

DDJ-FLX6

Hardware Diagram for TRAKTOR PRO 3



Rear panel



Front panel



Group	No.	Name	Function	Function (+SHIFT)
1.DECK All the functions assigned on the right deck are the same as those on the left deck shown below.				
	1	PLAY/PAUSE	Play/Pause	CUP
	2	CUE	Set/Call cue, Back cue	Jump to track start
	3	SHIFT	SHIFT	—
	4	JOG	platter	Scratch (Vinyl mode on)
			pitch bend (Vinyl mode off)	Skip mode
		wheel side	Pitch bend	Pitch bend
	5	DECK SELECT	Select deck	Dual Deck mode on/off
	6	JOG CUTTER	—	—
	7	LOOP IN	Loop in	—
	8	LOOP OUT	Loop out	—
	9	RELOOP/EXIT	Loop Active on/off	Loop Active on/off
	10	CUE/LOOP <	Jump to Prev Cue/Loop	Loop cutter
	11	CUE/LOOP >	Jump to Next Cue/Loop	Loop double
	12	CUE/LOOP MEMORY	Store Floating Cue/Loop as Next Hot Cue	Delete current Hot Cue
	13	MERGE FX PRESET	Change the MERGE FX type	Change the MERGE FX type (reverse order)
	14	MERGE FX	turn	MERGE FX parameter
			press	MERGE FX on/off
	15	BEAT SYNC	Beat Sync on/off	—
	16	MASTER	Set as Tempo Master	Tempo Range
	17	TEMPO	Tempo	—
2.EFFECT				
	1	BEAT FX SELECT	Select FX	Select FX (reverse order)
	2	BEAT FX CH SELECT	Select FX channel	Select FX channel (reverse order)
	3	BEAT <	Select parameter for FX	—
	4	BEAT >	Select parameter for FX	—
	5	LEVEL/DEPTH	FX Dry/Wet	—
	6	BEAT FX ON/OFF	FX on/off	—
3.MIXER				
	1	DECK4/SAMPLER SELECTOR	Track Deck x2, Remix Deck x2 / Track Deck x4 switching	
	2	MASTER LEVEL	Master level volume	
	3	HEADPHONE CUE (MASTER)	Master out monitor on/off	—
	4	BOOTH LEVEL	Booth monitor level volume	
	5	TRIM	Trim	
	6	EQ (HI, MID, LOW)	EQ (HI, MID, LOW)	
	7	FILTER	Filter parameter	
	8	HEADPHONE CUE (CHANNEL)	Channel monitor on/off	Tap BPM
	9	CHANNEL FADER	Channel fader	
	10	CROSSFADER	Crossfader	
	11	MIC ATT.	Mic Attenuator	
	12	HEADPHONES LEVEL	Headphones monitor level volume	
	13	HEADPHONES MIX	Headphones monitor volume balance	
	14	MIC LEVEL	Mic level volume	

Group	No.	Name	Function	Function (+SHIFT)	
4.BROWSE					
	1	BROWSE	turn	Move cursor upward/downward in list	
			press	Browser On/Off	Expand/Collapse Tree
	2	BACK	Snap On/Off	Quantize On/Off	
	3	VIEW	—	Change the screen layout	
			long press	Add or Remove Track from Preparation List	Add as next to preparation list
	4	LOAD (DECK1)	Load the selected track to the deck1	Instant doubles	
	5	LOAD (DECK2)	Load the selected track to the deck2	Instant doubles	
	6	LOAD (DECK3)	Load the selected track to the deck3	Instant doubles	
	7	LOAD (DECK4)	Load the selected track to the deck4	Instant doubles	
5.PERFORMANCE PADS					
	1	HOT CUE	HOT CUE mode	CUE LOOP mode	
	2	PAD FX	ROLL mode	KEY SHIFT mode	
	3	BEAT JUMP	BEAT JUMP mode	BEAT LOOP mode	
	4	SAMPLER	SAMPLER mode	FREEZE mode	
	5	PERFORMANCE PADS *1	HOT CUE	Set/Call Hot Cue	
			CUE LOOP *2	Cue Loop set/ReLoop	Delete Hot Cue
			—	Loop exit	—
			ROLL	Loop Roll Playback	—
			KEY SHIFT	Key Adjust -4 to +3	Key reset/Semitone Up/Semitone Down
			BEAT JUMP	Move playback position	Size Selector/Move
			BEAT LOOP	Play Auto Beat Loop	—
	SAMPLER	Play Sampler slot	Stop Sampler slot		
	—	FREEZE	Play slicer section	—	

*2 When using CUE LOOP, the quantize function must be turned ON.
If the quantize function is OFF, it may not work properly.

*1 The assignment of each pad mode is shown as follows.

HOT CUE MODE / CUE LOOP MODE

HOT CUE 1	HOT CUE 2	HOT CUE 3	HOT CUE 4
HOT CUE 5	HOT CUE 6	HOT CUE 7	HOT CUE 8

ROLL MODE

1/16 Beat	1/8 Beat	1/4 Beat	1/2 Beat
1 Beat	2 Beats	4 Beats	8 Beats

BEAT JUMP MODE

Back 4 beats	Forward 4 beats	Back 8 beats	Forward 8 beats
Back 16 beats	Forward 16 beats	Back 32 beats	Forward 32 beats

When pressing the SHIFT button

-	-	Size Selector (-)	Size Selector (+)
-	-	Move Back	Move Forward

SAMPLER MODE

Slot 1-1	Slot 2-1	Slot 3-1	Slot 4-1
Slot 1-2	Slot 2-2	Slot 3-2	Slot 4-2

When pressing the SHIFT button

Stop Slot 1-1	Stop Slot 2-1	Stop Slot 3-1	Stop Slot 4-1
Stop Slot 1-2	Stop Slot 2-2	Stop Slot 3-2	Stop Slot 4-2

KEY SHIFT MODE

KEY 0	KEY +1	KEY +2	KEY +3
KEY -4	KEY -3	KEY -2	KEY -1

When pressing the SHIFT button

KEY 0	-	-	Semitone Up
-	-	-	Semitone Down

BEAT LOOP MODE

1/4 beat LOOP	1/2 beat LOOP	1 beat LOOP	2 beats LOOP
4 beats LOOP	8 beats LOOP	16 beats LOOP	32 beats LOOP

FREEZE MODE

SLICE 1	SLICE 2	SLICE 3	SLICE 4
SLICE 5	SLICE 6	SLICE 7	SLICE 8