

VERSION

8

Operation Guide

VIRTUALDJ

AUDIO & VIDEO MIXING
DJ SOFTWARE

Pioneer

DDJ-SR



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A. INSTALLATION

Firmware & Drivers

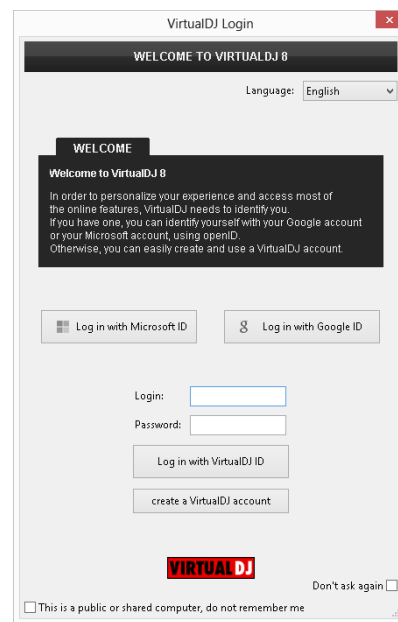
Firmware: Update the firmware of the unit to the latest version from <http://pioneerdj.com/support/product.php?c=3205&lang=en&p=DDJ-SR&t=272>

Drivers (for Windows only): Install the latest ASIO drivers from <http://pioneerdj.com/support/product.php?c=3206&lang=en&p=DDJ-SR&t=272>
No drivers are required for Mac OSX computers

VirtualDJ 8 Setup

Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

Once VirtualDJ 8 is launched, a Login Window will appear. Login with your virtualdj.com account. A **Pro Infinity**, a **Subscriber** or **PLUS License** is required to fully use the Pioneer DDJ-SR. Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ. <http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next asking to use or not the **pre-defined audio setup** with the built-in sound card of the DDJ-SR. You can still change that from Settings->AUDIO tab.



The unit is now **ready** to operate with VirtualDJ.

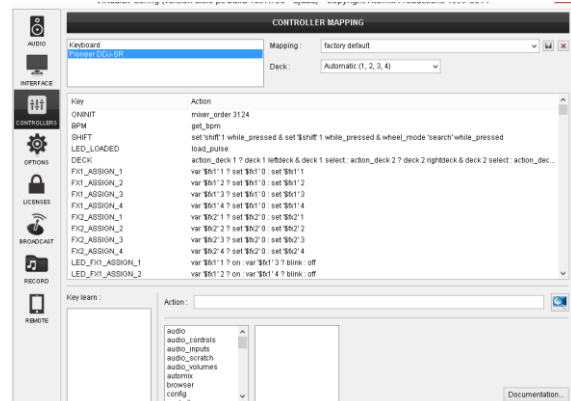
Advanced Setup

MIDI Operation

The unit should be visible in the **CONTROLLERS** tab of Config and the “**factory default**” available/selected from the Mappings drop-down list. The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions.

Find more details at

<http://www.virtualdj.com/wiki/VDJscript.html>

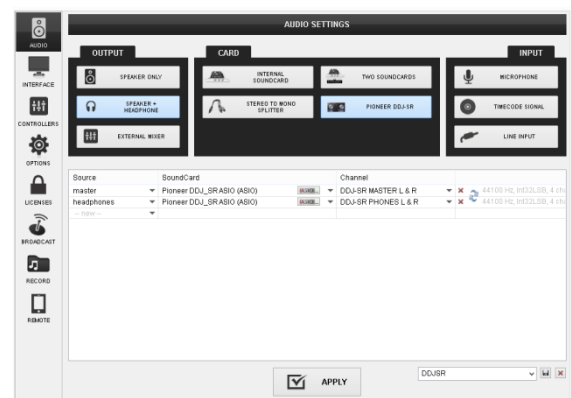


AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

Please read the manual of DDJ-SR for further Audio capabilities-setups.

<http://pioneerdj.com/support/product.php?lang=en&p=DDJ-SR&t=man>



For further software settings please refer to the User Guides of VirtualDJ 8.

<http://www.virtualdj.com/wiki/PDFManuals.html>

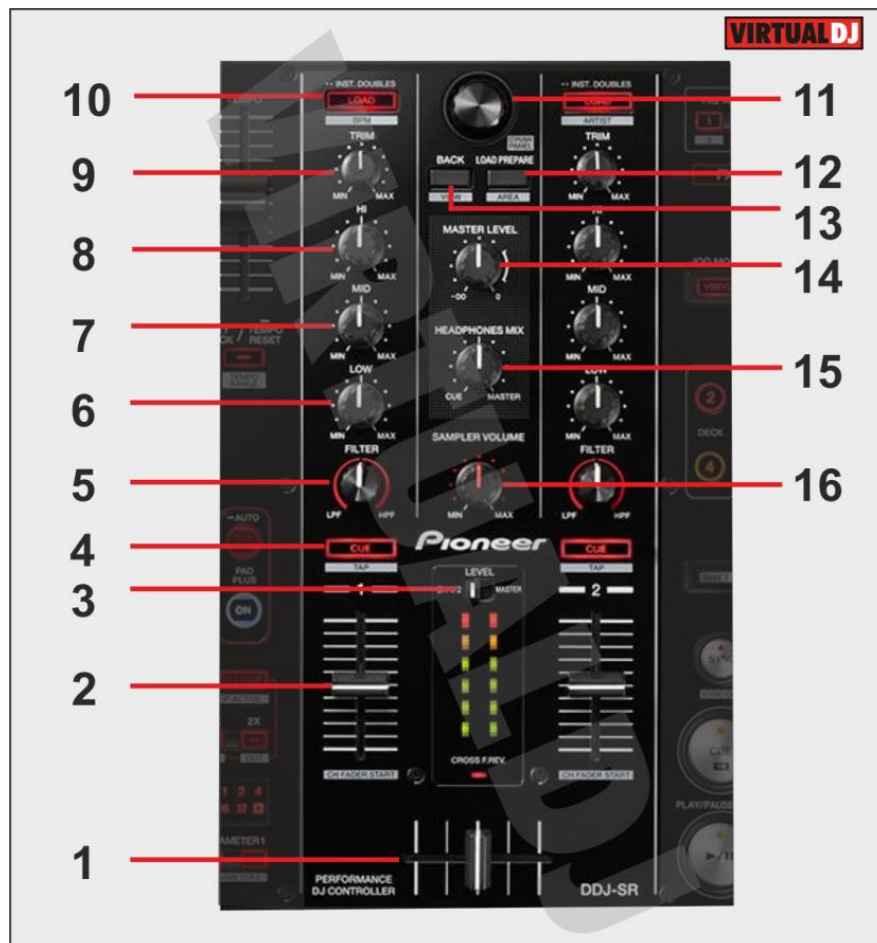
PAD PLUS mode

The unit offers an additional **PAD PLUS mode** for the PADs. In order to get the functionality of this mode, you will need to **switch the device to the Serato mode**.

How to:

- Power off the unit (from the switcher on the rear side)
- While holding the **left SHIFT** and **left PLAY** buttons on the DDJ-SR, power on the unit.
- Press the **KEYLOCK** button to switch between the “Other DJ Application” and “Serato” mode. When KEYLOCK is **OFF** the unit is on Serato mode

B. MIXER



1. **CROSSFADER:** Blends audio between the left and right channels.
2. **VOLUME:** Alter the sound of the selected software Deck, depending on the (22) Deck Selectors. While **SHIFT** is held down, the VOLUME faders will stop the deck at the previously selected Cue point when these reach the minimum level (zero) and will start the deck (synced to the other deck) if those move from the zero position. (**Fader Start**)
3. **LEVEL METERS VIEW:** Switch to **MASTER** position if you wish the Volume Indicator LEDs to show the level of the Master Output. Switch to **CH1-2** position to view the outputted level of the left and right selected software decks.
4. **PFL.** Press this button to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit. Cued deck depends on the (22) Deck Selectors. Press **SHIFT** and then one of the PFL buttons to **manually tap** the tempo of the loaded track.

5. **FILTER.** Applies a High Pass/Low Pass Filter on the track (middle position is Off position).
6. **EQ-LOW:** Adjust the low (bass) frequencies of the corresponding software deck.
7. **EQ-MID:** Adjust the middle (mid) frequencies of the corresponding software deck
8. **EQ-HI:** Adjust the high (treble) frequencies of the corresponding software deck
9. **TRIM:** Adjusts the audio level (gain) of the corresponding software deck.
10. **LOAD:** Press one of these buttons while a track is selected to **load** it to left Deck (1 or 3) or right Deck (2 or 4) respectively, depending on the Deck Selectors (22). Press and **hold** the same button for more than 1 second, to **unload** the same deck. Press **SHIFT** and the left/right LOAD buttons to **sort the tracks** of the Songs list by BPM/Artist to descending or ascending order.
11. **BROWSE Knob/push :**

 Knob: Scrolls through files or folders. When **SHIFT** is pressed it navigates the Prelisten position
 Push: If focus is on Songs list or Sideview, loads the track to the Prelisten player. If focus is on the Folders list, enters the Songs List. When **SHIFT** is pressed, it set focus to the Folders list or opens/closes subfolders if focus is on the folders list.
12. **LOAD PREPARE:** Adds the selected track to the Automix list of SideView. When **SHIFT** is pressed (**AREA**), it cycles through the available view of Sideview (Automix, Sidelist, Sampler, Karaoke, Clone views)
13. **BACK:** Cycles through the available Browser windows (Folders, Songs, SideView). When **SHIFT** is pressed (**VIEW**) opens/closes the Sideview window of Browser
14. **MASTER VOLUME :** Adjusts the Master Output Volume (Hardware operation)
15. **PHONES VOLUME :** Adjusts the Headphones (CUE) Output Volume (Hardware operation)
16. **SAMPLER VOLUME:** Adjusts the Master Volume of the Sampler.

C. DECKS



- 17. PLAY:** Play/Pauses the track. Hold SHIFT and then press this button to play the track in Stutter mode (while pressed)
- 18. CUE:** When the Deck is paused, you can set a temporary Cue Point by moving the Platter to place the Audio Pointer at the desired location and then pressing the Cue Button. During playback, you can press the Cue Button to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.). If the Deck is paused, you can press and hold the Cue Button to play the track from the Temporary Cue Point. Releasing the Cue Button will return the track to the temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the Cue Button, then press and hold the Play Button, and then release both buttons.
Hold SHIFT and then press this button to return to the beginning of the track
- 19. SYNC:** Syncs the deck with the opposite one. Hold SHIFT and then press this button to set the deck as Master Deck. Using 4 decks skins, all other decks will sync to the Master Deck.

- 20. SHIFT:** The SHIFT button if held offers additional functionality to several buttons/knobs.
- 21. JOG:** Touch sensitive platter for scratching (vinyl mode) or bending (CD Mode). Hold SHIFT and use the JOG in Seek (Search) mode.
- 22. DECK SELECTORS:** Select the deck you wish to control with both Deck and Mixer buttons/knobs/faders (1/3 for the left side and 2/4 for the right side).
- 23. VINYL:** Sets the Jog of the deck to Bend (CD) or Scratch (Vinyl) Mode.
- 24. PITCH FADER :** Adjusts the Tempo of the track
- 25. SLIP:** Enables Slip Mode on each deck. Several software functions (such as Jogwheel movements, HotCues and Loops) will apply temporary on the track, and the track will return to the position it would have been when those functions are not triggered.
- 26. KEYLOCK:** Press this button to enable/disable the Master Tempo (Key Lock) of the deck. Press and hold the same button to reset the Tempo (PITCH) to zero position. Hold SHIFT and press this button to select one of the available Pitch ranges for the PITCH/Tempo Slider.
- 27. PAD PLUS MODE:** The PAD MODE is fully supported in VirtualDJ 8, if the unit is set to the [appropriate mode](#). In this mode, several functions follow the BPM of the loaded track. See [PAD PLUS mode](#)
- 28. AUTOLOOP:** Sets an Auto Loop.
- 29. 1/2X-2X:** Halves/Doubles the size of the Loop. Hold SHIFT and press the 1/2X or 2X buttons to set a Loop In or Loop Out point (for manual looping)
- 30. LOOP LEDs:** The Leds indicate the selected size of the Loop. The 1/ is combined with other leds to offer sizes less than 1 beat. The + indicates that a loop larger than 32 beats is selected.
- 31. PARAMETER-/+:** These buttons offer different functions depending on the Mode of the PADs. See [PADS](#).
- 32. PADS:** The 8 PADs offer different functions depending on the Mode of the PADs. See [PADS](#).

- on the FX (33) Assign buttons. Press SHIFT and then this button, to select the next available effect for slot 3.
- 37. TAP.** Press this button to manually tap the tempo of the track. Press SHIFT and then this button to toggle between the **Single and Multi Effect modes**.
- 38. FX1 knob.** In **Single FX mode**, controls the 1st effect parameter of the selected effect. Hold SHIFT to control the 4th effect parameter of the selected effect (if available). The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of slot 1. Hold SHIFT to control the 2nd effect parameter of the selected effect of slot 1. The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons.
- 39. FX2 knob.** In **Single FX mode**, controls the 2nd effect parameter of the selected effect. Hold SHIFT to control the 5th effect parameter of the selected effect (if available). The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of slot 2. Hold SHIFT to control the 2nd effect parameter of the selected effect of slot 2. The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons
- 40. FX3 knob.** In **Single FX mode**, controls the 3rd effect parameter of the selected effect. Hold SHIFT to control the 6th effect parameter of the selected effect (if available). The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons.
In **Multi FX mode**, controls the 1st effect parameter of the selected effect of slot 3. Hold SHIFT to control the 2nd effect parameter of the selected effect of slot 3. The adjustment is applying to either deck 1, deck 2, deck 3, deck 4 or left/right deck, depending on the FX (33) Assign buttons
- 41. BEATS.** This knob is not used.

E. PADS

Pads (32) offer various functions, depending on the PAD MODE buttons. Each of the 4 PAD MODE buttons offers 2 individual modes (hold SHIFT and then press the PAD MODE button to access the additional mode).

Hot Cue mode

Press the **HOT CUE** mode button to set the PADS to **Hot Cue** mode.

Each one of the 8 pad assigns a Hot Cue Point or jumps the track to that Hot Cue Point (if assigned).

When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light on.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Leds will blink if a HotCue point exists.



The PARAMETER buttons (31) jump the song to the previous/next assigned HotCue point.

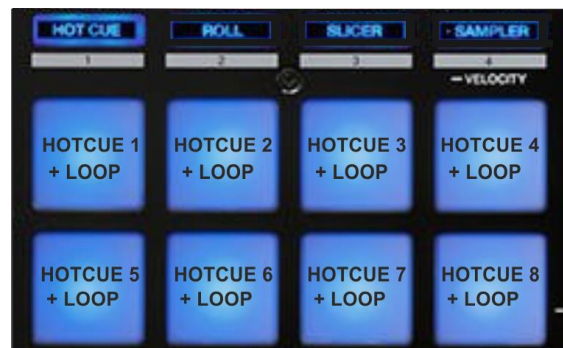
Cue Loop mode

Hold **SHIFT** and then press the **HOT CUE** mode button to set the PADS to **Cue Loop** mode. The led of the HOT CUE button will blink to indicate this mode.

In this mode each one of the 8 pads assigns a Hot Cue Point or returns the track to that Hot Cue Point, but in both cases, it also triggers a **Loop** at that point, while the Pad is pressed.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Leds will blink if a HotCue point exists.

The Loop length can be adjusted by the LOOP 1/2X and 2X buttons.



The PARAMETER buttons (31) jump the song to the previous/next assigned HotCue point.

Roll mode

Press the **ROLL** mode button to set the PADS to **Roll mode**.

This mode offers 2 different Loop Roll functions.

Roll FX mode: Press one of the 8 pad to trigger a momentary **Loop Roll FX**. The Loop Roll FX is not affecting the video output, and the waveform of the track on the VirtualDJ GUI will continue to indicate the exit point. The size of the Loop Roll varies (see image).



Loop Roll mode: Press **SHIFT** and then one of the 8 pads to trigger a momentary **Loop Roll action**. The Loop Roll actions affect the Video output and the waveform of the track on the GUI will remain to the loop position. The size of the Loop Roll varies (see image).

Loop mode

Hold **SHIFT** and then press the **ROLL** mode button to set the PADS to **Loop mode**. The led of the ROLL button will blink to indicate this mode.

Press one of the pads to trigger a **Loop** of a different size (see image). Hold **SHIFT** and then press one of the pads to trigger a **momentary Loop** (while pressed)

3 Loop Size banks are offered (**Small**, **Normal** and **Large**), selected by the PARAMETER (31) buttons.

Press the PARAMETER (<) button to select the Small loop size bank (loops 1/32 to 2 beats). Press the PARAMETER (>) button to select the Large Loop size bank (loops 1 to 128 beats).

Use the same buttons to return to the Normal loop bank (loops 1/8 to 16 beats)



Note: The leds of both PARAMETER buttons will indicate the Size bank only when the unit is at the ["Other DJ Application" mode](#)

Slicer & Slicer Hold mode

Press the **SLICER** mode button to set the PADs to SLICER mode.

The eight pads represent eight sequential beats—"Slices"—in the Beat Grid. The currently playing Slice is represented by the currently red lit pad. The red light will "move through the pads" as it progresses through each eight-Slice phrase. Press a pad to repeat that Slice (hold it down if you want to keep looping it).

Once the Pad is released the track will continue to play from the position it would have been if the pad was never pressed.



Press **SHIFT** and then the **SLICER** mode button to set the PADs to **SLICER HOLD mode**. In this mode the Slice is memorized on first press as the track continues to play. (HOLD mode)

Use the PARAMETER (31) buttons to adjust the **length of the Loop** applied to the slice. Press **SHIFT** and then the PARAMETER (31) buttons to adjust **the step of the Slices**

Sampler & Sampler Velocity mode

Press the **SAMPLER** button to set the PADs to **Sampler mode**.

Each one of the pads triggers a sample from the selected Sampler Bank of VirtualDJ. If a bank has less than 9 samples, both sides of the DDJ-SR will control the same samples. If a bank has more than 8 samples, the left side of the DDJ-SR will control samples 1 to 8 and the right side samples 9 to 16. The PAD will be lit if a sample slot is loaded and will blink if triggered.



Press the pads to **trigger a sample**. Depending on the selected **trigger Pad mode**, use **SHIFT** and the same pads **to stop the sample**.

Use the PARAMETER (31) buttons to select the **Sampler Bank** (previous/next). Press SHIFT and then the PARAMETER (31) buttons to select the **Trigger Pad mode** (on/off, hold, stutter, unmute)

Press and **hold** the **SAMPLER** Pad mode button to set the PADs to **Sampler Velocity mode**. In this mode the Pads will additionally alter the Volume of the triggered Sample depending on the pressure (velocity).

F. PAD PLUS

Press the **PAD PLUS ON** button to enter the PAD PLUS mode. In this mode several functions of the Pads depend on the tempo of the track. The tempo of the track can be set manually as well, by tapping the **TAP** button (at least 4 times). Press and **hold** the **TAP** button (led will turn off) to return to the **original tempo** (defined by VirtualDJ).

HotCue Roll mode

Press the **HOT CUE** mode button to set the PADs to **HotCue Roll** mode.

In this mode the 8 Pads have the same functionality as the [HOTCUE mode](#). In addition, the HotCues are triggered **repeatedly** (depending on the track's tempo), as long as the pad is **pressed**. The **speed** of the trigger (measured in beats) is controlled by the PARAMETER (31) buttons.

Hold **SHIFT** and then press a pad to **delete** its assigned Hot Cue Point. Leds will blink if a HotCue point exists



Trans mode

Press the **ROLL** mode button to set the PADs to **Trans mode**.

In this mode the 8 Pads **mute the Volume** of the track **repeatedly** (depending on the track's tempo) as long as the pad is **pressed**, creating a **cut effect**. Each one of the pads offers a different **speed** (beats) and the size is displayed on the PARAMETER digits (see image). The last pad offers a mute in the Volume of the track (without repeat).

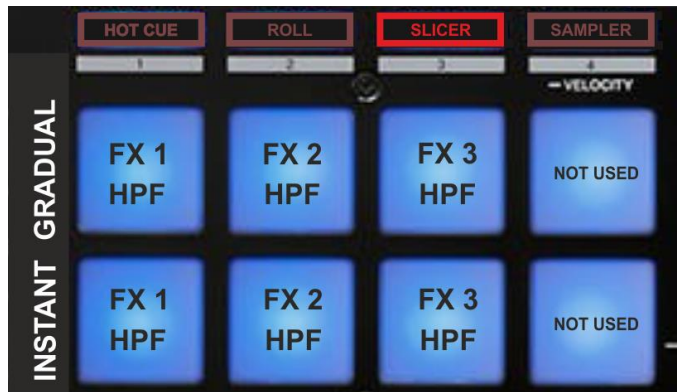


Combo FX mode

Press the **SLICER** mode button to set the PADS to **Combo FX** mode.

In this mode the first 3 Pads trigger the corresponding **FX slot** and additionally they **gradually apply a High Pass Filter (HPF)** to the track, creating a Combo (Chained) Effect. The HPF can be applied **instantly** if the lower 3 Pads are used.

Pads 4 and 8 along with the **PARAMETER (31)** buttons are **not used** (will not affect the functionality of this mode)



Sampler Roll mode

Press the **SAMPLER** mode button to set the PADS to **Sampler Roll** mode.

In this mode the 8 Pads **repeatedly** trigger the corresponding **Sampler slots** (depending on the track's tempo) as long as the pad is **pressed**, creating a **Roll Sample effect**.

The **speed** of the roll (measured in beats) is controlled by the **PARAMETER (31)** buttons

Press the pads to **trigger a sample**. Depending on the selected **trigger Pad mode**, use **SHIFT** and the same pads to **stop the sample**.



Hardware Integration Department



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