖ Only on the decks where the Deck button is lit , tempo can be adjusted and tempo range can be selected

Buttons and knobs to be controlled	Function	Buttons and knobs to be controlled	Function
JOG DIAL	Scratch, Pitch bend, Search, Slip scratch		Hot Cue, Hot Cue delete, Slip Hot
SHIFT button + SLIP button	VINYL mode	Performance pad	*Some restrictions exist in Instant FX mode1/2
KEY LOCK button	Key lock, Tempo reset, Tempo range		*Sampler function is not available.
AUTO LOOP button	Auto Loop, Loop Active, Slip Auto Loop	PARAMETER button	Pitch bend
LOOP 1/2X button	Select Loop length, Loop move	PLAY/PAUSE button	Play/Pause
LOOP 2X button	Select Loop length, Loop move	CUE button	Set Cue, Back Cue, Cue Sampler
LOOP IN button	Loop in	SYNC button	SYNC[*1]
LOOP OUT button	Loop out	SLIP button	Flux mode
HOT CUE mode button	Hot cue mode	CENSOR button	Show Advanced Panel
SHIFT button + HOT CUE button	Cue Loop mode	NEEDLE SEARCH pad	NEEDLE SEARCH[*2]
ROLL mode button	ROLL mode		
SHIFT button + ROLL mode button	Beat Jump mode		

■Deck State mirroring function
When deck states of the decks are different in VINYL mode and PAD mode, deck state is automatically switched to that of a deck where the DECK button is lit.
However, Flux mode is not applicable to the above.
*1: MASTER cannot be switched even if you press SHIFT + SYNC.
*2: Needle Search may not work as expected while you are touching the JOG platter. Please stop playback before searching.

External input
  When the INPUT SELECT is switched to other than PC to use external source, audio from Track deck and Remix deck on TRAKTOR PRO 2 will not be automatically muted.
  If you want to stop the audio, press the PLAY/PAUSE button to stop the playback on Track deck or Remix deck.
  When the TRIM, EQ, CH fader, etc. are controlled to adjust the audio of external source, the MIXER function of the Traktor software is also controlled at the same time.

Recording
  DJ sets can be recorded using the recording function of TRAKTOR PRO 2.
  Master Out audio including MIC and other external input can be recorded.

Others
  Even though the knobs of MASTER LEVEL, HEADPHONES LEVEL and HEADPHONES MIX are controlled, the corresponding knobs on TRAKTOR PRO 2 screen cannot be controlled.
  Turn the Headphone MIX knob on the TRAKTOR PRO 2 screen farthest to the left. It is recommended to place the MAIN level (Master Output Level) knob and the Headphone
  VOL knob on the TRAKTOR PRO 2 screen at 2 o'clock position.
  (If you double click these knobs on the computer screen, they automatically turn to 2 o'clock position.)

  To adjust and move the beatgrid, press the GRID ADJUST/SLIDE button and turn the Jog platter at the same time. This is valid only when Vinyl is on.

  When using TRAKTOR connected to DDJ-SX2, the function of [NEEDLE SEARCH] is always restricted whatever setting is selected in the Utilities mode.
  While restricted, search operation using the [NEEDLE SEARCH] pad can be performed only when you are touching the top of the jog dial or playback is stopped.

  CUE LOOP mode:
  1. Press a Pad where no HOT CUE is saved to save HOT CUE. (CUE LOOP is not activated.)
  2. Ensure that CUE LOOP is activated while no HOT LOOP is saved on any Pads becasue CUE LOOP may not work as expected.
  3. Ensure that Snap mode is enabled before HOT CUE is saved if you want to activate CUE LOOP.
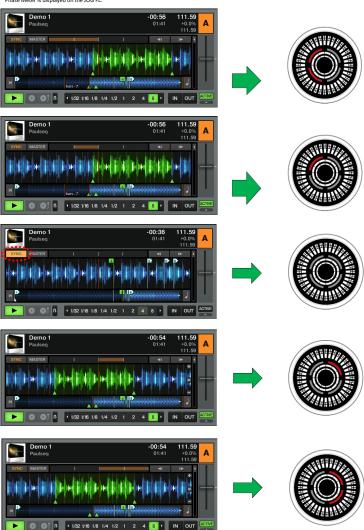 4. CUE LOOP may not work as expected when Quantise mode is enabled.

Hot Cue color

  HOT CUE PAD color is able to change same as traktor GUI.

CUE type	color
CUE	blue
Fade-In	orange
Fade-out	orange
Load	yellow
Grid	white
Loop	green

Phase Meter
  Phase Meter is displayed on the JOG FL.