

Pioneer

Multi Player

CDJ-2000nexus

Scratch Live

Connection Guide

Connecting up to the Scratch Live

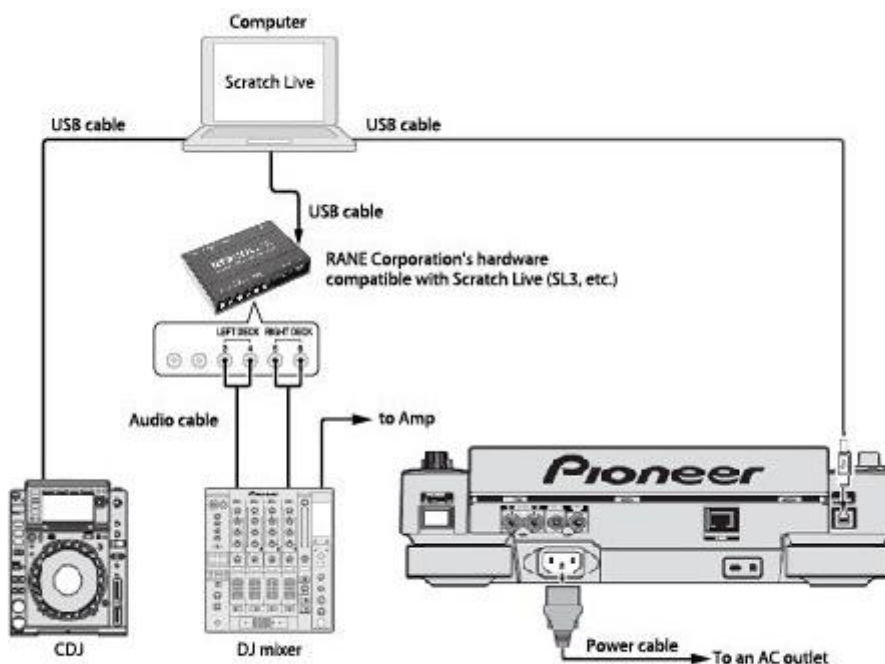
Preparations

- Upgrade the firmware of the Multi Player to the most up-to-date version. Refer to our website (<http://pioneerdj.com/support/index.php?lang=en>) for details on upgrading the firmware.
- Upgrade the Scratch Live to the most up-to-date Version. Upgrade Method: Refer to the Serato website (<http://serato.com/>) for details on operating environments.

Connections

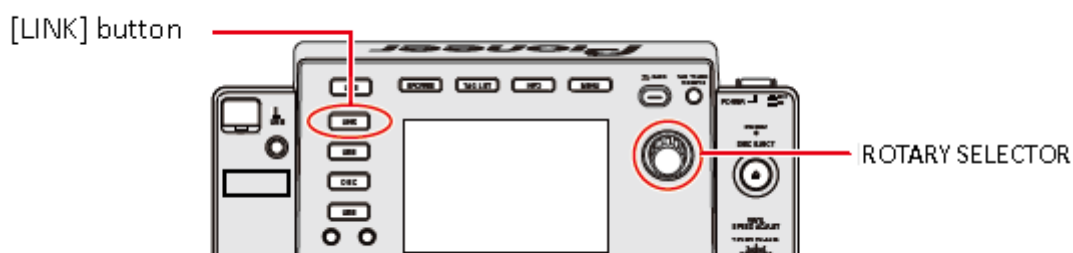
Connect the Multi Player (or players, if more one are to be connected*) to the computer with the use a USB cable.

*Up to 2 Multi Players can be connected to the Scratch Live.



Using Multi Players as Scratch Live Controllers

Switch on the power to all units once the connections have been made. Then, set up the Multi Players in accordance with the following procedures.



- 1 Press the [LINK] button on the Multi Player and then select [USB MIDI] for the [CONTROL MODE]. Press the rotary selector to set the parameter. The Multi Player is now recognized by the Scratch Live.
- 2 When [DECK:1?] is displayed on the Multi Player's main display area, select the deck to be controlled, from 1 to 2, by rotating the rotary selector. The parameters are set by pressing the rotary selector.
- 3 Set the virtual deck in Scratch Live to Internal mode(INT).

Operating the Scratch Live with Multi Player Buttons

The default settings are shown below.



| CDJ-2000nexus Control | Function |
|-----------------------|---|
| 1 | PLAY/PAUSE Toggles playback on/off |
| 2 | CUE Works as CDJ style cue button for setting and jumping to temporary cue. |
| 3 | SEARCH Fast Forward/Rewind |
| 4 | TRACK SEARCH Load Next Track/Previous Track |
| 5 | JOG DIAL Touch the top to scratch or jog. Moving the outside of the wheel will jog. |
| 6 | DIRECTION Toggles playback forward/reverse |
| 7 | SLIP MIDI mappable |
| 8 | REC/CALL Activates Hot Cue REC mode. Pressing the Hot Cue buttons will now add Cue Points or overwrite existing Cue Points at the current play position. |
| 9 | IN/CUE Set loop in point. (Press again to adjust the loop in point.) |
| 10 | HOT CUE A/B/C Trigger Cue Points. If in REC mode, press to set a Cue Point at the current play position * Adds Cue points if there are no Cue Points currently saved.(Windows only) |
| 11 | TIME MODE Toggle between time elapsed/remaining on CDJ display |
| 12 | SOURCE SELECT Select between either rekordbox/LINK/USB/SD/DISC source |
| 13 | OUT Sets loop out point. (Press again to adjust the loop out point.) |

| | | |
|----|-------------------------|--|
| 14 | BROWSE | Browse through Library |
| 15 | RELOOP/EXIT | Reloop/Exit Loop (Loop Active) |
| 16 | INFO | Displays song information |
| 17 | BACK | Moves focus back to crates |
| 18 | TAG TRACK/REMOVE | Add currently selected track to Prepare Panel |
| 19 | DISC EJECT | Eject the current track. NOTE : This also ejects any CD in the CDJ. |
| 20 | Rotary selector | Scrolls through library. Push the scroll knob to load select track or move into crate |
| 21 | NEEDLE SEARCH | When track is paused or platter is held, touch the needle search strip to scroll through track |
| 22 | TOUCH/BRAKE ADJUST | Adjust braking speed |
| 23 | CUE/LOOP CALL | Select Loop Slot |
| 24 | RELEASE/START ADJUST | Adjust starting speed |
| 25 | MEMORY | Lock the current Loop |
| 26 | JOG MODE | Toggles the jog dial mode |
| 27 | JOG ADJUST | Adjust jog dial sensitivity |
| 28 | BEAT SYNC | MIDI Mappable |
| 29 | TEMPO | Cycle through available tempo ranges |
| 30 | DELETE | Deletes current Loop |
| 31 | MASTER TEMPO | Keylock On/Off |
| 32 | TEMPO slider | Adjust pitch slider |
| 33 | TEMPO RESET | Reset Tempo to zero |

• Scratch Live is a registered trademark of Serato Audio Research LTD.

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