

# DDJ-FLX6

## Hardware Diagram for rekordbox



Rear panel



Front panel



Group	No.	Name	Function	Function (+SHIFT)	
<b>1.DECK</b>	All the functions assigned on the right deck are the same as those on the left deck shown below.				
	1	PLAY/PAUSE	Play/Pause		
	2	CUE	Set/Call cue, Back cue	Jump to track start	
	3	SHIFT	SHIFT	—	
	4	JOG	platter	Scratch (Vinyl mode on)	Search
				Pitch bend (Vinyl mode off)	Search
			wheel side	Jog Cutter (Jog Cutter on)	—
				Pitch bend	—
	5	DECK SELECT	Change decks	Dual Deck mode on/off	
	6	JOG CUTTER	Jog Cutter mode on/off	Vinyl mode on/off	
	7	LOOP IN	—	—	
			loop on	Loop in adjustment	
			long press	4 Beat Loop on	
	8	LOOP OUT	—	—	
			loop on	Loop out adjustment	
	9	RELOOP/EXIT	Reloop/Exit	Active Loop on/off	
	10	CUE/LOOP <	—	—	
loop on			Loop cutter		
11	CUE/LOOP >	—	—		
		loop on	Loop double		
12	CUE/LOOP MEMOEY	Save a cue/loop	Delete a cue/loop		
13	MERGE FX SELECT	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 the relevant deck as the master	Tempo Range		
17	TEMPO	Tempo	—		
<b>2.EFFECT</b>	1	BEAT FX SELECT	Select Beat FX	Select Beat FX (reverse order)	
	2	BEAT FX CH SELECT	Select Beat FX channel	Select Beat FX channel (reverse order)	
	3	BEAT <	Select beats for Beat FX	BPM auto mode on	
	4	BEAT >	Select beats for Beat FX	BPM tap mode on	
	5	LEVEL/DEPTH	Beat FX parameter	—	
	6	BEAT FX ON/OFF	Beat FX on/off	Release FX on	
<b>3.MIXER</b>	1	DECK4/SAMPLER SELECTOR	Select the Deck4 or Sampler	—	
	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	Channel fader start	
	10	CROSSFADER	Crossfader	Crossfader start	
	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)	
<b>4.BROWSE</b>	1	BROWSE	turn press	Move the cursor in track list/tree view. Enlarge or shrink the enlarged waveform.	
	2	BACK	—	Move the cursor between the tree view and track list. Open a folder.	
	3	VIEW	—	Move the cursor between the tree view and track list. Enlarge or shrinks the browse area.	
	4	LOAD (DECK1)	long press	Register or delete the selected track to/from Tag List.	
			press twice	Load the selected track to the deck1.	
	5	LOAD (DECK2)	press twice	Instant doubles Sort by track title.	
	6	LOAD (DECK3)	press twice	Instant doubles Sort by key.	
7	LOAD (DECK4)	press twice	Instant doubles Sort by artist.		
<b>5.PERFORMANCE PADS</b>	1	HOT CUE	—	HOT CUE mode	
	2	PAD FX	—	PAD FX mode	
	3	BEAT JUMP	—	BEAT JUMP mode	
	4	SAMPLER	—	SAMPLER mode	
	5	PERFORMANCE PADS *1	HOT CUE	Set/Call Hot Cue	Delete Hot Cue
			KEYBOARD	Playback starts from the Hot Cue point, with the sound pitch assigned to that pad	Change the pitch set to the Performance Pad.
			PAD FX	PAD FX on	—
			KEY SHIFT	Change the key, with the sound pitch assigned to that pad.	Change the pitch set to the Performance Pad.
			BEAT JUMP	Move playback position	Change the number of beats set to the Performance Pad.
			BEAT LOOP	Auto Beat Loop on/off	—
SAMPLER	Play a sampler sound	Stop a sampler sound Load a track to a sampler slot			
SAMPLE SCRATCH	Load a sampler sound to deck	Unload a sampler sound loaded to deck			

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

Hot Cue mode

Hot Cue A	Hot Cue B	Hot Cue C	Hot Cue D
Hot Cue E	Hot Cue F	Hot Cue G	Hot Cue H

Keyboard mode

PAGE1

Semitone +12	No assignment	No assignment	No assignment
Semitone +8	Semitone +9	Semitone +10	Semitone +11

PAGE2 (Default)

Semitone +4	Semitone +5	Semitone +6	Semitone +7
Semitone ±0	Semitone +1	Semitone +2	Semitone +3

PAGE3

Semitone -4	Semitone -3	Semitone -2	Semitone -1
Semitone -8	Semitone -7	Semitone -6	Semitone -5

PAGE4

Semitone -12	Semitone -11	Semitone -10	Semitone -9
No assignment	No assignment	No assignment	No assignment

Pad FX mode

Without holding the [SHIFT]button

Effect A	Effect B	Effect C	Effect D
Effect E	Effect F	Effect G	Effect H

While holding the [SHIFT]button

Effect I	Effect J	Effect K	Effect L
Effect M	Effect N	Effect O	Effect P

Key Shift mode

PAGE1

Semitone +12	No assignment	Noassignment	No assignment
Semitone +8	Semitone +9	Semitone +10	Semitone +11

PAGE2 (Default)

Semitone +4	Semitone +5	Semitone +6	Semitone +7
Semitone ±0	Semitone +1	Semitone +2	Semitone +3

PAGE3

Semitone -4	Semitone -3	Semitone -2	Semitone -1
Semitone -8	Semitone -7	Semitone -6	Semitone -5

PAGE4

Semitone -12	Semitone -11	Semitone -10	Semitone -9
No assignment	No assignment	No assignment	No assignment

PAGE5

Key Sync on/off	Semitone Up	Semitone +7	Semitone +12
Key Reset	Semitone Down	Semitone -5	Semitone -12

Beat Jump mode

PAGE1

FINE (left direction)	FINE (right direction)	1/8 beat (left direction)	1/8 beat (right direction)
1/4 beat (left direction)	1/4 beat (right direction)	1/2 beat (left direction)	1/2 beat (right direction)

PAGE2 (Default)

1 beat (left direction)	1 beat (right direction)	2 beats (left direction)	2 beats (right direction)
4 beats (left direction)	4 beats (right direction)	8 beats (left direction)	8 beats (right direction)

PAGE3

16 beats (left direction)	16 beats (right direction)	32 beats (left direction)	32 beats (right direction)
64 beats (left direction)	64 beats (right direction)	128 beats (left direction)	128 beats (right direction)

Beat Loop mode

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

Sampler mode / Sample Scratch mode

left deck

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

right deck

Slot 9	Slot 10	Slot 11	Slot 12
Slot 13	Slot 14	Slot 15	Slot 16