

Pioneer Dj

DJS-TSP Project Creator

Version 1.1.0

User's Manual EN

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1. Before start

DJS-TSP Project Creator is a software for creating projects and scenes to be used on DJS-1000 and TORAIZ SP-16 on a computer. You can also export projects and scenes created on DJS-TSP Project Creator to a USB device and import them to your computer.

1.1. Importing/Exporting a file to a USB device

You can export projects and scenes created on DJS-TSP Project Creator to a USB device. The projects and scenes as a package (.tpkg and .scn) including samples are exported to a USB device. The projects and scenes exported to a USB device can be read on the DJS-1000 and the TORAIZ SP-16.

The projects and scenes as a package can also be imported to a computer. In this way, projects and scenes created on the DJS-1000 or the TORAIZ SP-16 can be edited on DJS-TSP Project Creator.

2. Preparation

2.1. Supported media

Please use media, file systems and samples supported by the DJS-1000 and the TORAIZ SP-16.

- Supported media : USB device (USB mass storage class)
 - Supported file systems : FAT, FAT32 and HFS+
 - Supported samples : Sampling frequency of 44.1 kHz, 16-bit/24-bit wav or aiff file
-
-

2.2. Installation procedures

To install or uninstall DJS-TSP Project Creator, you need to log in as the administrator of your computer. Have the administrator name and password ready in advance.

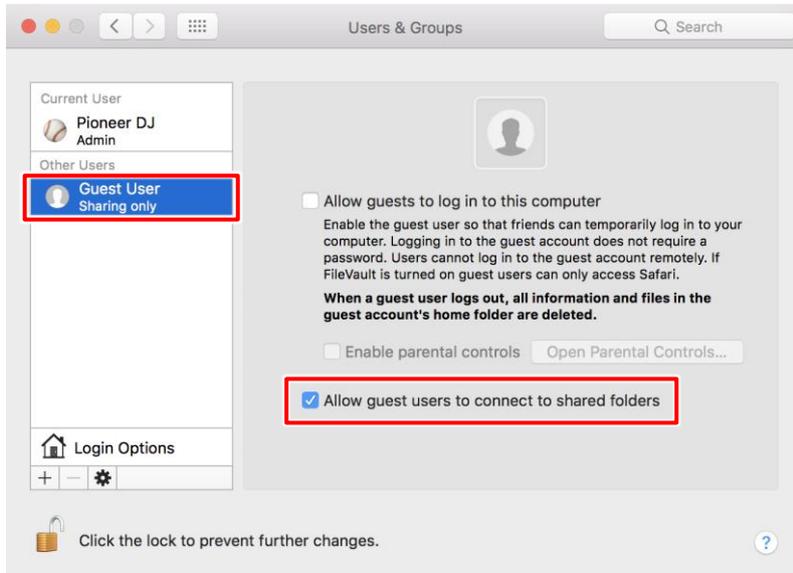
1. Launch a web browser on your computer, access the Pioneer DJ support page.
pioneerdj.com/support/
2. Select [DJS-1000] or [TORAIZ SP-16] > [Software Download] and download [DJS-TSP Project Creator].
3. Double-click the downloaded file to unzip it. Double-click the unzipped file to launch the installer.
4. Follow the instructions on the screen to install DJS-TSP Project Creator.

2.3. Network settings

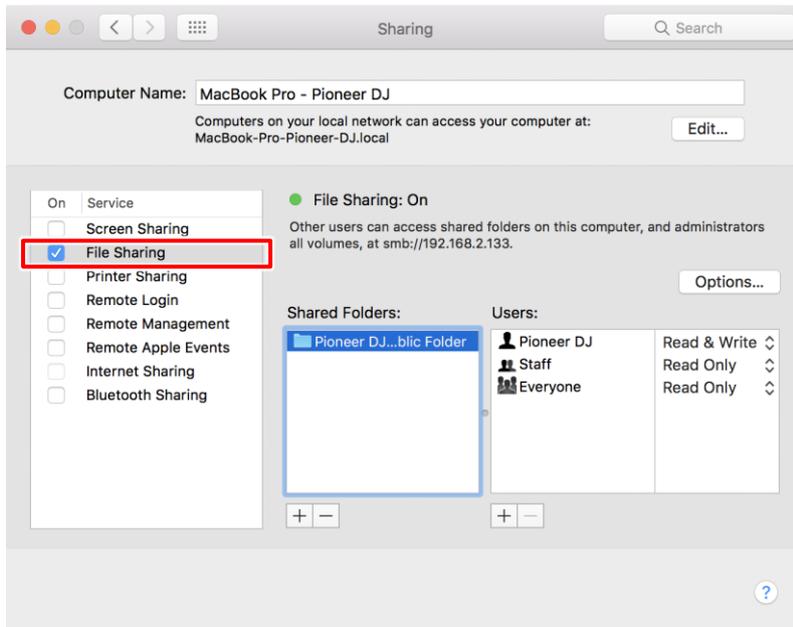
To use File Sharing feature, please check the following network settings.

<macOS>

1. Open [System Preferences] > [Users & Groups] and enable [Allow guests to connect to shared folders].



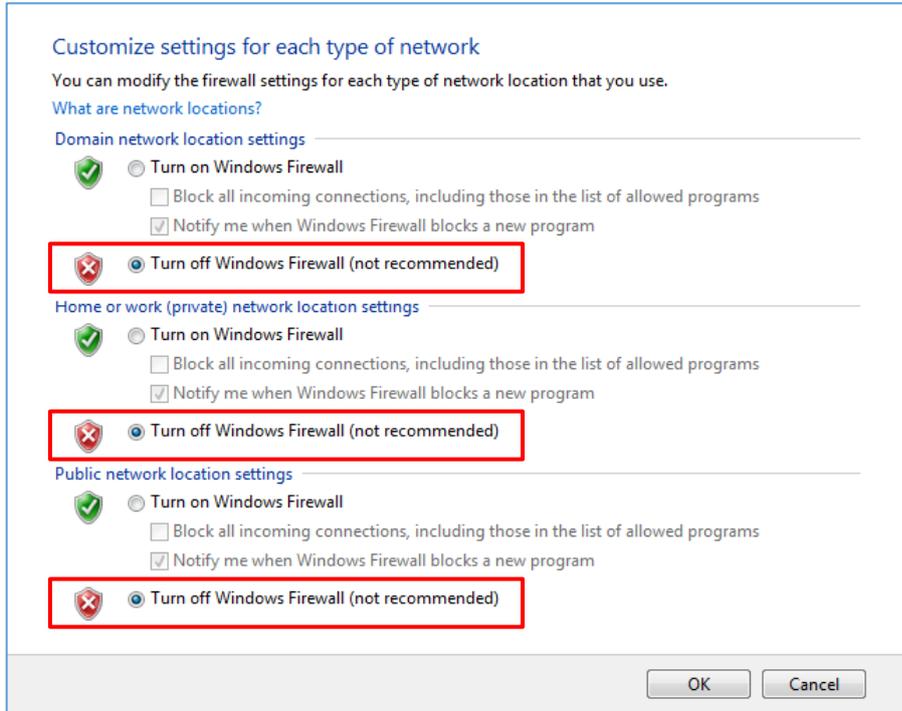
2. Open [System Preferences] > [Sharing] and enable [File Sharing].



<Windows>

1. You need to change [Windows Firewall] setting in Control Panel.

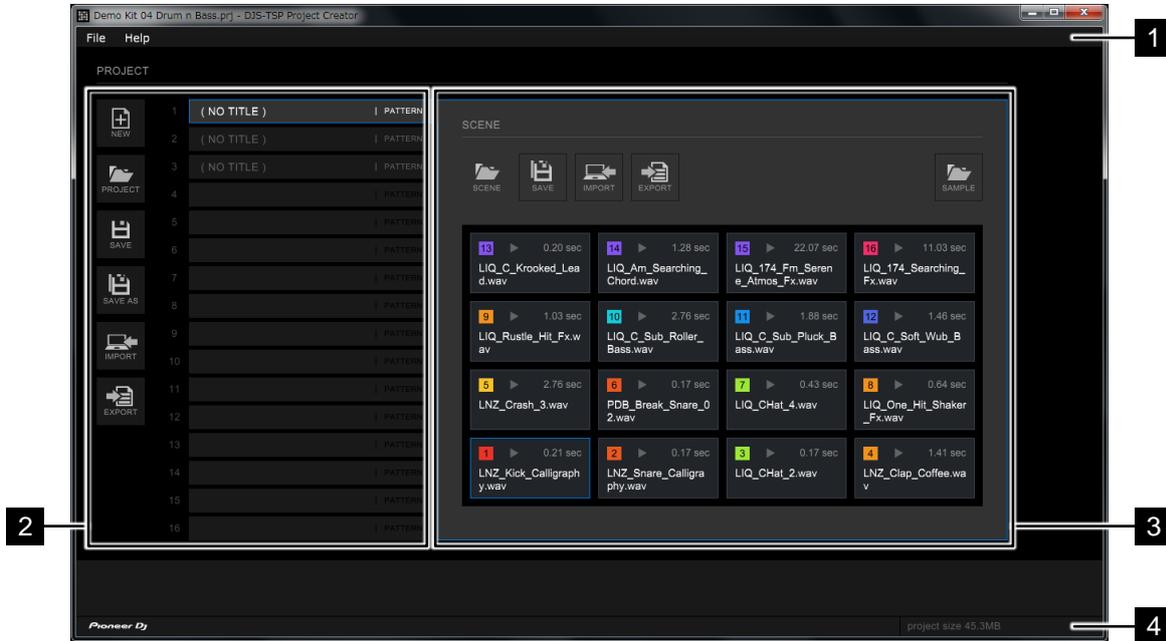
Go to [Turn Windows Firewall on or off] and select [Turn off Windows Firewall].



Disabling the firewall can cause security problems. Please do not connect to other networks while using DJS-TSP Project Creator. You can also allow DJS-TSP Project Creator to communicate through Windows Firewall. Please refer to the Windows Help for details.

3. Part names and functions

3.1. Overall structure



1 Menu bar

The menu is displayed.

2 Scene assignment section

The names and statuses of 16 scenes included in a project are displayed. For details, please refer to “3.2. Scene assignment section”.

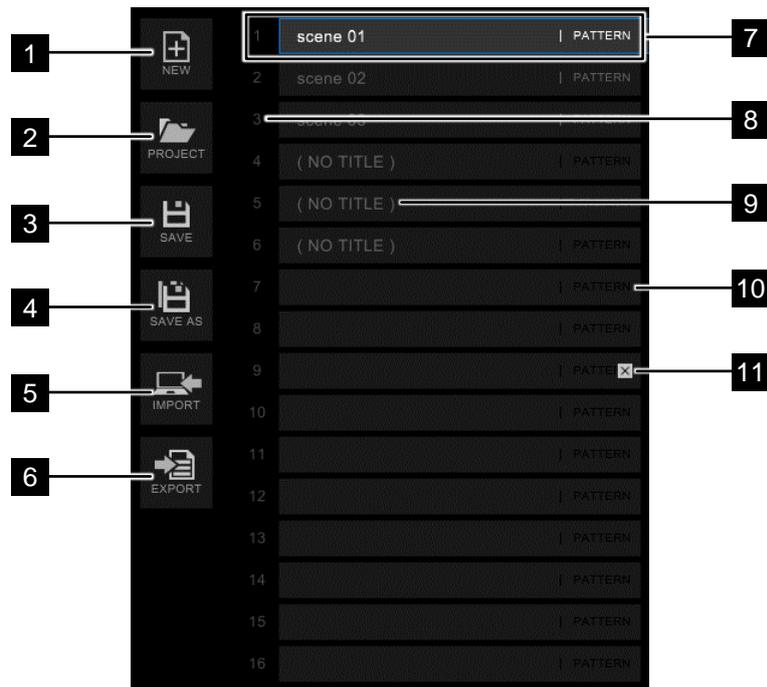
3 Sample assignment section

The names and statuses of samples assigned to 16 tracks included in the selected scene are displayed. For details, please refer to “3.3. Sample assignment section”.

4 Status bar

The size of the project currently opening is displayed. For details, please refer to “3.4. Status bar”.

3.2. Scene assignment section



1 NEW button

Creates a new project.

2 PROJECT button

Opens a project (.prj file) stored on a computer.

3 SAVE button

Overwrites and saves an opened project.

4 SAVE AS button

Names an opened project and save it on the computer.

5 IMPORT button

Imports a project as a package (.tpkg file).

6 EXPORT button

Exports an opened project to a USB device as a package.

7 Scene box

Information of a scene is displayed.

8 Scene number

The number of a scene is displayed.

9 Scene name

The name of a scene is displayed.

10 PATTERN display

When a scene includes a pattern, the word "PATTERN" is displayed clearly.

When a scene does not include a pattern, it is dimmed.

11 Scene clear button

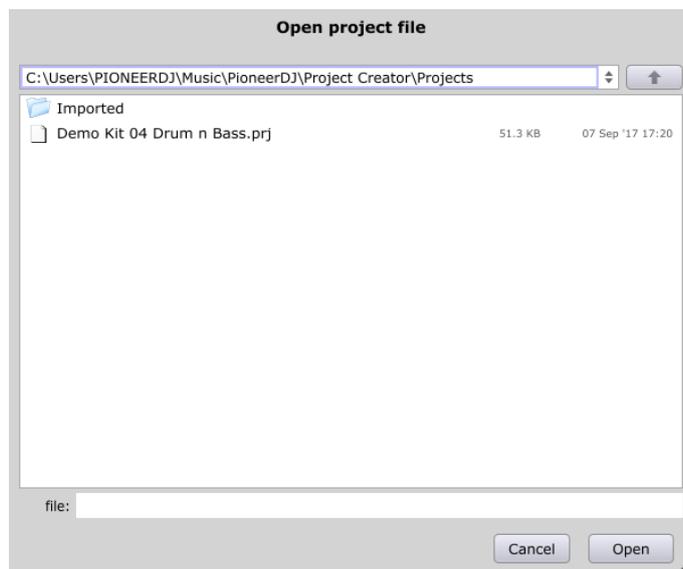
Clears scene setting information to make the scene empty.

Creating a new project

1. Click the NEW button to create a new project.
 - If a project is changed, a caution dialog appears. Click Yes to create a new project.

Opening a project

1. Click the PROJECT button.



[Open a project file] appears.

2. Select a prj file and open it.

The project you opened is displayed.

- If a project is changed, a caution dialog appears. Click Yes to open the project.
- You can open a project by dragging a prj file and dropping it to the scene assignment section or sample assignment section from Windows Explorer or Mac Finder.

Overwriting and saving a project

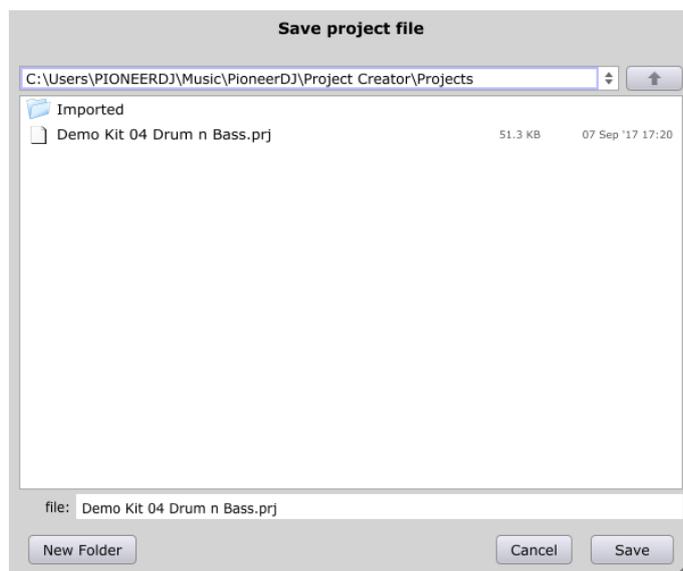
1. Click the SAVE button.

The project is overwritten and saved.

- Keyboard shortcut: Ctrl+s (Windows) or Command+s (Mac)

Saving a project with a name

1. Click the SAVE AS button



[Save project file] dialog appears.

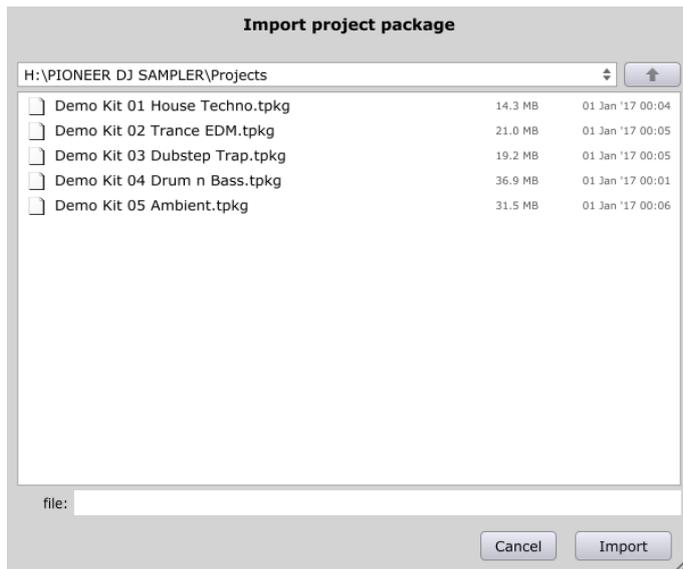
2. Select a location to save a prj file. Enter a name and save it.

The project is saved with the name.

- Keyboard shortcut: Ctrl+shift+s (Windows) or Command+shift+s (Mac).

Importing a project as a package

1. Click the IMPORT button.



[Import project package] dialog appears.

2. Select a tpkg file and open it.

The tpkg file is extracted and imported to your computer.

- When there is already a project with the same name, a confirmation dialog to overwrite the project appears.
- After import, a caution dialog appears. When “Yes” is selected, the imported project will open overwriting the current opening project.
- You can import a project by dragging a tpkg file and dropping it to the scene assignment section or sample assignment section from Windows Explorer or Mac Finder.

Exporting a project as a package

1. Connect a USB device with your computer to export a project.
2. Click the EXPORT button.



[Export as project package] dialog appears.

3. Select a drive of the USB device to export. Enter a file name and export it.

The project as a package is exported to the USB device.

- The export button in the dialog is not shown when a USB device is not connected to your computer. In this case, the export button is grayed out and cannot be clicked.
- If a sample exceeding 64 seconds is contained or the total size of samples included in the project is over 256 MB, a warning dialog appears. In this case, you cannot export the project.

Scene assignment

1. Open a location where a scnx file to assign is stored.
 - Use Explorer (Windows) or Finder (Mac) to open a location where a scnx file to assign is stored.
2. Drag the scnx file to a scene box.

The name of the scene assigned to the scene box and its PATTERN status, etc. are shown.

Clearing a scene

1. Hover the cursor on a scene box where a scene you wish to clear is located.

The scene clear button appears at the right end of the scene box where the cursor is hovering.

2. Click the scene clear button.

A caution dialog regarding scene clearing is shown.

- Keyboard shortcut: Ctrl+Del (Windows) or Command+Del (Mac).
The scene of the focused scene box is cleared.

3. Click the clear button.

The scene is cleared and the scene box becomes empty.

Moving a scene

1. Hover the cursor on a scene box where a scene you wish to move is assigned.
2. Drag the scene box and drop it to a scene box you wish to move the scene.
3. While dragging, the moving scene is shown dimly. When dropped, the scene will move to the dropped scene box.

- Keyboard shortcuts are as follows.
Cut : Ctrl+shift+x (Windows) or Command+shift+x (Mac)
Paste : Ctrl+v (Windows) or Command+v (Mac)
You can cut and paste the scene of the focused scene box.
-

Scene copy

1. Hover the cursor on a scene box where a scene you wish to copy is assigned.
2. Ctrl+drag and drop the scene box to a scene box you wish to copy the scene.

While dragging, the copied scene is shown dimly. When dropped, the scene will be copied to the dropped scene box.

- Keyboard shortcuts are as follows.
Cut : Ctrl+shift+c (Windows) or Command+shift+c (Mac)
Paste : Ctrl+v (Windows) or Command+v (Mac)
You can copy the scene of the focused scene box.
-

Scene name change

1. Click a scene box you wish to change its name.
2. Click the scene name section.

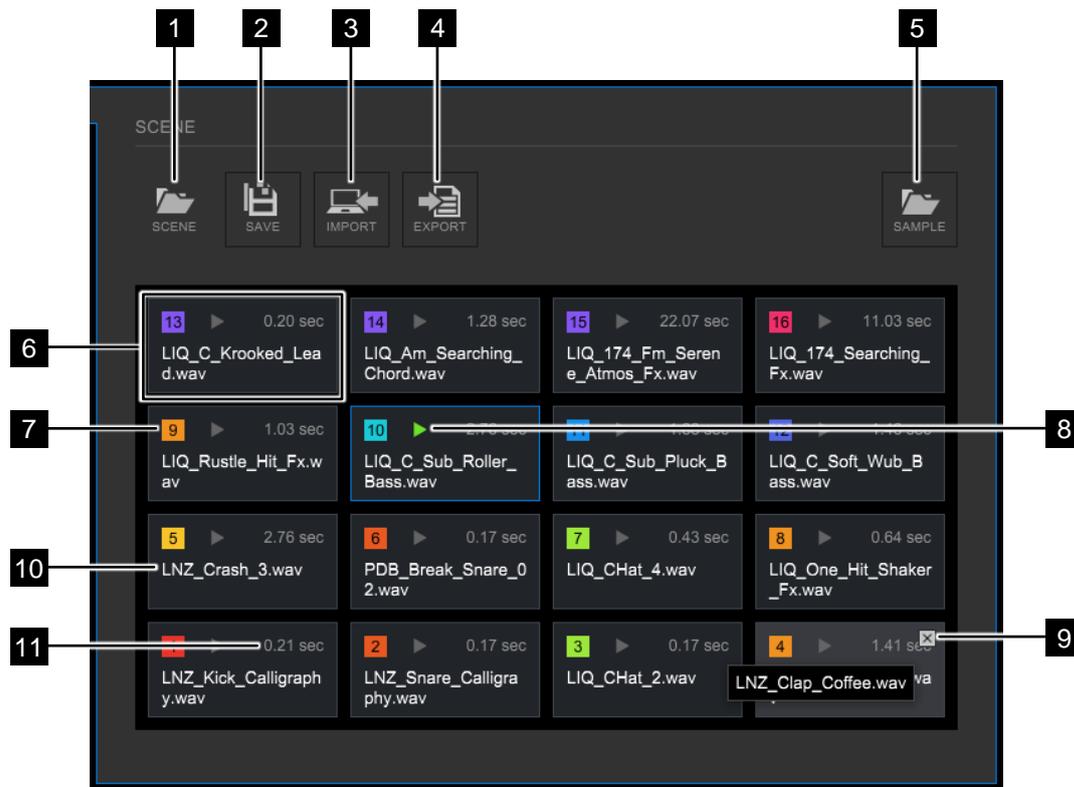
The selected scene is highlighted and you can edit the name.

3. Press the Enter key on your computer keyboard.

The name is finalized and the highlight is cancelled.

- You can finalize the name by clicking other place than the scene name section.

3.3. Sample assignment section



1 SCENE button

Opens a scene (.scnx file) stored on a computer.

2 SAVE button

Names a displayed scene and save it on the computer.

3 IMPORT button

Imports a scene as a package (.scn file).

4 EXPORT button

Exports a displayed project to a USB device as a package.

5 SAMPLE button

Opens a folder where imported samples are stored using Explorer or Finder. You can select the folders at Setting.

6 Track box

Information of a track is displayed.

7 Track number

The number of a track is displayed. The background color is displayed with a preset track color.

8 Preview indicator

Indicates sample preview status.

9 Sample clear button

Unloads the sample assigned to the track.

10 Sample name

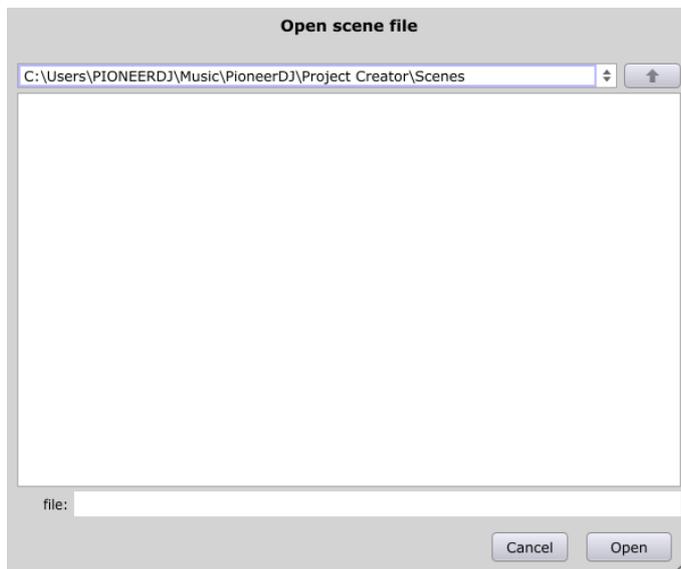
The name of the sample is displayed.

11 Sample time

The time of the sample is displayed.

Opening a scene

1. Click the SCENE button.



[Open a scene file] appears.

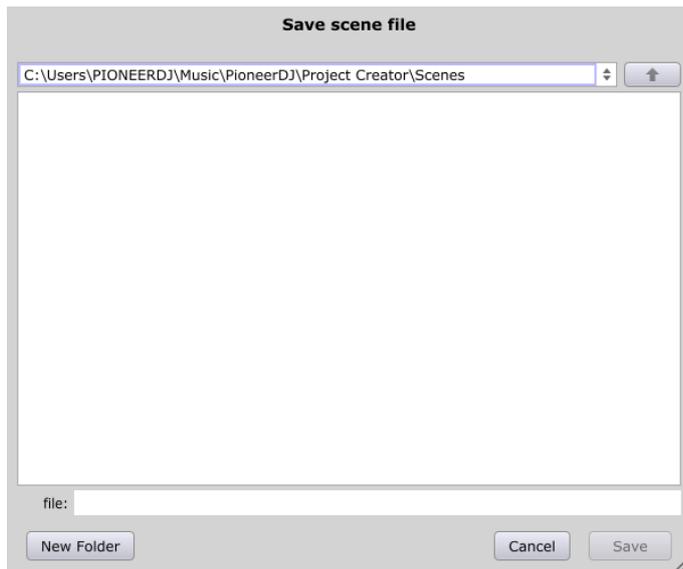
2. Select a scnx file and open it.

The scene you opened is displayed.

- You can open a scene by dragging a scnx file and dropping it to the sample assignment section from Windows Explorer or Mac Finder.

Saving a scene with a name

1. Click the SAVE button.



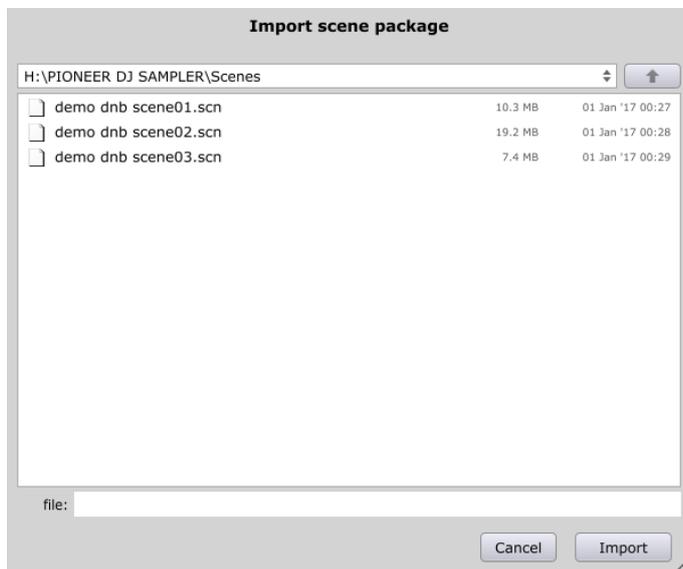
[Save scene file] dialog appears.

2. Select a location to save a scnx file. Enter a name and save it.

The scene is saved with the name.

Importing a scene as a package

1. Click the IMPORT button.



[Import scene package] dialog appears.

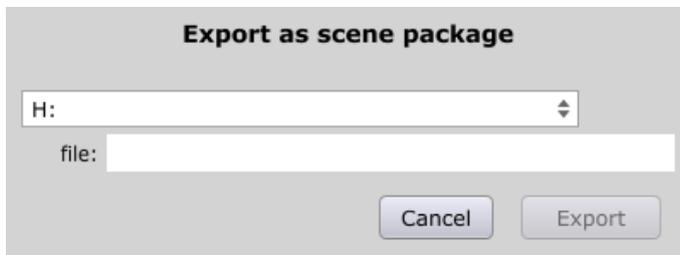
2. Select a scn file and open it.

The scn file is extracted and imported to your computer.

- When there is already a scene with the same name, a confirmation dialog to overwrite the scene appears.
- After import, a caution dialog appears. When “Yes” is selected, the imported scene will open overwriting the current opening scene.
- You can import a scene by dragging a scn file and dropping it to the sample assignment section from Windows Explorer or Mac Finder.

Exporting a scene as a package

1. Connect a USB device with your computer to export a scene.
2. Click the EXPORT button.



[Export as scene package] dialog appears.

3. Select a drive of the USB device to export. Enter a file name and export it.

The scene as a package is exported to the USB device.

- The export button in the dialog cannot be used when a USB device is not connected to your computer. In this case, the export button is grayed out and cannot be clicked.
- If a sample exceeding 64 seconds is contained, a warning dialog appears. In this case, you cannot export the scene.

Assigning a sample to a track

1. Open a location where a sample to assign is stored.
2. Use Explorer (Windows) or Finder (Mac) to open a location where a sample to assign is stored.
3. Drag the sample to a track box.

The name of the sample assigned to the track and its time, track color, etc. are shown.

Clearing a sample

1. Hover the cursor on a track box where a sample you wish to clear is located.

The sample clear button appears at the upper right end of the track box where the cursor is hovering.

2. Click the sample clear button.

The sample is cleared and the track box becomes empty.

- Keyboard shortcut: Del

The sample of the focused track box is cleared.

Moving a sample

1. Hover the cursor on a track box where a sample you wish to move is located.
2. Drag the track box and drop it to a track box you wish to move the sample.

While dragging, the moving sample is shown dimly. When dropped, the sample will move to the dropped track box.

- Keyboard shortcuts are as follows.

Cut : Ctrl+x (Windows) or Command+x (Mac)

Paste : Ctrl+v (Windows) or Command+v (Mac)

You can cut and paste the sample of the focused track box.

Sample copy

1. Hover the cursor on a track box where a sample you wish to copy is assigned.
2. Ctrl+drag and drop the track box to a track box you wish to copy the sample.

While dragging, the copied sample is shown dimly. When dropped, the sample will be copied to the dropped track box.

- Keyboard shortcuts are as follows.

Cut : Ctrl+c (Windows) or Command+c (Mac)

Paste : Ctrl+v (Windows) or Command+v (Mac)

You can copy the sample of the focused track box.

Listening to a sample

1. Hover the cursor on a track box where a sample you wish to listen to is assigned.
2. Double-click the track box to play the sample.

While playing, the preview indicator lights up in green. Double-click the track box again to pause.

- Keyboard shortcut: Space (play/pause)
- You cannot listen to multiple tracks at the same time.

Opening a folder where samples are stored

1. Click the SAMPLE button.

The Imported Samples folder under the Project Creator folder set at the Setting will be open by Explorer (Windows) or Finder (Mac).

3.4. Status bar



1 Project size

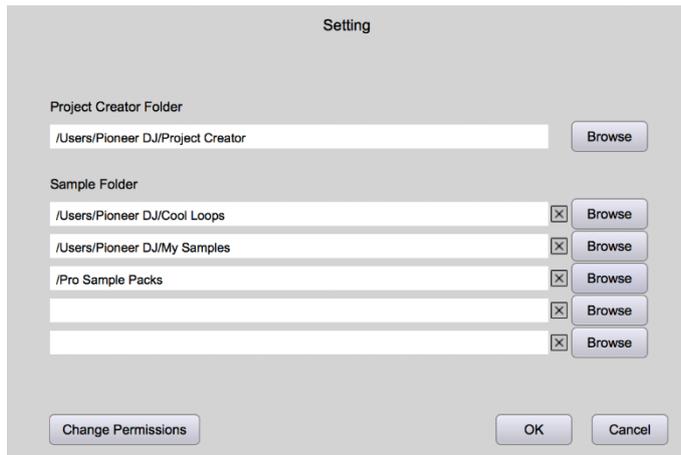
Total volume of all samples in the project is shown.

4. Changing settings

4.1. Project Creator folder setting

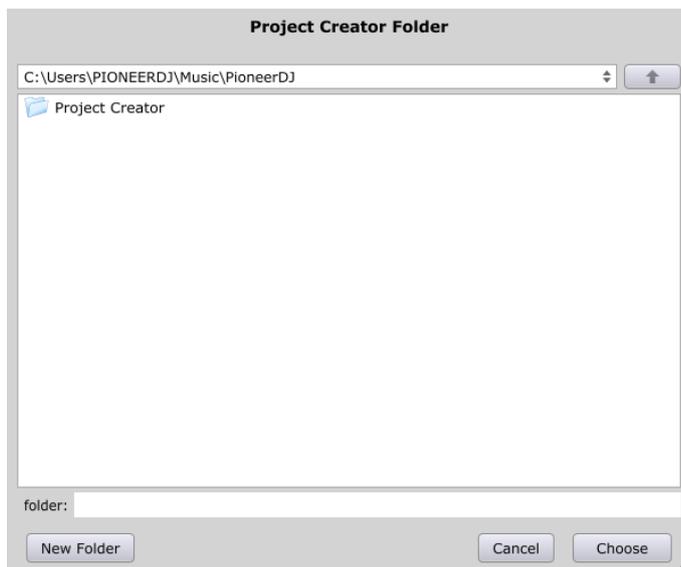
This is to set a location of a Project Creator folder to store various files used in DJS-TSP Project Creator.

1. Open the application menu and click [File] → [Setting].



[Setting] dialog appears. The full path to the set folder is displayed in the Project Creator Folder field.

2. Click the Browse button.



[Project Creator Folder] dialog appears.

3. Select a folder to locate the Project Creator folder.

- To create a new folder, click [New Folder] button to display [New Folder] dialog. Enter a folder name and click [Create Folder] button.
 - The folder default setting: [C:¥Users¥(username)¥Music¥PioneerDJ]
4. Click [Choose] to finalize the setting.

5. File Sharing

5.1. File Sharing via Network

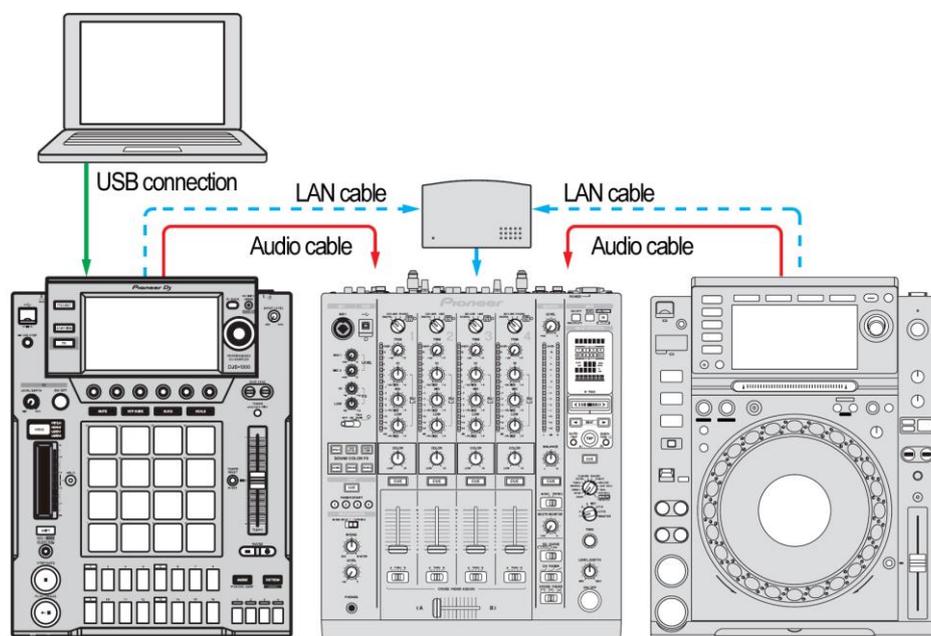
Connect DJS-1000 and DJS-TSP Project Creator via Network to share projects in DJS-TSP Project Creator. You can also share samples of a selected folder.

Equipment to set up File Sharing

- DJS-1000 with firmware version 1.10 or later
 - Computer where DJS-TSP Project Creator* is installed (*version 1.1.0 or later)
 - LAN cables and a switching hub (to connect multiple equipment)
 - USB cable
 - Audio cables
-

Connection diagram

To set up File Sharing function, connect your computer and DJS-1000 (USB-B terminal on the rear panel) as the figure below using a USB cable. To connect multiple equipment connect using LAN cables.

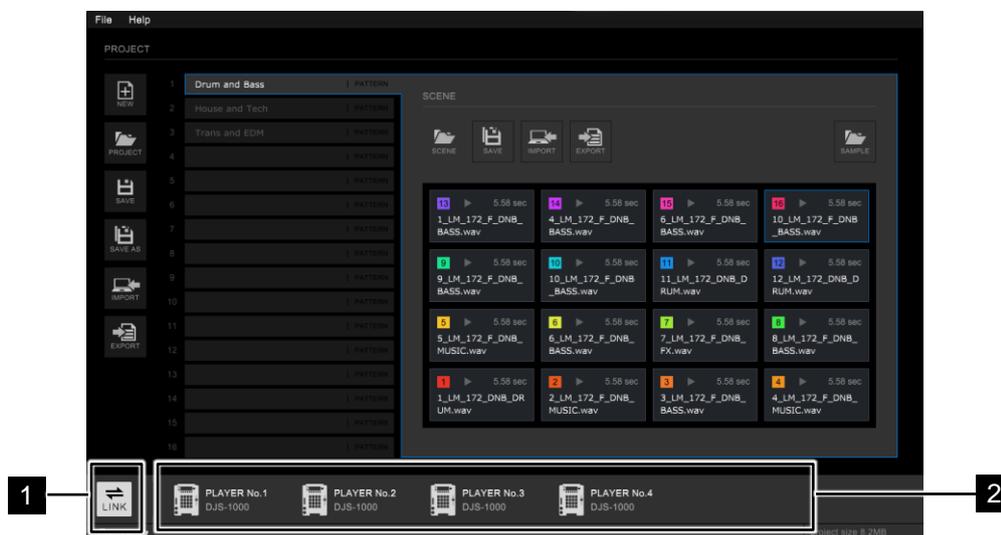


Connection diagram for a computer and DJS-1000s

5.2. Connection procedures

Connection procedures (DJS-TSP Project Creator)

Use File Sharing features shown on the bottom of DJS-TSP Project Creator.

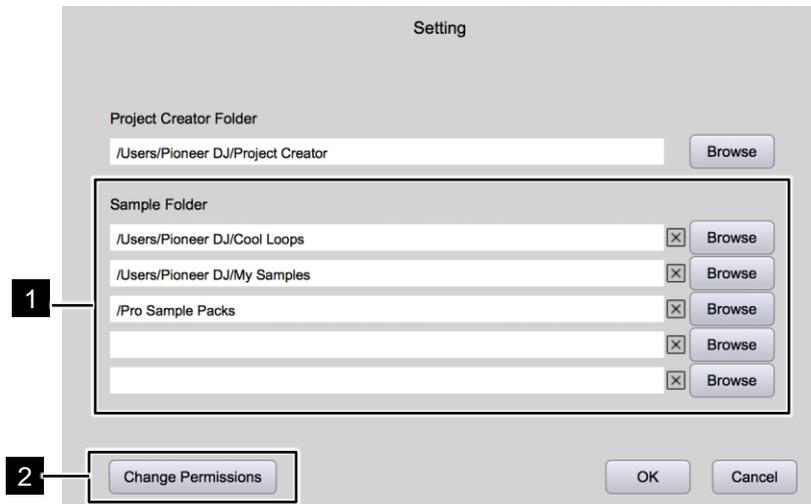


1 LINK button: Start/stop network connection

2 Player's connection status is shown in the PLAYER indicator.

Sample folder setting (DJS-TSP Project Creator)

Up to 5 locations for sample folders can be set to save sample files to share them in the network configuration. (You cannot change settings when they are connected.)

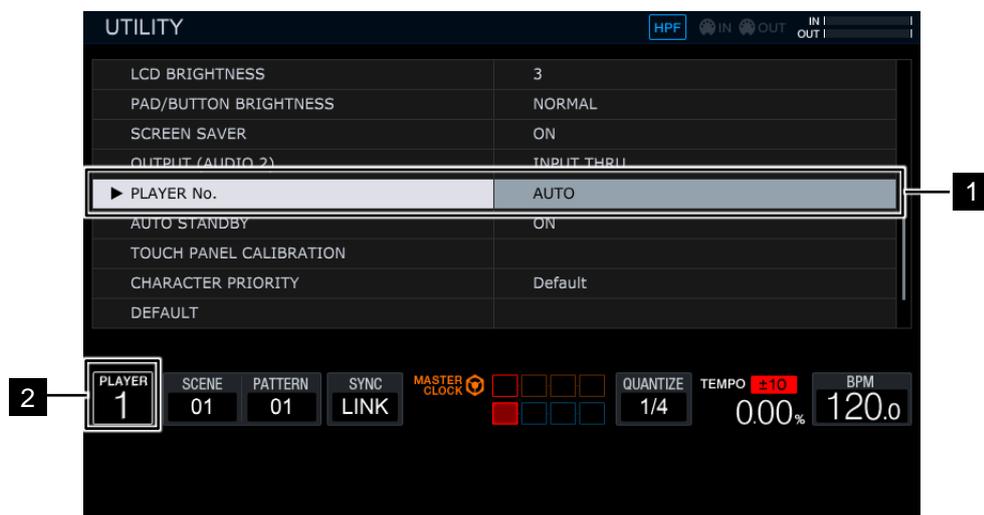


1 The full path to the folder is displayed in the Sample Folder field.

1. Select the application menu and click [File] → [Setting] to open Setting dialog.
2. Click the [BROWSE] button to open Sample Folder dialog to select a folder.
3. Click [X] in Sample Folder field to clear the set folder.

2 When [Permission Denied] is displayed on the DJS-1000 and file sharing is disabled, click [Change Permissions] to modify permissions of files and enable file sharing.

Connection procedure (DJS-1000)



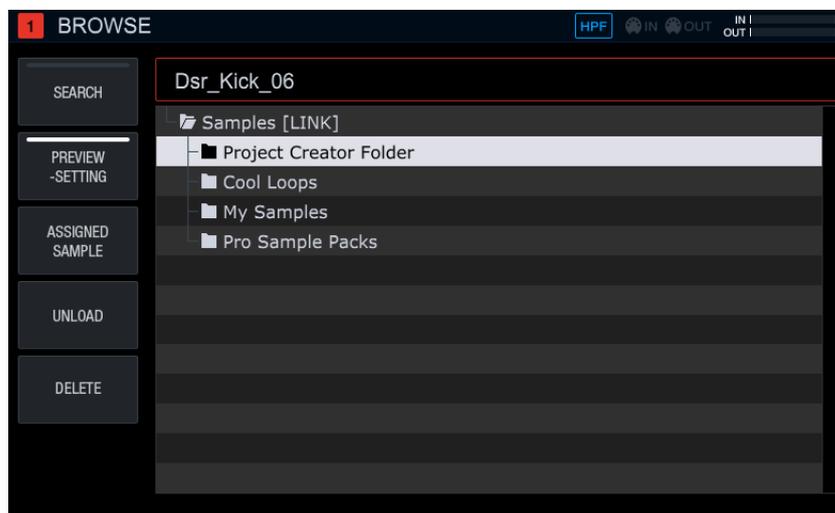
1 Select [AUTO] for [Player No.] on the UTILITY screen. (default setting)

2 Player No. indicator is lit when connected to network.

Share sample folders (DJS-1000)

Projects and samples stored in a computer connected via network can be used on the DJS-1000.

When this feature is enabled, [LINK] is shown on the screen for each function.



Similarly, the following functions can be used when connected via network.

PROJECT	Open, Save, Render Audio
SAMPLE	Load, Preview

6. Others

6.1. Disclaimer

Please note that Pioneer DJ cannot accept responsibility for the legality, morality or reliability of operation with regard to the use of DJS-TSP Project Creator by customers. Problems in operation of DJS-TSP Project Creator may arise due to the operating environment of the customer's computer and of DJS-TSP Project Creator, or conflict with other software.

Please note that Pioneer DJ cannot accept responsibility for loss of your registered information. Please make a separate note of information you have registered and store it in a safe place.

6.2. Trademarks and licenses

- Pioneer DJ is a trademark of the PIONEER CORPORATION and is used under license.
 - DJS-TSP Project Creator is a registered trademark or trademark of Pioneer DJ Corporation.
 - Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
 - Apple, Finder, iTunes, Macintosh, macOS, OS X and iOS are trademarks of Apple Inc., registered in the U.S. and other countries.
 - App Store is a service mark of Apple Inc.
 - The names of companies and products mentioned herein are the registered trademarks or trademarks of their respective owners.
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6.3. Copyright warning

The use of DJS-TSP Project Creator is restricted with regard to the playing and copying of copy-protected music.

- The program may not operate properly if copy-protect encryption data is embedded in recorded media.
- Playback, analysis, and other operations may stop if copy-protect encryption data is detected as embedded in recorded media.

The material you record is for your own listening enjoyment, and cannot be used for other purposes without permission from the copyright owner.

- Music recorded from CDs and other media may be protected by the copyright laws of individual countries as well as by international convention. You are solely responsible for the lawful use of the recordings you make.
- When handling music that has been downloaded over the internet, the person who has downloaded the music is fully responsible for using the music in compliance with his/her contract with the site from which the music was downloaded.

6.4. Software end user license agreement

This “Software End User License Agreement” (“Agreement”) is between you (both the individual installing the Program and any single legal entity for which the individual is acting) (“You” or “Your”) and Pioneer DJ Corporation (“Pioneer DJ”).

TAKING ANY STEP TO SET UP OR INSTALL THE PROGRAM MEANS THAT YOU ACCEPT ALL OF THE TERMS OF THIS LICENSE AGREEMENT. PERMISSION TO DOWNLOAD AND/OR USE THE PROGRAM IS EXPRESSLY CONDITIONED ON YOUR FOLLOWING THESE TERMS. WRITTEN OR ELECTRONIC APPROVAL IS NOT REQUIRED TO MAKE THIS AGREEMENT VALID AND ENFORCEABLE. IF YOU DO NOT AGREE TO ALL OF THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE PROGRAM AND MUST STOP INSTALLING IT OR UNINSTALL IT, AS APPLICABLE.

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- 1.1 “Documentation” means written documentation, specifications and help content made generally available by Pioneer DJ to aid in installing and using the Program.
- 1.2 “Program” means all or any part of Pioneer DJ’s software licensed to You by Pioneer DJ under this Agreement.

2. PROGRAM LICENSE

2.1 Limited License

Subject to this Agreement’s restrictions, Pioneer DJ grants to You a limited, non-exclusive, non-transferable, license (without the right to sublicense):

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- (b) To use the Documentation in support of Your Authorized Use; and
- (c) To make one copy of the Program solely for backup purposes, provided that all titles and trademark, copyright and restricted rights notices are reproduced on the copy.

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2.4 No Support

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You may not use or otherwise export or re-export the Program except as authorized by United States law and the laws of the jurisdiction in which the Program was obtained. In particular, but without limitation, the Program may not be exported or re-exported (a) into any U.S.-embargoed countries or (b) to anyone on the U.S. Treasury Department's Specially Designated Nationals List or the U.S. Department of Commerce Denied Persons List or Entity List. By using the Program, you represent and warrant that you are not located in any such country or on any such list. You also agree that you will not use the Program for any purposes prohibited by United States law,

including, without limitation, the development, design, manufacture, or production of nuclear, missile, or chemical or biological weapons.

5. U.S. GOVERNMENT RESTRICTED RIGHTS

The Program and Documentations are “commercial computer software” and “commercial computer software documentation” as those terms are defined in 48 C.F.R. §252.227-7014 (a) (1) (2007) and 252.227-7014 (a) (5) (2007). The U.S. Government’s rights with respect to the Program and Documentations are limited by this license pursuant to 48 C.F.R. § 12.212 (Computer software) (1995) and 48 C.F.R. §12.211 (Technical data) (1995) and/or 48 C.F.R. § 227.7202-3, as applicable. As such, the Program and Documentations are being licensed to the U.S. Government end users: (a) only as “commercial items” as that term is defined in 48 C.F.R. § 2.101 generally and as incorporated in DFAR 212.102; and (b) with only those limited rights as are granted to the public pursuant to this license. Under no circumstance will the U.S. Government or its end users be granted any greater rights than we grant to other users, as provided for in this license. Manufacturer is Pioneer DJ Corporation, 6F, Yokohama-i-Mark Place, 4-4-5 Minatomirai, Nishi-ku, Yokohama, Kanagawa, 220-0012, Japan.

6. DAMAGES AND REMEDIES FOR BREACH

You agree that any breach of this Agreement’s restrictions would cause Pioneer DJ irreparable harm for which money damages alone would be inadequate. In addition to damages and any other remedies to which Pioneer DJ may be entitled, You agree that Pioneer DJ may seek injunctive relief to prevent the actual, threatened or continued breach of this Agreement.

7. TERMINATION

Pioneer DJ may terminate this Agreement at any time upon Your breach of any provision. If this Agreement is terminated, You will stop using the Program, permanently delete it from your computer or mobile device where it resides, and destroy all copies of the Program and Documentation in Your possession, confirming to Pioneer DJ in writing that You have done so. Sections 2.2, 2.3, 2.4, 3, 4, 5, 6, 7 and 8 will continue in effect after this Agreement’s termination.

8. GENERAL TERMS

8.1 Limitation of Liability

In no event will Pioneer DJ or its subsidiaries be liable in connection with this Agreement or its subject matter, under any theory of liability, for any indirect, incidental, special, consequential or punitive damages, or damages for lost profits, revenue, business, savings, data, use, or cost of substitute procurement, even if advised of the possibility of such damages or if such damages are foreseeable. In no event will Pioneer DJ’s liability for all damages exceed the amounts actually paid

by You to Pioneer DJ or its subsidiaries for the Program. The parties acknowledge that the liability limits and risk allocation in this Agreement are reflected in the Program price and are essential elements of the bargain between the parties, without which Pioneer DJ would not have provided the Program or entered into this Agreement.

8.2 The limitations or exclusions of warranties and liability contained in this Agreement do not affect or prejudice Your statutory rights as consumer and shall apply to You only to the extent such limitations or exclusions are permitted under the laws of the jurisdiction where You are located.

8.3 Severability and Waiver

If any provision of this Agreement is held to be illegal, invalid or otherwise unenforceable, that provision will be enforced to the extent possible or, if incapable of enforcement, deemed to be severed and deleted from this Agreement, and the remainder will continue in full force and effect. The waiver by either party of any default or breach of this Agreement will not waive any other or subsequent default or breach.

8.4 No Assignment

You may not assign, sell, transfer, delegate or otherwise dispose of this Agreement or any rights or obligations under it, whether voluntarily or involuntarily, by operation of law or otherwise, without Pioneer DJ's prior written consent. Any purported assignment, transfer or delegation by You will be null and void. Subject to the foregoing, this Agreement will be binding upon and will inure to the benefit of the parties and their respective successors and assigns.

8.5 Entire Agreement

This Agreement constitutes the entire agreement between the parties and supersedes all prior or contemporaneous agreements or representations, whether written or oral, concerning its subject matter. This Agreement may not be modified or amended without Pioneer DJ's prior and express written consent, and no other act, document, usage or custom will be deemed to amend or modify this Agreement.

8.6 You agree that this Agreement shall be governed and construed by and under the laws of Japan.

6.5. Support page

Before making inquiries on DJS-TSP Project Creator operating procedures or technical issues, please read this manual and check the FAQ provided on the Pioneer DJ Global Site.

< Pioneer DJ Global Site >

pioneerdj.com/support/

- Pioneer DJ Corporation collects your personal information for the following purposes:
 1. To provide customer support for your purchased product
 2. To inform you of product or event information via e-mail
 3. To obtain feedback collected by survey for product planning purposes
 - Your personal information is kept confidential corresponding to the privacy policy set forth by our company.
 - Pioneer DJ's privacy policy can be viewed on the Pioneer DJ Global Site.
- When making inquiries regarding DJS-TSP Project Creator, please be sure to let us know your computer type and specifications (CPU, installed memory and other connected peripherals, etc.), the operating system and its version, as well as concrete information regarding the issue at hand.
- Update programs will be available for download on the Pioneer DJ support page. We strongly recommend you check for the updates to always use the latest version of DJS-TSP Project Creator.