

# DDJ-SZ

## Hardware Diagram for TRAKTOR PRO2 ver 2.6.8



GROUP	No.	NAN	∕IF	FUNCTION	+SHIFT
1, DEC		TV/ (IVIL		TONCTION	131111
COMI					
	1	JOG	platter	Scratch (Vinyl on)	Seek
				Pitch Bend (Vinyl off)	
			wheel side	Pitch Bend	
	2	ТЕМРО		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	
TRAC	K DEC				
	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	<u> </u>	Loop Size Select +	Loop Move Right
	18 19	NEEDLE SEARCH	1	Needle Search  BPM Adjust (with JOG wheel)	Set Beat Grid
	20	GRID SLIDE		Move Beat Grid (with JOG wheel)	Delete Beat Grid
REMI		K (DECK3/4)		Will Jod Wileel)	Delete Beat Office
T(EIVII)	13	PLAY/PAUSE		Play/Pause All Slots	
		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, EFF	ECT				
СОМІ	MON				
	9	FX1		FX1 Assign on/off	FX3 Assign on/off
	10	FX2		FX2 Assign on/off	FX4 Assign on/off
DECK	1/2				
	1	1		Effect1 Level adjust	
	2	2		Effect2 Level adjust	
	3	3	T	Effect3 Level adjust	
	4	BEATS	rotate	Dry/Wet adjust	
		ON.	push	Only Browser Mode/Normal Mode	
	5	ON		Effect1 on/off	Effect select
	6 7	ON		Effect2 on/off	Effect select  Effect select
	8	ON TAP		Effect3 on/off	Single/Group Mode Change
DECK		IAC			Single/Group Wode Change
DECK	1	1		Effect Parameter1 adjust	
	2	2		Effect Parameter2 adjust	
	3	3		Effect Parameter3 adjust	
			rotate	Dry/Wet adjust	
	4	BEATS	push	Only Browser Mode/Normal Mode	
	5	ON	<u>'</u>	Effect Parameters Reset	Effect select
	6	ON		Effect Parameter Button1	
	7	ON		Effect Parameter Button2	
	8	TAP		Effect on/off	Single/Group Mode Change
		ı		1	1

GROUP	No.	NAME		FUNCTION	+SHIFT
3, BR(					
J, DIK	1	BROWSE	rotate	Track list scroll+Only Browser Mode	Browser Tree scroll+Only Browser Mode
			press	Load	Folder open/close
	2	ВАСК	<u> </u>	Sample Cell Delete Mode	Snap
	3	LOAD PREPARE		Sample Cell Capture Mode	Quantize
4, PER	RFOR	MANCE PADS			
		(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			Instant FX2 Mode	Instant FX1 Mode
	12	SAMPLER		Sampler Mode	Velocity Mode
4 Trac	ck Dec	ks			
TRAC	K DEC	K			
			mode		
			Hot Cue	Hot cue1	Delete Hot cue1
		PERFORMANCE	Cue Loop	Cue Loop1 set/reloop	Loop Exit
	1	PAD 1	Roll	Roll 1/8 beat	
			Beat Jump	Beat Jump +4 beat	
			Instant FX2	BeatSlicer FX	
			Instant FX1	Reverb FX	
			mode	I	
			Hot Cue	Hot cue2	Delete Hot cue2
		PERFORMANCE	Cue Loop	Cue Loop2 set/reloop	Loop Exit
	2	PAD 2	Roll	Roll 1/4 beat	
			Beat Jump	Beat Jump +8 beat	
			Instant FX2	PhaserFlux FX	
			Instant FX1	DelayT3 (1/8 beat) FX	
			mode	I	
		PERFORMANCE PAD 3	Hot Cue	Hot cue3	Delete Hot cue3
	3		Cue Loop	Cue Loop3 set/reloop	Loop Exit
	3		Roll	Roll 1/2 beat	
			Beat Jump Instant FX2	Beat Jump +16 beat	
			Instant FX1	DelayT3 (3/16 beat) FX Filter:92LFO FX	
			mode	Titter.92Li O TX	
			Hot Cue	Hot cue4	Delete Hot cue4
		PERFORMANCE PAD 4	Cue Loop	Cue Loop4 set/reloop	Loop Exit
	4		Roll	Roll 1 beat	200 p 2/110
			Beat Jump	Beat Jump +32 beat	
			Instant FX2	Delay FX (Freeze Mode)	
			Instant FX1	Delay FX (Freeze Mode)	
			mode		
			Hot Cue	Hot cue5	Delete Hot cue5
5		PERFORMANCE PAD 5	Cue Loop	Cue Loop5 set/reloop	Loop Exit
	5		Roll	Roll 2 beat	
			Beat Jump	Beat Jump -4 beat	
			Instant FX2	Gater#1 FX	
			Instant FX1	Beatmasher2 #1 FX	
			mode		
			Hot Cue	Hot cue6	Delete Hot cue6
		DEDEODA (AAA) OF	Cue Loop	Cue Loop6 set/reloop	Loop Exit
	6	PERFORMANCE PAD 6	Roll	Roll 4 beat	
			Beat Jump	Beat Jump -8 beat	
			Instant FX2	Gater#2 FX	
			Instant FX1	Beatmasher2 #2 FX	
				<del></del>	

DUP	No.	NAME		FUNCTION	+SHIFT
Trac	k Dec	ks			
RAC	( DEC	K			
			mode		
			Hot Cue	Hot cue7	Delete Hot cue7
			Cue Loop	Cue Loop7 set/reloop	Loop Exit
	7	PERFORMANCE PAD 7	Roll	Roll 8 beat	
			Beat Jump	Beat Jump -16 beat	
			Instant FX2	FilterLFO FX	
			Instant FX1	Beatmasher2 #3 FX	
			mode		
		PERFORMANCE PAD 8	Hot Cue	Hot cue8	Delete Hot cue8
			Cue Loop	Cue Loop8 set/reloop	Loop Exit
	8		Roll	Roll 16 beat	
			Beat Jump	Beat Jump -32 beat	
			Instant FX2	DigitalLoFi FX	
			Instant FX1	Beatmasher2 #4 FX	
			mode		
	13	PARAMETER (◀)	Hot Cue	Pitch Bend -	
	13		Instant FX2	FX Hold Mode	
			Instant FX1	FX Hold Mode	
			mode		
	14	PARAMETER	Hot Cue	Pitch Bend +	
	Τ.4	(►)	Instant FX2		
			Instant FX1		

ROUP	No.	NAMI	E	FUNCTION	+SHIFT			
2 Trac	k Decks+2 Remix Decks							
TRACI	RACK DECK (DECK1/2)							
			mode	T				
			Hot Cue	Hot cue1	Delete Hot cue1			
			Cue Loop	Cue Loop1 set/reloop	Loop Exit			
	1	PERFORMANCE PAD 1	Roll Beat Jump	Roll 1/8 beat 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]			
	mode			I	I= 1			
			Hot Cue Cue Loop	Hot cue2	Delete Hot cue2			
			Roll	Cue Loop2 set/reloop Roll 1/4 beat	Loop Exit			
	2	PERFORMANCE	Beat Jump	Beat Jump +8 beat				
		PAD 2	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]			
			mode					
			Hot Cue Cue Loop	Hot cue3 Cue Loop3 set/reloop	Delete Hot cue3			
			Roll	Roll 1/2 beat	Loop Exit			
	3	PERFORMANCE	Beat Jump	Beat Jump +16 beat				
		PAD 3	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]			
			mode	List over 4	Doloto Hot ove 4			
			Hot Cue Cue Loop	Hot cue4 Cue Loop4 set/reloop	Delete Hot cue4  Loop Exit			
			Roll	Roll 1 beat	LOOP LAIL			
	4	PERFORMANCE	Beat Jump	Beat Jump +32 beat				
		PAD 4	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]			
			mode	Liet over	Delete Het evel			
			Hot Cue Cue Loop	Hot cue5 Cue Loop5 set/reloop	Delete Hot cue5 Loop Exit			
			Roll	Roll 2 beat	LOOP LAIL			
	5	PERFORMANCE	Beat Jump	Beat Jump -4 beat				
		PAD 5	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				
	6		Beat Jump	Beat Jump -8 beat				
			Instant FX2	Gater#2 FX				
			Instant FX1	Beatmasher2 #2 FX				
				Sample Cell Play :[F]or[N]	Sample Cell Stop :[F]or[N]			
			Sampler					
			Velocity	Sample Cell Play/Volume :[F]or[N]	Sample Cell Stop :[F]or[N]			
			Velocity mode	Sample Cell Play/Volume :[F]or[N]	Sample Cell Stop :[F]or[N]			
			Velocity	Sample Cell Play/Volume :[F]or[N]  Hot cue7	Sample Cell Stop :[F]or[N]  Delete Hot cue7			
			Velocity mode Hot Cue	Sample Cell Play/Volume :[F]or[N]	Sample Cell Stop :[F]or[N]			
	7	PERFORMANCE	Velocity mode Hot Cue Cue Loop	Sample Cell Play/Volume :[F]or[N]  Hot cue7 Cue Loop7 set/reloop	Sample Cell Stop :[F]or[N]  Delete Hot cue7			
	7	PERFORMANCE PAD 7	Velocity mode Hot Cue Cue Loop Roll	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat	Sample Cell Stop :[F]or[N]  Delete Hot cue7			
	7		Velocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1	Sample Cell Play/Volume :[F]or[N]  Hot cue7 Cue Loop7 set/reloop Roll 8 beat Beat Jump -16 beat FilterLFO FX Beatmasher2 #3 FX	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit			
	7		Velocity  mode  Hot Cue  Cue Loop  Roll  Beat Jump  Instant FX2  Instant FX1  Sampler	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]			
	7		Velocity  mode  Hot Cue  Cue Loop  Roll  Beat Jump  Instant FX2  Instant FX1  Sampler  Velocity	Sample Cell Play/Volume :[F]or[N]  Hot cue7 Cue Loop7 set/reloop Roll 8 beat Beat Jump -16 beat FilterLFO FX Beatmasher2 #3 FX	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit			
	7		Velocity  mode  Hot Cue  Cue Loop  Roll  Beat Jump  Instant FX2  Instant FX1  Sampler	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]			
	7		Velocity  mode  Hot Cue  Cue Loop  Roll  Beat Jump  Instant FX2  Instant FX1  Sampler  Velocity  mode	Sample Cell Play/Volume :[F]or[N]  Hot cue7 Cue Loop7 set/reloop Roll 8 beat Beat Jump -16 beat FilterLFO FX Beatmasher2 #3 FX Sample Cell Play :[G]or[O] Sample Cell Play/Volume :[G]or[O]	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]			
	7	PAD 7	Welocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1 Sampler Velocity mode Hot Cue	Sample Cell Play/Volume :[F]or[N]  Hot cue7 Cue Loop7 set/reloop Roll 8 beat Beat Jump -16 beat FilterLFO FX Beatmasher2 #3 FX Sample Cell Play :[G]or[O] Sample Cell Play/Volume :[G]or[O] Hot cue8	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8			
	7	PAD 7  PERFORMANCE	Welocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1 Sampler Velocity mode Hot Cue Cue Loop	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]  Sample Cell Play/Volume :[G]or[O]  Hot cue8  Cue Loop8 set/reloop	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8			
		PAD 7	Velocity  mode  Hot Cue  Cue Loop  Roll  Beat Jump  Instant FX2  Instant FX1  Sampler  Velocity  mode  Hot Cue  Cue Loop  Roll	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]  Sample Cell Play/Volume :[G]or[O]  Hot cue8  Cue Loop8 set/reloop  Roll 16 beat	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8			
		PAD 7  PERFORMANCE	Welocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1 Sampler Velocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]  Sample Cell Play/Volume :[G]or[O]  Hot cue8  Cue Loop8 set/reloop  Roll 16 beat  Beat Jump -32 beat  DigitalLoFi FX  Beatmasher2 #4 FX	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8  Loop Exit			
		PAD 7  PERFORMANCE	Welocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1 Sampler Velocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]  Sample Cell Play/Volume :[G]or[O]  Hot cue8  Cue Loop8 set/reloop  Roll 16 beat  Beat Jump -32 beat  DigitalLoFi FX  Beatmasher2 #4 FX  Sample Cell Play :[H]or[P]	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8  Loop Exit  Sample Cell Stop :[H]or[P]			
		PAD 7  PERFORMANCE	Welocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2 Instant FX1 Sampler Velocity mode Hot Cue Cue Loop Roll Beat Jump Instant FX2	Sample Cell Play/Volume :[F]or[N]  Hot cue7  Cue Loop7 set/reloop  Roll 8 beat  Beat Jump -16 beat  FilterLFO FX  Beatmasher2 #3 FX  Sample Cell Play :[G]or[O]  Sample Cell Play/Volume :[G]or[O]  Hot cue8  Cue Loop8 set/reloop  Roll 16 beat  Beat Jump -32 beat  DigitalLoFi FX  Beatmasher2 #4 FX	Sample Cell Stop :[F]or[N]  Delete Hot cue7  Loop Exit  Sample Cell Stop :[G]or[O]  Sample Cell Stop :[G]or[O]  Delete Hot cue8  Loop Exit			

No.	NAME		FUNCTION	+SHIFT
	ks+2 Remix Decks			
DEC	K (DECK3/4)			
		mode		
	DEDECRAANCE	Hot Cue Instant FX2	Slot1 Keylock on/off BeatSlicer FX	Slot1 Monitor on/off
1	PERFORMANCE PAD 1	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]
		mode		
		Hot Cue	Slot2 Keylock on/off	Slot2 Monitor on/off
2	PERFORMANCE	Instant FX2	PhaserFlux FX	
2	PAD 2	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]
		mode	_	T
		Hot Cue	Slot3 Keylock on/off	Slot3 Monitor on/off
3	PERFORMANCE	Instant FX2	DelayT3 (3/16 beat) FX	
	PAD 3	Instant FX1	Filter:92LFO FX	
		Sampler	Sample Cell Play (Volume :[C]or[K]	Sample Cell Stop :[C]or[K]
		Velocity mode	Sample Cell Play/Volume :[C]or[K]	Sample Cell Stop :[C]or[K]
		Hot Cue	Slot4 Keylock on/off	Slot4 Monitor on/off
	PERFORMANCE	Instant FX2	Delay FX (Freeze Mode)	SISCH IVIOLITION ON OH
4	PAD 4	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]
		mode	1	, ,
		Hot Cue	Slot1 FX on/off	Slot1 Punch Mode on/off
5	PERFORMANCE	Instant FX2	Gater#1 FX	
5	PAD 5	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]
		mode		
	DEDECORMANICE	Hot Cue	Slot2 FX on/off	Slot2 Punch Mode on/off
6	PERFORMANCE PAD 6	Instant FX2 Instant FX1	Gater#2 FX 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]
		mode	Sample Sent lay, volume .[1] or[14]	
		Hot Cue	Slot3 FX on/off	Slot3 Punch Mode on/off
7	PERFORMANCE	Instant FX2	FilterLFO FX	
7	PAD 7	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]
		mode		T
	PERFORMANCE PAD 8	Hot Cue	Slot4 FX on/off	Slot4 Punch Mode on/off
8		Instant FX2	DigitalLoFi FX	
		Instant FX1	Beatmasher2 #4 FX	
		Sampler	Sample Cell Play (Volume (III) or [P]	Sample Cell Stop :[H]or[P]
		Velocity	Sample Cell Play/Volume :[H]or[P]	Sample Cell Stop :[H]or[P]
		mode Hot Cue	Pitch Bend -	
	PARAMETER	Instant FX2	FX Hold Mode	
13	PARAIVIETER (◀)	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 -
		mode	<u>,</u>	<u>,</u>
		Hot Cue	Pitch Bend +	
1 1	PARAMETER	Instant FX2		
14	(▶)	Instant FX1		
		Sampler	Sample Cell select :[I]to[P]	Sampler Page Select +
		Velocity	Sample Cell select :[I]to[P]	Sampler Page Select +

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### 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://pioneerdj.com/support/product.php?lang=en&p=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.

[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.

#### Instant FX

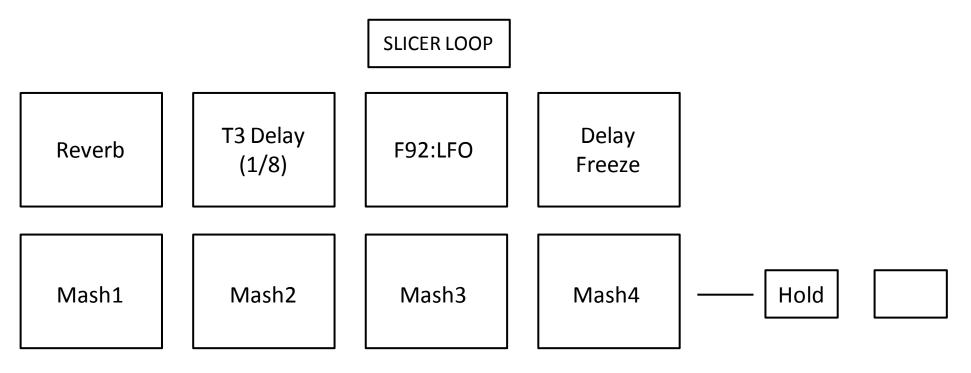
Instant FX is a function where an effect assigned to each PAD can be activated automatically only by pressing the PAD. Instant FX can be used in SLICER mode or SLICER LOOP mode. The following effects are assigned to the PADs.

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

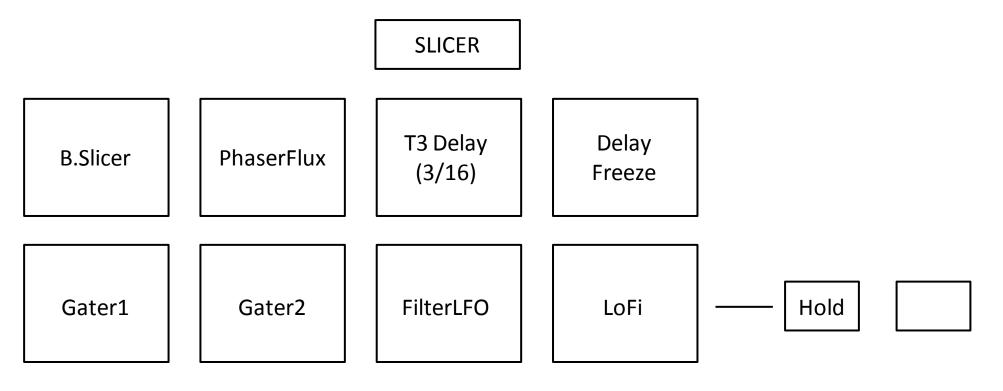


Additional effect (ComboFX 1/2) will be activated when multiple PADs are pressed repeatedly in the same order in Instant FX mode.

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

ComboFX2 : Mash2  $\rightarrow$  Mash3  $\rightarrow$  T3Delay  $\rightarrow$  F92:LFO  $\Rightarrow$  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

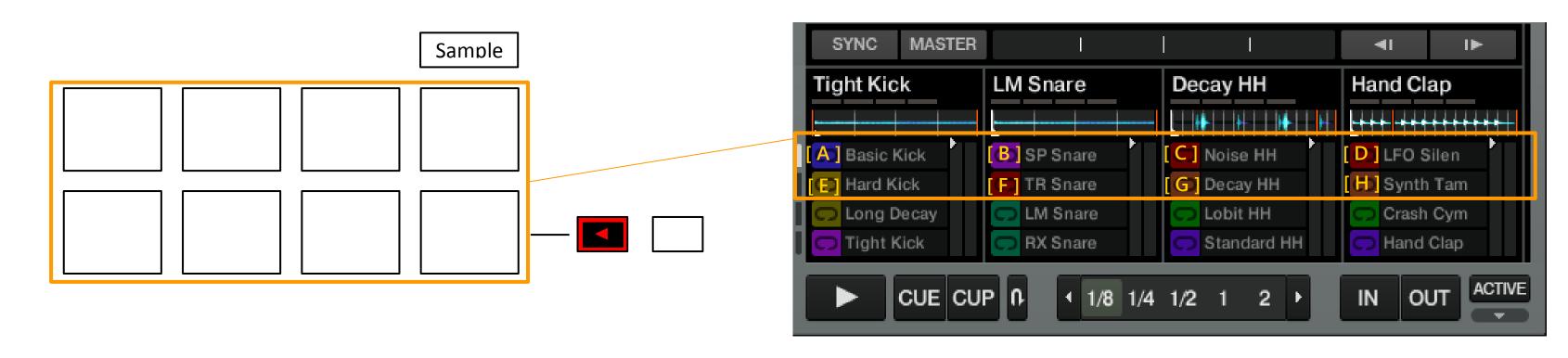
FX 1, FX 2 and FX 3, and Single mode should be selected for FX 4.

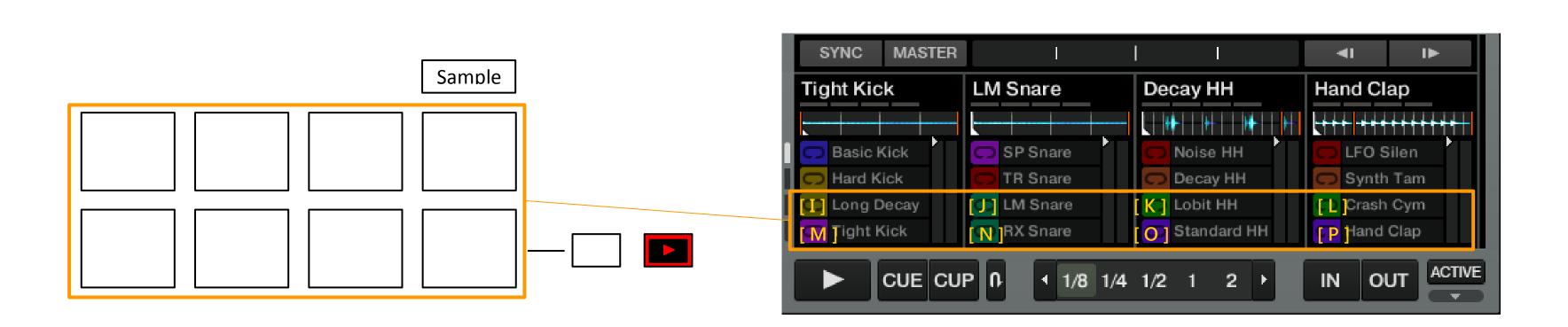
Please note that if users change these settings, some Instant FX may not be used.

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.

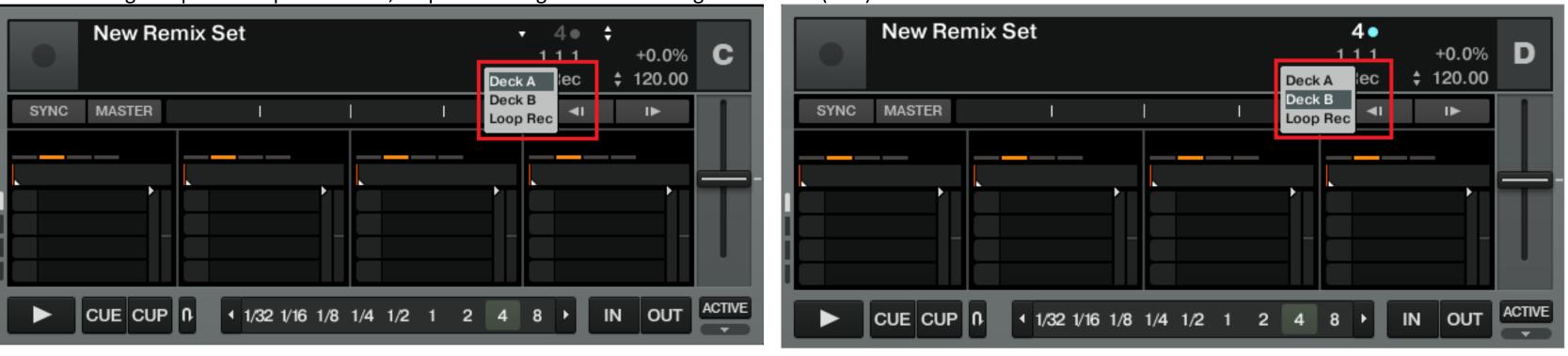




#### ■ Sample Cell capture mode

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

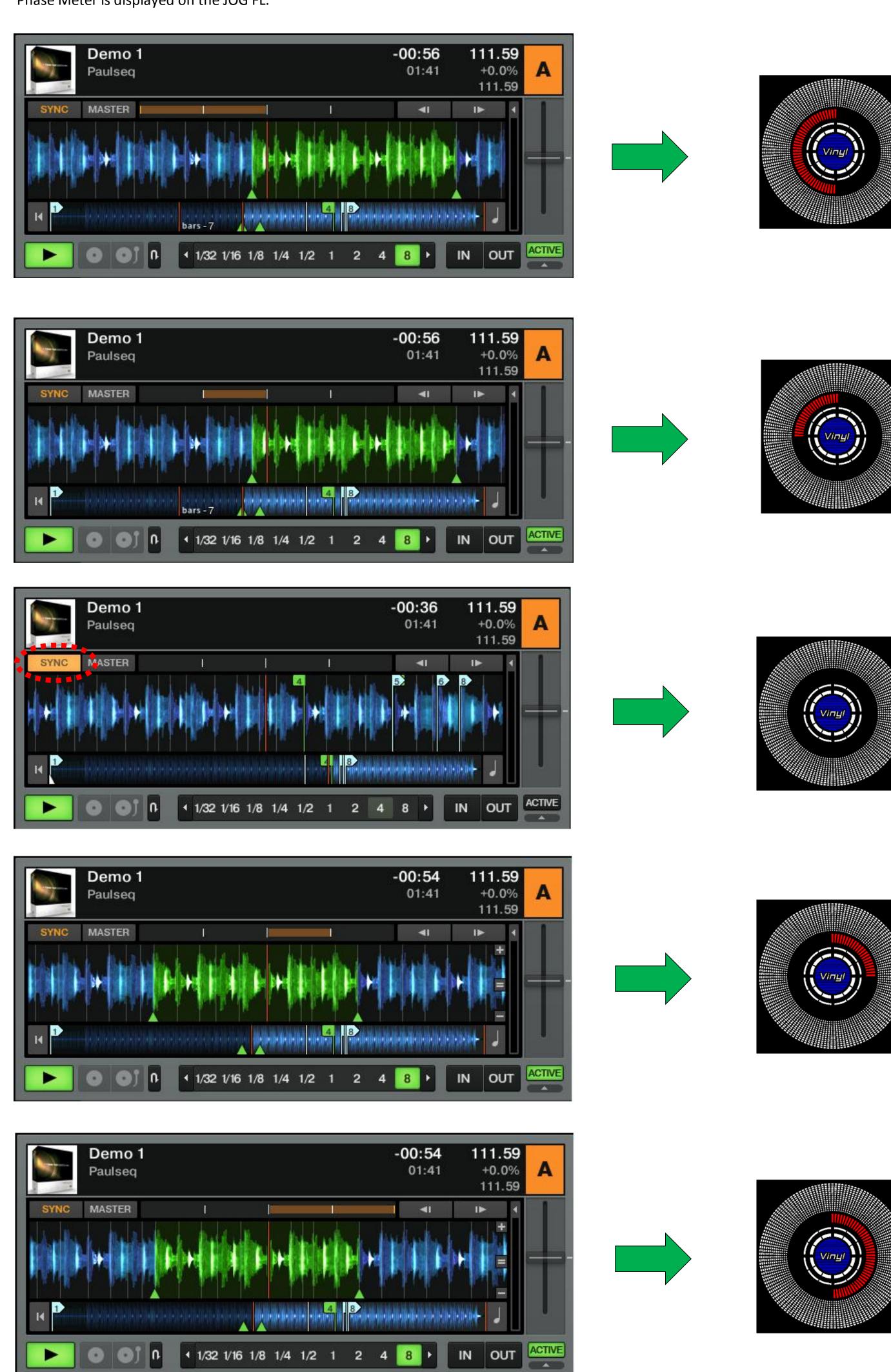
DJ sets can be recorded using the recording function of TRAKTOR PRO 2.

Master Out audio including MIC and other external input can be recorded.

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