



DDJ-SZ

Hardware Diagram for TRAKTOR PRO2 Ver 2.6.8



GROUP	No.	NAME		FUNCTION	+SHIFT	
1, DECK COMMON						
	1	JOG	platter	Scratch (Vinyl on)	Seek	
				Pitch Bend (Vinyl off)		
		wheel side	Pitch Bend			
	2	TEMPO		Tempo Control		
	3			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			
TRACK DECK						
	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)					
	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						
	9	FX1		FX1 Assign on/off	FX3 Assign on/off	
		FX2		FX2 Assign on/off	FX4 Assign on/off	
DECK1/2						
	1	1		Effect1 Level adjust		
	2	2		Effect2 Level adjust		
	3	3		Effect3 Level adjust		
	4	BEATS	rotate	Dry/Wet adjust		
			push	Only Browser Mode/Normal Mode		
	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		
DECK3/4						
	1	1		Effect Parameter1 adjust		
	2	2		Effect Parameter2 adjust		
	3	3		Effect Parameter3 adjust		
	4	BEATS	rotate	Dry/Wet adjust		
			push	Only Browser Mode/Normal Mode		
	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		

GROUP	No.	NAME		FUNCTION	+SHIFT
3, BROWSER					
	1	BROWSE	rotate	Track list scroll+Only Browser Mode	Browser Tree scroll+Only Browser Mode
			press	Load	Folder open/close
	2	BACK		Sample Cell Delete Mode	Snap
	3	LOAD PREPARE		Sample Cell Capture Mode	Quantize
4, PERFORMANCE PADS					
COMMON (Mode Change)					
	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					
	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	
	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	
	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	
	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)		
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		
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		

GROUP	No.	NAME		FUNCTION	+SHIFT
4 Track Decks					
TRACK DECK					
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		
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		
13	PARAMETER (◀)	mode			
		Hot Cue	Pitch Bend -		
		Instant FX2	FX Hold Mode		
		Instant FX1	FX Hold Mode		
14	PARAMETER (▶)	mode			
		Hot Cue	Pitch Bend +		
		Instant FX2			
		Instant FX1			

GROUP	No.	NAME	FUNCTION	+SHIFT
2 Track Decks+2 Remix Decks TRACK DECK (DECK1/2)				
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]
	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]
	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]
	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]
	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]

GROUP	No.	NAME	FUNCTION	+SHIFT
2 Track Decks+2 Remix Decks REMIX DECK (DECK3/4)				
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]
	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]
	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]
	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]
	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 -
	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 +

NOTES

Importing the settings file

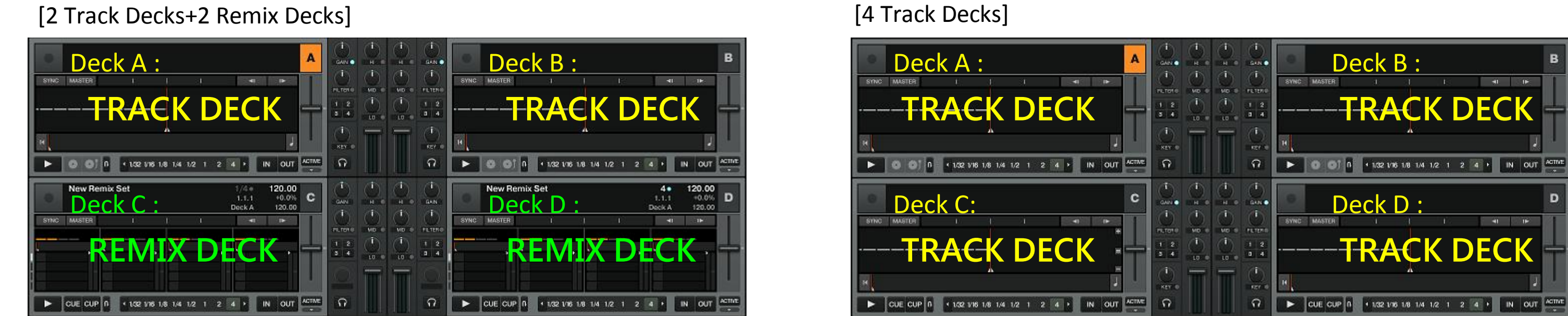
Be sure to see the Import Guide before importing the settings file(TSI file) for this controller. You can download the Import Guide from the following website.

<http://pioneerddj.com/support/product.php?lang=en&g=DDJ-SZ&t=294>

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.



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.

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.

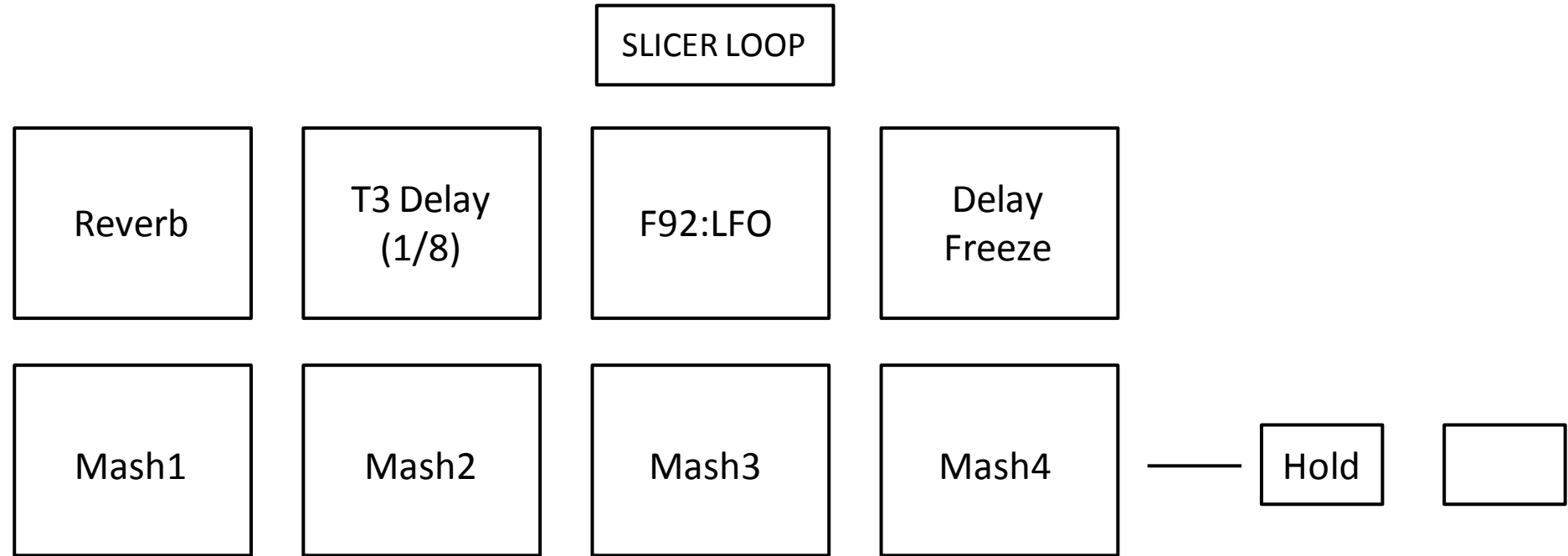
The following effects are assigned to the PADs.

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 finger is 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

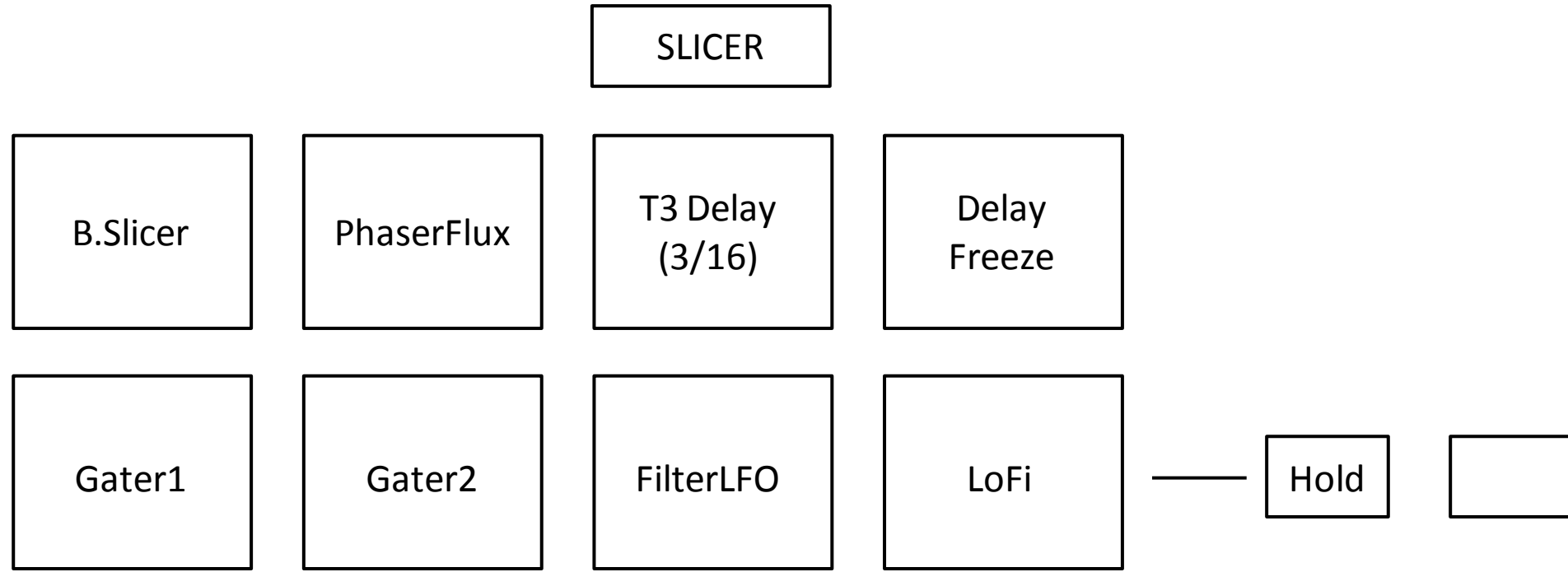


Additional effect (ComboFX 1/2) will be activated when multiple PADs are pressed repeatedly in the same order in Instant FX mode.

ComboFX1 : Mash1 + Mash2 + Mash3 + Mash4 (Randomly pressed in any order) ⇒ Transpose Stretch

ComboFX2 : Mash2 → Mash3 → T3Delay → F92:LFO ⇒ Long Break

■ Instant FX2 Mode



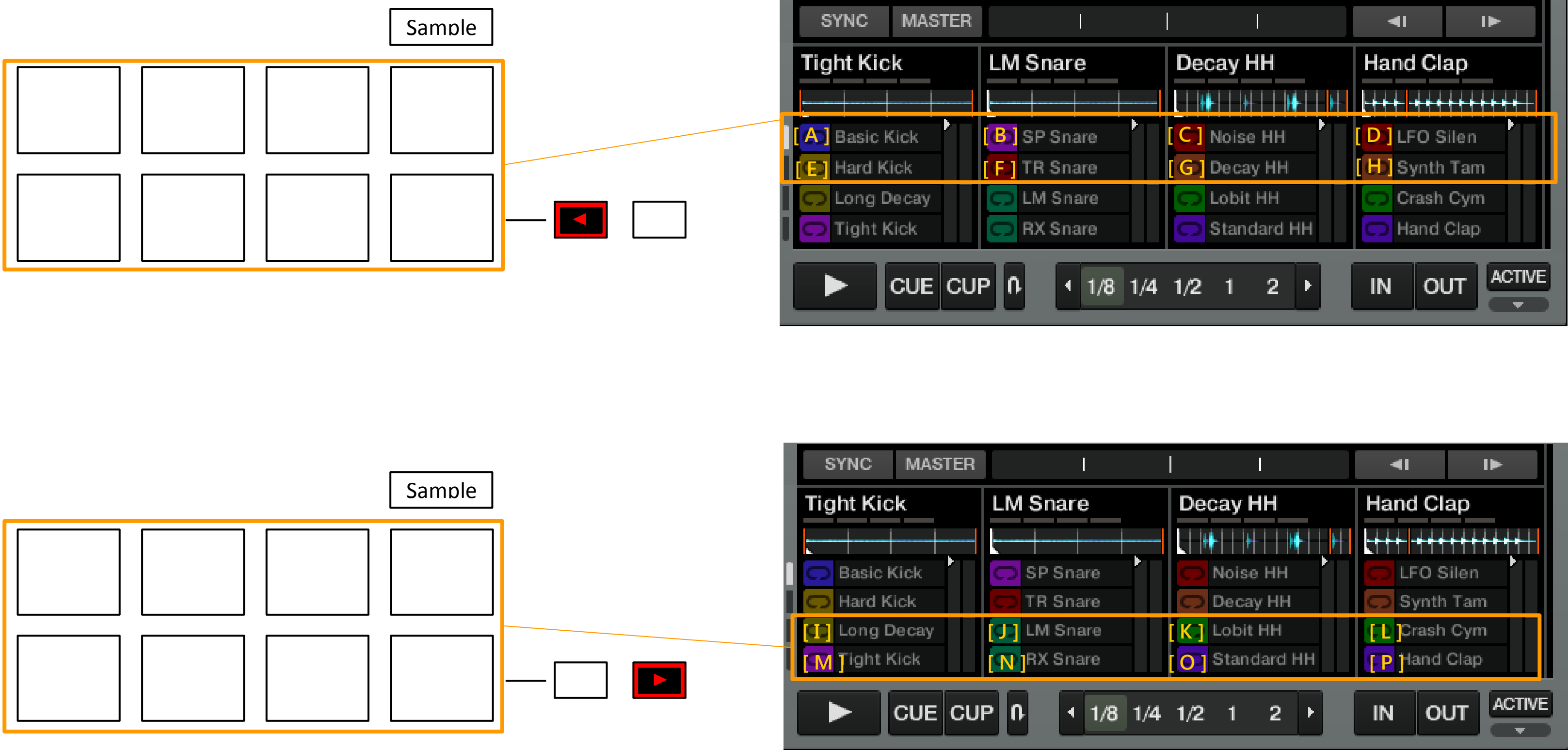
All the four effect units of TRAKTOR PRO 2 are used for the Instant FX mode. Also, Group mode should be selected for FX 1, FX 2 and FX 3, and Single mode should be selected for FX 4.

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.

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.

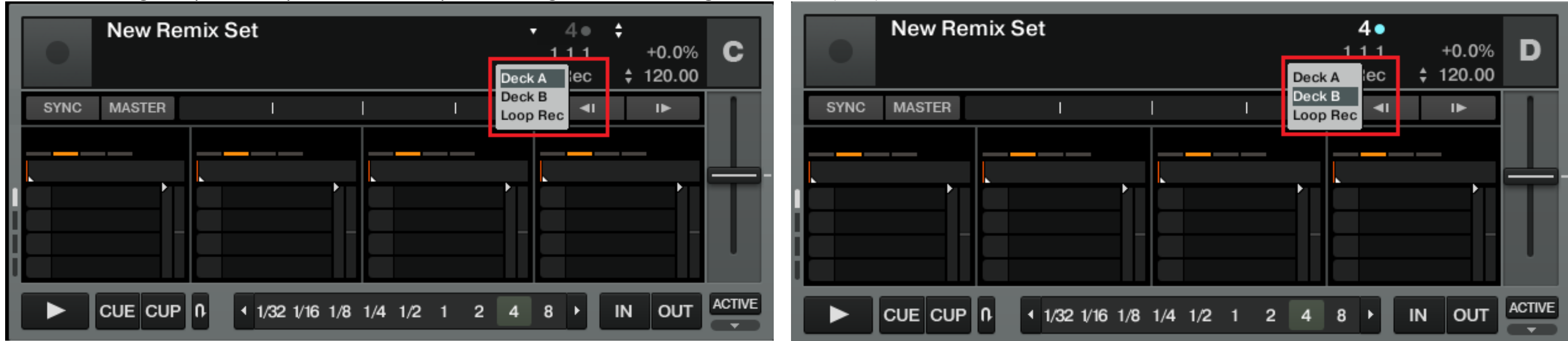


■ Sample Cell capture mode

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.

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.

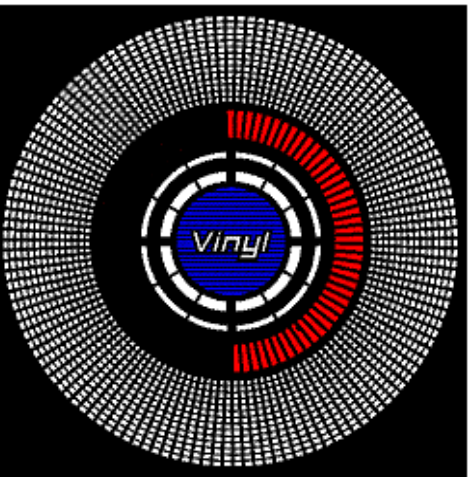
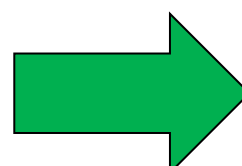
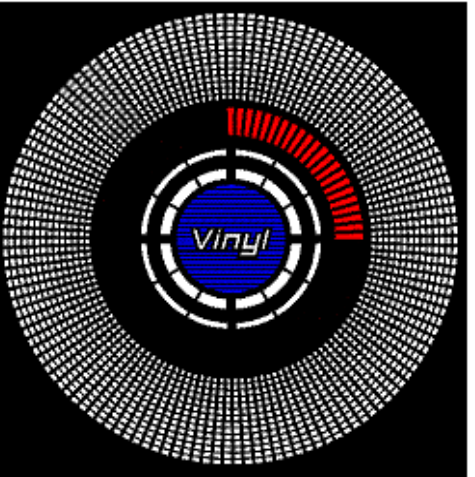
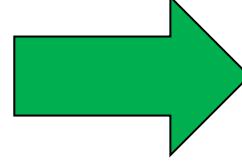
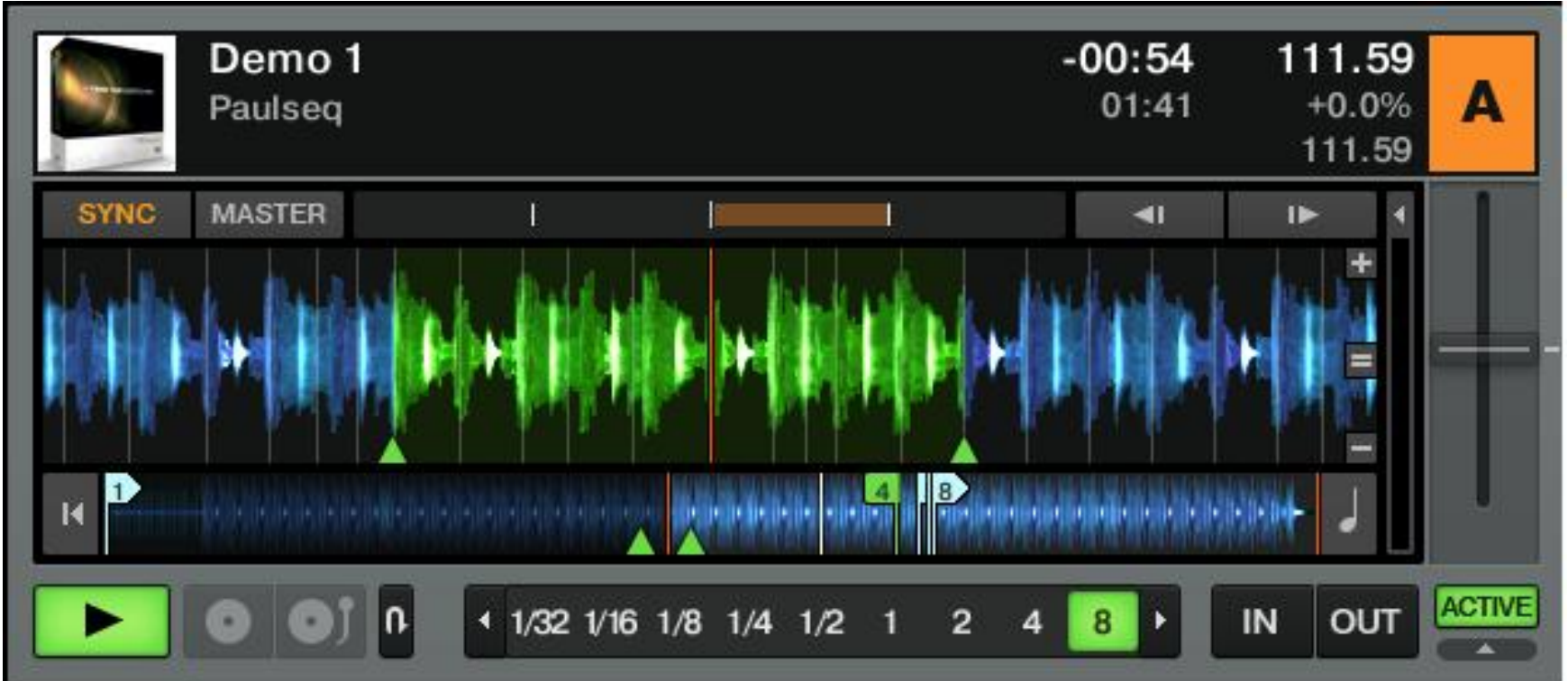
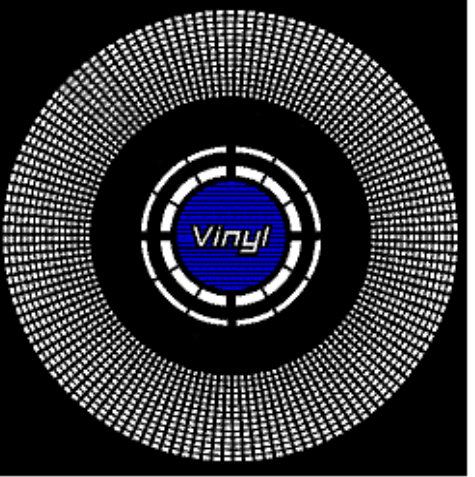
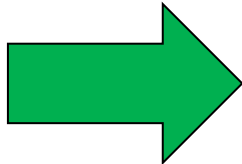
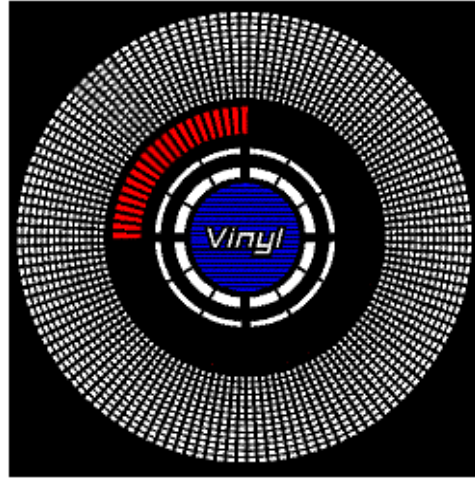
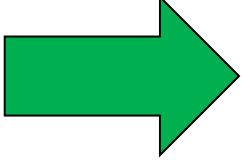
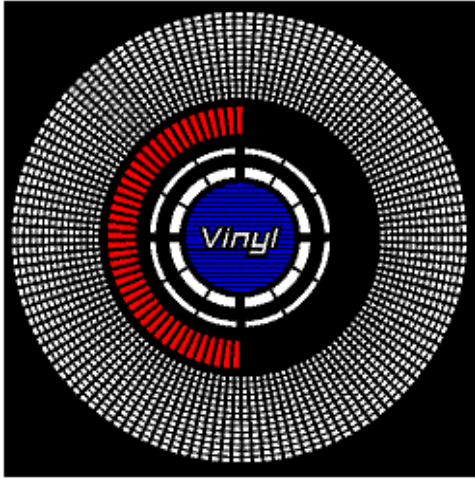
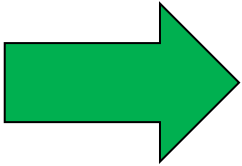
Others

When using TRAKTOR connected to DDJ-SZ, 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.

Phase Meter

Phase Meter is displayed on the JOG FL.



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