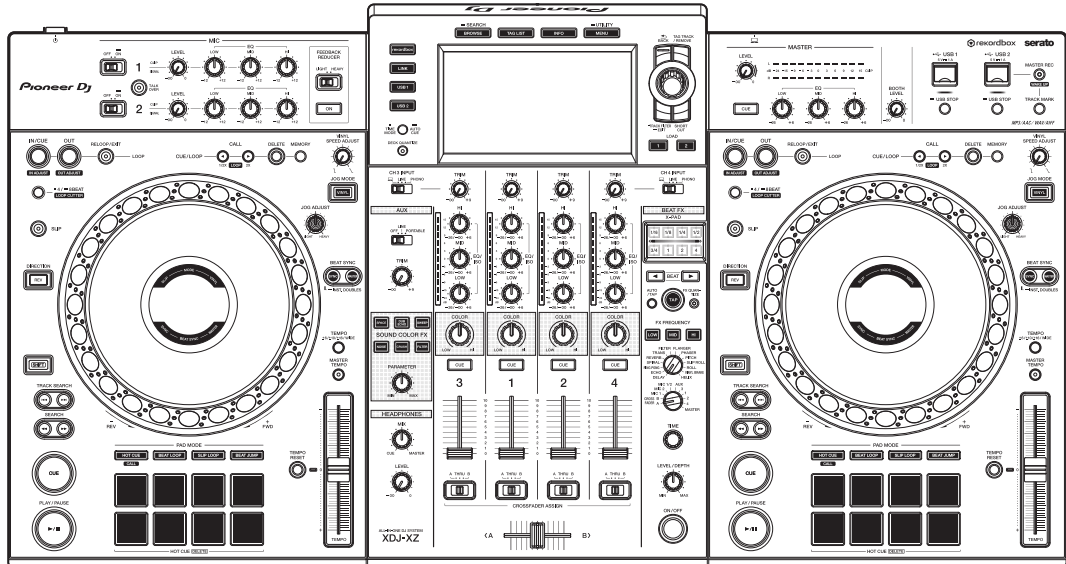


# Operating Instructions



All-In-One DJ System

# XDJ-XZ

[pioneerdj.com/support/](http://pioneerdj.com/support/)  
[rekordbox.com](http://rekordbox.com)

For the latest software information, FAQs and other support information for this product, visit the above websites.

**Pioneer Dj**

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## How to read this manual

Thank you for choosing this Pioneer DJ product.

- Be sure to read this manual and the “Operating Instructions (Quick Start Guide)” which are also included with this product. Both documents include important information that you should understand before using the unit. In particular, be sure to read the **IMPORTANT SAFETY INSTRUCTIONS**.
- In this manual, the names of channels, buttons and terminals that appear on the product, and the names of menus, etc. in the software on your PC/Mac are indicated within square brackets ([ ]). (e.g. **[CH1]**, **[CUE]** button, **[Help]** menu)
- Please note that the screens and specifications of the software, as well as the external appearance and specifications of the hardware, were still under development at the time this manual was created and may differ from the final specifications.

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# Before you start

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## Acquiring the manual

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### The unit's Operating Instructions (Quick Start Guide)

- IMPORTANT SAFETY INSTRUCTIONS are included.

Visit the Pioneer DJ support page below.

[pioneerdj.com/support/](http://pioneerdj.com/support/)

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### rekordbox Introduction / Operating Instructions

- Introduction explains how to setup rekordbox.
- Operating Instructions explains details on operating rekordbox.

Visit the rekordbox website below.

[rekordbox.com/manual](http://rekordbox.com/manual)

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## Supported sources

This unit supports the following sources.

- USB devices
- PC/Mac

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## Supported media

The unit can play music files stored on USB mass storage devices (external hard disks, portable flash memory devices, etc.).

Folder levels	Up to 8 levels (files in folders beyond the 8th level can't be played.)
Maximum number of folders	Unlimited (folders beyond the 10 000th folder within a single folder can't be displayed.)
Maximum numbers of files	Unlimited (files beyond the 10 000th file within a single folder can't be displayed.)
Supported file systems	FAT16, FAT32, HFS+ (NTFS and exFAT aren't supported.)

- Tracks managed by rekordbox can be played by connecting a USB cable to a mobile device running rekordbox (iOS/Android). For the latest supported devices, visit the Pioneer DJ support page. [pioneerdj.com/support/](http://pioneerdj.com/support/)
- For details on rekordbox (iOS/Android), see the rekordbox online support website ([rekordbox.com](http://rekordbox.com)).
- It takes time to read a connected USB device if the device contains many folders and files.

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## Unsupported USB devices

- Optical disc devices such as external DVD/CD drives

- A USB hub
- iPod (Music data on iPhone or iPod touch can only be played on this unit if it is added to the rekordbox (iOS/Android) library.)

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## Cautions on using USB devices

- Some USB devices may not operate properly when connected to this unit. Pioneer DJ will accept no responsibility whatsoever for the loss of data stored by the user on USB devices, or other direct or indirect problems arising due to the connection of USB devices to this unit.
- When a current above the permissible level is passed through the USB device insertion slot of this unit, the USB indicator will flash. Communication may be stopped by stopping the power supply to the USB device. To return to normal conditions, please remove the USB device connected to this unit. Avoid re-using the USB device for which an excess current has been detected. If the unit doesn't return to the normal condition (no communication) after you remove the USB device, turn the power of this unit off and then on again.
- If multiple partitions are set on the USB device, only the first partition can be used. (When rekordbox library information is present, the partition containing the rekordbox library information has priority.)
- USB devices equipped with flash card readers may not operate properly when connected to this unit.
- Depending on the USB device you are using, the desired performance may not be achieved.

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## Supported music file formats

This unit supports the following music file formats.

### MP3

File extension: .mp3

Compatible formats: MPEG-1 AUDIO LAYER-3

Bit depth: 16 bit

Bit rate: 32 kbps to 320 kbps

Sampling frequency: 32 kHz, 44.1 kHz, 48 kHz

Encoding method: CBR, VBR

## **AAC**

File extension: .m4a, .aac, .mp4

Compatible formats: MPEG-4 AAC LC, MPEG-2 AAC LC

Bit depth: 16 bit

Bit rate: 16 kbps to 320 kbps

Sampling frequency: 32 kHz, 44.1 kHz, 48 kHz

Encoding method: CBR, VBR

## **WAV**

File extension: .wav

Compatible formats: WAV

Bit depth: 16 bit, 24 bit

Sampling frequency: 44.1 kHz, 48 kHz

Encoding method: Uncompressed PCM

## **AIFF**

File extension: .aif, .aiff

Compatible formats: AIFF

Bit depth: 16 bit, 24 bit

Sampling frequency: 44.1 kHz, 48 kHz

Encoding method: Uncompressed PCM

## **FLAC**

File extension: .flac, .fla

Compatible formats: FLAC

Bit depth: 16 bit, 24 bit

Sampling frequency: 44.1 kHz, 48 kHz

Encoding method: Lossless compression



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## MP3 files

MP3 files support constant bit rate (CBR) and variable bit rate (VBR) files. Files in both bit rates can be played with this unit, but the searching speed is slower for VBR files than for CBR files. To prioritize operability, we recommend recording files in CBR.

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## AAC files

- AAC is the abbreviation for “Advanced Audio Coding”, a basic format of audio compression technology used for MPEG-2 and MPEG-4.
- The file format and extension of AAC data depend on the application used to create the data.
- AAC files with the “.m4a” (encoded with iTunes®), “.aac” or “.mp4” extension can be played with this unit. Copyright-protected files such as those purchased from the iTunes Store can’t be played. Some files can’t be played with this unit depending on the version of iTunes used to encode the files.

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## ID3 tags

The tag information types which can be registered from a music file are ID3 tags (v1, v1.1, v2.2.0, v2.3.0 and v2.4.0) or meta tags.

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## Music file artwork

JPEG files with the extension of “.jpg” or “.jpeg” can be added to music files as artwork.

- Images larger than 800 x 800 pixels can’t be displayed.

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## Character displays

To display the information such as track names written in local character codes other than Unicode, select the language in the **[LANGUAGE]** setting.

➔ Language settings (page 122)

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## Preparing the software

Music management software rekordbox, Serato DJ Pro and the driver software aren't included with the unit.

Visit the rekordbox website, Serato website and Pioneer DJ support page to download rekordbox, Serato DJ Pro and the driver software respectively.

- You're responsible for preparing your PC/Mac, network devices and other elements needed to connect to the internet.

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## About rekordbox and rekordbox dj

- rekordbox is comprehensive music management software designed for DJs. Music files on your PC/Mac and mobile devices can be managed (analysis, setting, creation and history storage) by using the music management software rekordbox. Excellent DJ performances can be achieved by using music files managed by rekordbox together with the unit.
- rekordbox dj is the professional performance application for rekordbox. You can use rekordbox dj by entering the rekordbox dj license key on the supplied license key card.
- For information on the latest system requirements, visit the rekordbox website below.  
[rekordbox.com/system](http://rekordbox.com/system)
- Be sure to use the latest version and latest service pack for your operating system.

- Operation isn't guaranteed on all PC/Mac models, even if the system requirements are met.
- Depending on power-saving settings and other conditions of the PC/Mac, the CPU and hard disk may not provide sufficient processing capabilities. For laptops in particular, make sure the PC/Mac is in the best condition to provide constant high-level performance when using rekordbox (e.g. by keeping the AC power connected).
- To use the internet, you need a separate contract with an internet service provider, which you may have to pay for.

## ❖ **Installing the rekordbox software**

For details on installing the rekordbox, refer to the “rekordbox Introduction.”

[rekordbox.com/manual](http://rekordbox.com/manual)

## ❖ **rekordbox (iOS/Android)**

You can play tracks managed on rekordbox on this unit by connecting a mobile device running rekordbox (iOS/Android) with this unit using a USB cable. For supported devices, see [rekordbox.com](http://rekordbox.com).

- For details on installing rekordbox (iOS/Android), see [rekordbox.com](http://rekordbox.com).

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## **Using the online support website**

Before making inquiries on rekordbox operating procedures or technical issues, read the rekordbox (Mac/Windows) user's manual and online manual and refer to the FAQ on the rekordbox online support page.

[rekordbox.com](http://rekordbox.com)

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## About the Serato DJ Pro software

Serato DJ Pro delivers all the features and performance to meet the demands of DJs at the top of their game and sets the new standard for digital DJ software.

- Serato DJ Pro is plug and play with this unit. Download the latest version from the Serato website at [serato.com](http://serato.com).
- For help regarding Serato DJ Pro, visit [support.serato.com](http://support.serato.com).

**This manual mainly focuses on explaining the hardware functions of the unit.**

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## Downloading the Serato DJ Pro software manual

- 1 Downloading the Serato DJ Pro software manual  
<http://serato.com/>
- 2 Click **[Serato DJ Pro]** in the **[Products]** menu.
- 3 Click **[Downloads]**.
- 4 Click **[Manuals and downloads]**.
- 5 Select the Serato DJ Pro software manual in the language you need.

## Downloading the Serato DJ Pro software

- 1 Visit the Serato website.

<http://serato.com/>

- 2 Click **[Serato DJ Pro]** in the **[Products]** menu.

The Serato DJ Pro download page is displayed.

- The download page is subject to change.
- 
- For information on the latest system requirements, compatibility, and supported operating systems of Serato DJ Pro, visit the website below.

<https://serato.com/dj/pro/downloads>

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## Installing the audio driver software

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### About the audio driver software

This dedicated driver software is required for the unit to output sound from your PC/Mac. To use this unit while connected to your PC/Mac on which a Windows or macOS is installed, install the driver software on your PC/Mac in advance.

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### Notes on installation

- Read Software end user license agreement carefully before installing the driver software.
- The driver installer includes installation programs in the following 12 languages.  
English, French, German, Italian, Dutch, Spanish, Portuguese, Russian, Chinese (simplified characters), Chinese (traditional characters), Korean, Japanese.
- When using an operating system in languages other than the above, select **[English]** for the installation procedure.
- The driver software is compatible with the following operating systems.
  - Mac:  
macOS Mojave 10.14, macOS High Sierra 10.13, macOS Sierra 10.12 (latest update)
  - Windows:  
Windows<sup>®</sup> 10, Windows<sup>®</sup> 8.1, Windows<sup>®</sup> 7  
32-bit version or 64-bit version  
(latest service pack)
- Turn this unit off, then disconnect the USB cable between this unit and your PC/Mac.
- Close all the applications running on your PC/Mac before installation.

- If you connect this unit to your PC/Mac without installing the driver software first, an error may occur on your PC/Mac depending on the system environment.

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## Obtaining the driver software

- 1 Visit the Pioneer DJ support page.  
[pioneerdj.com/support/](http://pioneerdj.com/support/)
- 2 Click **[Software & firmware updates]**.
- 3 Click **[XDJ-XZ]** under **[ALL-IN-ONE DJ SYSTEM]**.
- 4 Click **[Drivers]**.
- 5 Click **[Download link]**, then save the file.

---

## Installation procedure (Mac)

**Do not connect the unit to your Mac until installation is complete.**

- 1 Unzip the downloaded driver software (XDJXZM###dmg.zip).  
“###” indicates the driver software’s version.
- 2 Double-click **[XDJ-XZ\_M\_#.#.#.dmg]**.  
“#.#.#” indicates the driver software’s version.
- 3 Double-click **[XDJ-XZAudioDriver.pkg]**.
- 4 Read the information displayed on the screen and click **[Continue]** to proceed.
- 5 When the end user license agreement appears, select the language for the installation, read **[Software end user license agreement]** carefully, and then click **[Continue]**.
- 6 Click **[Agree]** box if you agree to the contents of the **[Software end user license agreement]**.  
If you don’t agree to the contents of the **[Software end user license agreement]**, click **[Disagree]** and stop installation.
- 7 Follow the on-screen instructions to install.



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## Installing the driver software on macOS Mojave 10.14 / macOS High Sierra 10.13

A new security feature has been added to macOS Mojave 10.14 / macOS High Sierra 10.13.

When installing Pioneer DJ driver software on these versions of macOS, driver software authentication is required.

**If you're installing the driver software for the first time and you're using macOS Mojave 10.14 / macOS High Sierra 10.13, you need to follow the steps below. If the driver software was installed on macOS or OS X before you updated to macOS Mojave 10.14 / macOS High Sierra 10.13, you don't need to follow these steps.**

- 1 Install Pioneer DJ's driver software in macOS Mojave 10.14 or macOS High Sierra 10.13.

The following dialog box will appear during driver software installation.



- 2 Click **[Open Security Preferences]**.

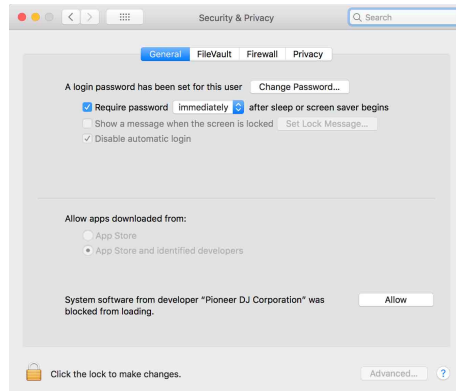
The **[Security & Privacy]** dialog box is displayed.

- 3 Check that **[System software from developer "Pioneer DJ Corporation" was blocked from loading.]** appears at the bottom of the screen.

This message will be displayed for 30 minutes after you start the installation of the driver software.

# Before you start

If it isn't displayed, reinstall the driver software.



- 4 Click **[Allow]** at the bottom right of the screen.
- 5 When this unit is connected to a Mac, disconnect the USB cable and then reconnect it again.

---

## Installation procedure (Windows)

**Do not connect the unit to your PC until installation is complete.**

- Log into your PC as administrator before starting the installation.
- 1 Unzip the downloaded driver software (XDJXZ####exe.zip).  
“####” indicates the driver software’s version.
  - 2 Double-click [**XDJ-XZ\_#.###.exe**].  
“#.###” indicates the driver software’s version.
  - 3 When the language selection screen appears, select the language for the installation and then click [**OK**].
  - 4 Read [**Software end user license agreement**] carefully, select [**I agree.**] if you agree to the contents, and click [**OK**].  
If you don’t agree to the contents, click [**Cancel**] to cancel the installation.
  - 5 Follow the on-screen instructions to install.

## Setting utility software

You can use the setting utility to perform the checks and settings described below.

- Adjusting the buffer size (when ASIO is used) (page 21)
- Checking the version of the driver software (page 21)

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## Displaying the setting utility

### For Mac

In Finder, open the **[Applications]** folder, then click the **[Pioneer] > [XDJ-XZ] > [XDJ-XZ driver version display utility]**.

### For Windows 10

In the **[Start]** menu, click **[Pioneer] > [XDJ-XZ Setting Utility]**.

### For Windows 8.1

In **[Apps view]**, click **[Pioneer] > [XDJ-XZ Setting Utility]**.

### For Windows 7

In the Windows **[Start]** menu, click **[All Programs] > [Pioneer] > [XDJ-XZ] > [XDJ-XZ Setting Utility]**.

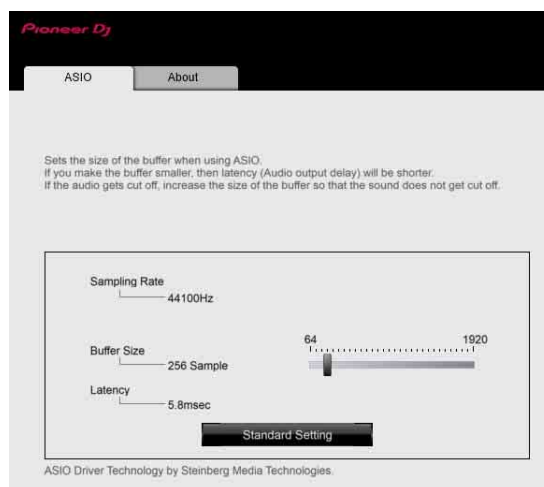
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## Adjusting the buffer size (when ASIO is used)

You can use this feature only with a Windows operating system.

- If an application using the unit as the default audio device (DJ software, etc.) is running, quit the application before adjusting the buffer size.
- Display the setting utility before starting.

Click the [ASIO] tab.



- If a large buffer size is set, drops in audio data (breaks in the sound) occur less easily, but the time lag due to the delay in the transfer of the audio data (latency) increases.

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## Checking the version of the driver software

- Display the setting utility before starting.

Click the [About] tab.

---

## **USB connection (LINK Export) driver software for rekordbox (Mac/Windows)**

- Dedicated driver software is required for connecting the unit and rekordbox (Mac/Windows) via USB (LINK Export).
- For details on installing the driver software, visit the Pioneer DJ support page.  
[pioneerdj.com/support/](http://pioneerdj.com/support/)

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# Connections

- Only connect the power cord to a power outlet after you've made all other connections.
- Turn off the unit and disconnect the power cord from the outlet before connecting different devices or changing connections.
- Refer to the operating instructions for any devices you want to connect.
- Be sure to use the supplied power cord.
- Connect the unit to your PC/Mac directly using the supplied USB cable.
- Use the shielded LAN cable supplied with the connecting device when you connect to the **[LINK (CH3/CH4)]** terminal.
- When sharing music files or information using PRO DJ LINK, don't disconnect the LAN cable.

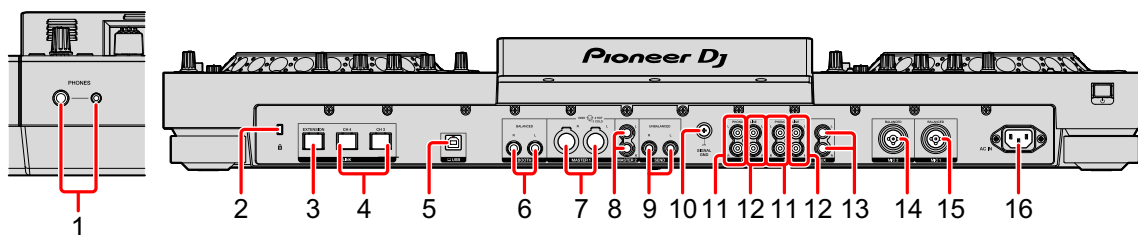
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## Connecting input/output terminals

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### Front panel, rear panel



### 1 PHONES output terminals

Connects your headphones.

Stereo phone plugs ( $\varnothing$  6.3 mm) and stereo mini phone plugs ( $\varnothing$  3.5 mm) can be used.

## 2 Kensington security slot

Connects a cable lock for security.

## 3 LINK (EXTENSION) terminal

Use this terminal for expanding PRO DJ LINK.

Connects the LAN terminal, etc. of the PC/Mac running rekordbox.

## 4 LINK (CH3/CH4) terminals

Connects the LINK terminal of the Pioneer DJ's DJ player. (PRO DJ LINK)

## 5 USB port

Connects your PC/Mac.

## 6 BOOTH output terminals

Outputs for a booth monitor.

- Be sure to use the **[BOOTH]** output terminals for a balanced output. If they are connected to an unbalanced input (such as RCA or TS) with a TRS to RCA converter cable, TS cable, etc., the sound quality may be lowered or noise may occur.

## 7 MASTER1 output terminals

Connects a powered speaker, a power amplifier, etc.

- Do not connect a device that provides phantom power, or the power cord of another product, to these terminals.
- Be sure to use the **[MASTER1]** output terminals for a balanced output. If they are connected to an unbalanced input (such as RCA) with an XLR to RCA converter cable (or converter adapter), etc., the sound quality may be lowered or noise may occur. Use the **[MASTER2]** output terminals for an unbalanced input (such as RCA).

## 8 MASTER2 output terminals

Connects a powered speaker, a power amplifier, etc.

## 9 SEND output terminals

Outputs the sound from the channel specified with the **[BEAT FX]** channel selector switch to the external device such as a DJ sampler.



## **10 SIGNAL GND terminal**

Connects the ground wire of a turntable to reduce noise that occurs when a turntable is connected.

## **11 PHONO input terminals**

Connects a phono level (for MM cartridges) output device (turntable, etc.). Do not input a line level signal.

## **12 LINE input terminals**

Connects a line level output device (DJ player, etc.).

## **13 AUX input terminals**

Connects a line level output device (DJ player, etc.) or a portable player.

## **14 MIC2 input terminal**

Connects a microphone.

## **15 MIC1 input terminal**

Connects a microphone.

## **16 AC IN terminal**

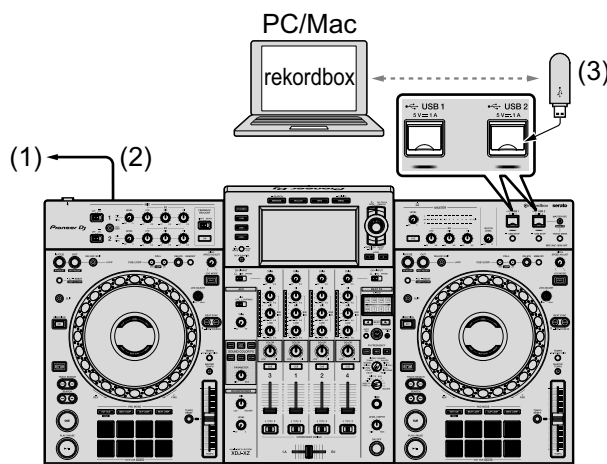
Connects to a power outlet.

## Basic style

You will use tracks prepared on your PC/Mac running rekordbox. For operations on rekordbox, see the rekordbox (Mac/Windows) user's manual in the **[Help]** menu of rekordbox (Mac/Windows). You can also connect up to 2 DJ players with the PRO DJ LINK connections by using a LAN cable (CAT5e).

### ❖ PRO DJ LINK (USB Export)

You can use rekordbox music files and data on a memory device such as a flash memory device or a hard disk drive without using your PC/Mac. You can make performances using information such as playlists, cues, loop points and Hot Cues prepared on rekordbox.



(1) To power outlet, (2) Power cord (supplied), (3) USB device on which rekordbox data is stored

### ❖ PRO DJ LINK (LINK Export)

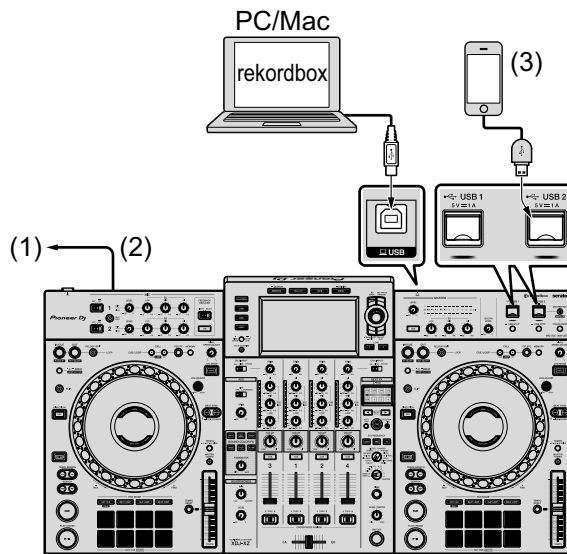
- You can select and play tracks managed on rekordbox on this unit by plugging the unit into your PC/Mac running the app using a USB cable, LAN cable (CAT5e) or wireless LAN (Wi-Fi) router. You can make performances using information such as playlists, cues, loop points and Hot Cues prepared on rekordbox.

- You can select and play tracks managed on rekordbox on this unit by plugging the unit into a mobile device running rekordbox (iOS/Android) using a USB cable or wireless LAN (Wi-Fi) router.
- Prepare a cable for connecting this unit with an iPhone or iPod.
- Install the driver software on your PC/Mac running rekordbox (Mac/Windows) before plugging the unit into the PC/Mac via USB (LINK Export). For details, see: USB connection (LINK Export) driver software for rekordbox (Mac/Windows) (page 22)

## Compatible iPhone and iPod

- Made for iPhone Xs Max, iPhone Xs, iPhone XR, iPhone X, iPhone 8, iPhone 8 Plus, iPhone 7, iPhone 7 Plus, iPhone SE, iPhone 6s, iPhone 6s Plus, iPhone 6, iPhone 6 Plus, iPhone 5s and iPod touch (6th generation).
- For the latest compatible models, see rekordbox.com.

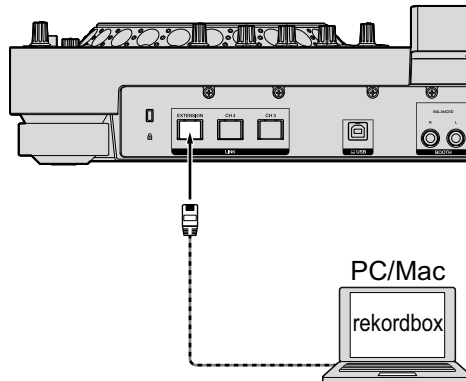
## When using a USB cable



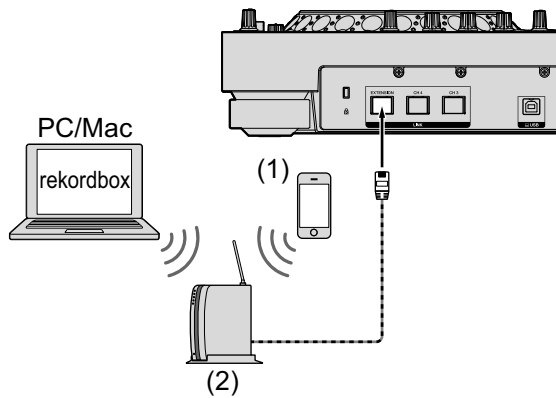
(1) To power outlet, (2) Power cord (supplied) (3) Mobile device running rekordbox

- If you connect the rekordbox (iOS/Android) to the unit, you can't load a track from rekordbox (iOS/Android) to the linked DJ player.

## When using a LAN cable



## When using a wireless LAN router and access point

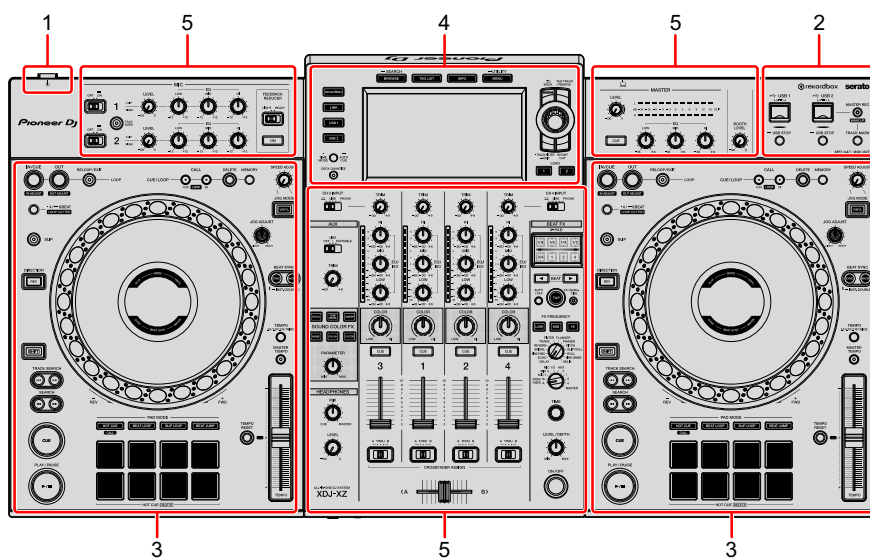


(1) Mobile device running rekordbox, (2) Wireless LAN router and access point

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# Part names and functions

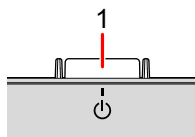


- 1 Power section (page 29)**
- 2 USB device section (page 30)**
- 3 Deck section (page 32)**
- 4 Browse section (page 66)**
- 5 Mixer/effect section (page 92)**

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## Power section

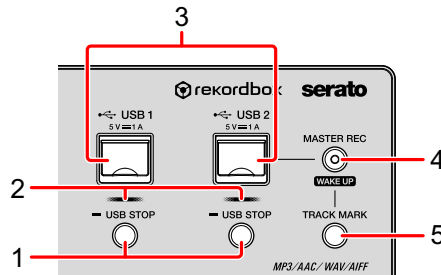


### **1** switch

Switches the unit between power on and off.

 Read more: Turning the power on (page 111)

## USB device section



### 1 USB 1, 2 STOP buttons

Press for over 2 seconds before disconnecting USB devices from this unit.

➡ Read more: Connecting and disconnecting USB devices (page 111)

### 2 USB 1, 2 indicators

Lights or flashes when this unit is communicating with the USB device.

➡ Read more: Connecting and disconnecting USB devices (page 111)

### 3 USB 1, 2 slots

Connects USB devices.

➡ Read more: Connecting and disconnecting USB devices (page 111)

### 4 MASTER REC (WAKE UP) button

- **MASTER REC:** Records sound output from the unit on a USB device connected to the USB2 slot.

➡ Read more: Recording the performance (page 31)

- **WAKE UP:** Cancels Standby mode.

➡ Read more: Auto standby setting (page 120)

### 5 TRACK MARK button

Splits a track while the track is being recorded on the USB device.

➡ Read more: Splitting a track while recording (page 31)

## Recording the performance

You can record the sound from the **[MASTER]** output as a WAV file on a USB device.

- The name of the files created when the sound is recorded is in the format **[REC\*\*\*.WAV]** (\*\*\*) is a 3-digit number).
- 1 Connect the USB device to the USB2 slot.
  - 2 Press the **[MASTER REC (WAKE UP)]** button.  
Recording starts.  
The **[MASTER REC (WAKE UP)]** button flashes.
    - When the **[MASTER REC (WAKE UP)]** button is pressed again, the lighting of the **[MASTER REC (WAKE UP)]** button turns off and recording stops.
    - Approximately 90 minutes recording is possible with 1 GB USB device.

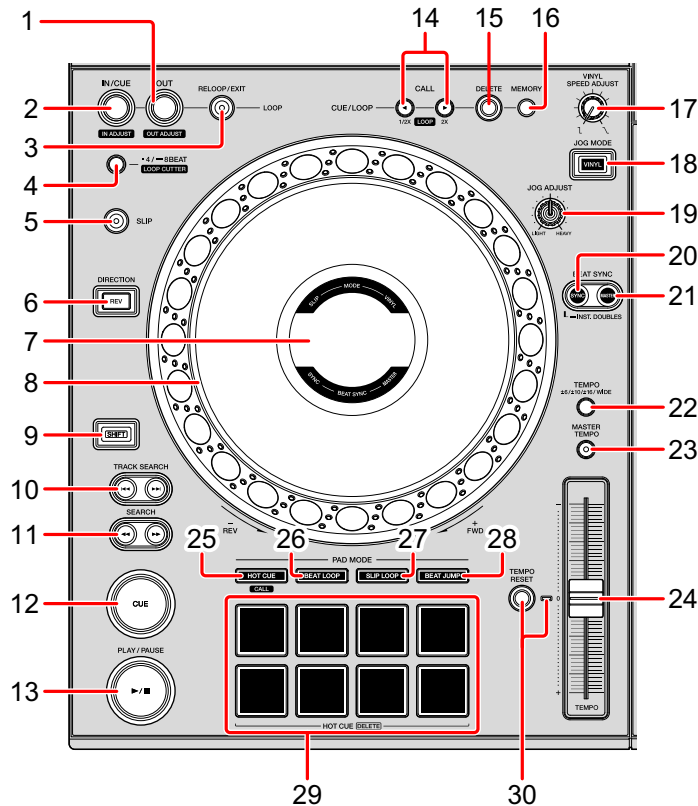
### ❖ Splitting a track while recording

Press the **[TRACK MARK]** button while recording.

Recording track is split and stored on the USB device.

The file is divided right at the point where the **[TRACK MARK]** button is pressed. From this point onwards, the sound can continue to be recorded as a new file.

## Deck section



### 1 LOOP OUT (OUT ADJUST) button

Sets and fine-tunes the Loop Out point.

➡ Read more: Setting loops (page 47)

### 2 LOOP IN/CUE (IN ADJUST) button

Sets and fine-tunes the Loop In point.

➡ Read more: Setting loops (page 47)

### 3 RELOOP/EXIT button

Returns to loop playback (reloop) or cancels loop playback (Loop Exit).

➡ Read more: Returning to loop playback (Reloop) (page 48)

➡ Read more: Canceling loop playback (Loop Exit) (page 48)

### 4 4/8BEAT (LOOP CUTTER) button

➡ Read more: Setting loops automatically (page 49)



## 5 **SLIP button**

➡ Read more: Using Slip (page 58)

## 6 **DIRECTION, REV button**

Turns on/off reverse playback.

Lights while playing in the reverse direction.

➡ Read more: Playing in reverse (page 42)

## 7 **Jog display**

➡ Read more: Jog display section (page 36)

## 8 **Jog wheel, Jog ring illumination**

- Scratch

Turn the top when **[VINYL]** mode is on.

➡ Read more: Operating the jog wheel (page 43)

- Pitch Bend

Turn the outer section to adjust the playing speed.

➡ Read more: Operating the jog wheel (page 43)

## 9 **SHIFT button**

## 10 **TRACK SEARCH ◀◀, ▶▶ buttons**

Searches for the beginning of tracks.

## 11 **SEARCH ◀◀, ▶▶ buttons**

Fast forwards or fast reverses a track while the button is pressed.

➡ Read more: Forward and reverse scanning (Search) (page 40)

## 12 **CUE button**

Sets a cue point or moves the playback position to a cue point and pause.

➡ Read more: Setting the Cue point (page 45)

## 13 **▶/|| (PLAY/PAUSE) button**

Plays/pauses a track.

➡ Read more: Playback (page 40)

## 14 **CUE/LOOP CALL ◀ (LOOP 1/2X), ▶ (LOOP 2X) buttons**

# Part names and functions

Calls up stored cue and loop points.

➡ Read more: Calling up stored cue or loop points (page 51)

## 15 DELETE button

Deletes cue and loop points.

➡ Read more: Deleting stored cue or loop points (page 52)

## 16 MEMORY button

Stores cue and loop points.

➡ Read more: Storing cue or loop points (page 51)

## 17 VINYL SPEED ADJUST knob

Adjusts the deceleration level when the top of the jog wheel is pressed, and the acceleration level when the jog wheel is released.

➡ Read more: Adjusting acceleration and deceleration level (page 45)

## 18 JOG MODE (VINYL) button

Switches between [VINYL] mode and normal mode.

➡ Read more: Switching Jog mode (page 43)

## 19 JOG ADJUST knob

Adjusts the load applied when the jog wheel is turned.

➡ Read more: Adjusting the load applied when the jog wheel is turned (page 44)

## 20 SYNC (INST. DOUBLES) button

Synchronizes to the master deck's tempo.

➡ Read more: Using the SYNC function (page 64)

## 21 MASTER button

Sets the track loaded in this unit as the master for the Beat Sync function.

➡ Read more: Using the SYNC function (page 64)

## 22 TEMPO button

Changes the [TEMPO] slider's range of variation each time the button is pressed.

➡ Read more: Selecting the playing speed adjustment range (page 42)

## 23 MASTER TEMPO button

Turns on/off the Master Tempo function.

➡ Read more: Adjusting the playing speed without changing the pitch (Master Tempo) (page 42)

## 24 TEMPO slider

Adjusts the playing speed of the track.

➡ Read more: Adjusting the playing speed (Tempo Control) (page 41)

## 25 HOT CUE (CALL) button

Turns on Hot Cue mode.

➡ Read more: Using Hot Cues (page 52)

## 26 BEAT LOOP button

Turns on Beat Loop mode.

➡ Read more: Using Beat Loop (page 56)

## 27 SLIP LOOP button

Turns on Slip Loop mode.

➡ Read more: Using Slip (page 58)

## 28 BEAT JUMP button

Turns on Beat Jump mode.

➡ Read more: Using Beat Jump (page 56)

## 29 Performance Pads

You can use Performance Pads to trigger various features.

➡ Read more: Using Hot Cues (page 52), Using Beat Loop (page 56), Using Slip (page 58), Using Beat Jump (page 56)

## 30 TEMPO RESET button, TEMPO RESET indicator

Plays a track with it's original playback speed regardless the [TEMPO] slider position.

When turning the TEMPO RESET on, the indicator lights up.

---

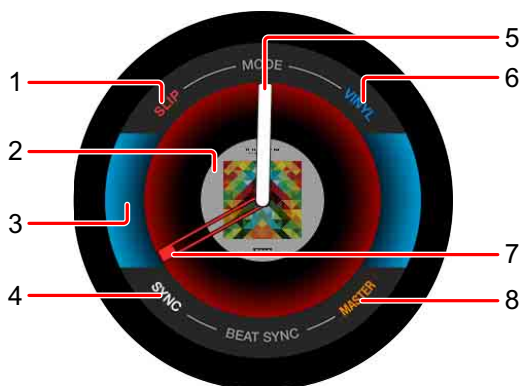
## Jog display section

You can set display mode to AUTO, INFO, SIMPLE or ARTWORK on the [UTILITY] screen.

- If AUTO is set, SIMPLE and INFO are switched according to the [BROWSE] screen.

---

### SIMPLE



#### 1 SLIP

Lights up when [SLIP] is on.

#### 2 Artwork

Displays the artwork of the track loaded into the deck.

#### 3 Deck status

Displays SLIP and VINYL on/off.

#### 4 SYNC

Lights up when [BEAT SYNC] is on.

#### 5 Operation status

Shows the current playback position.

Rotates during playback, and stops when paused.

#### 6 VINYL

# Part names and functions

Lights up when [VINYL] mode is set.

## 7 Cue / Loop / Hot Cue point

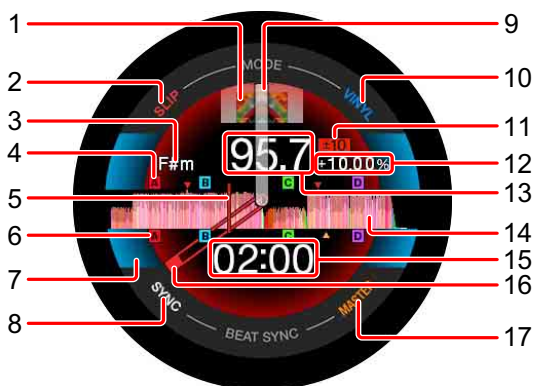
Shows the position of the set Cue point, Loop point or Hot Cue point.

## 8 MASTER

Lights up when the deck is set as MASTER.

---

## INFO



### 1 Artwork

Displays the artwork of the track loaded into the deck.

### 2 SLIP

Lights up when [SLIP] is on.

### 3 Key

Shows the current key.

### 4 Memory Cue / Memory Loop / Memory Hot Cue points

Shows the Cue points, Loop points and Hot Cue points stored on the device as marks.

### 5 Playback position

Indicates the current playback position.

### 6 Cue / Loop / Hot Cue points

# Part names and functions

Shows the set Cue points, Loop points and Hot Cue points as marks.

## 7 Deck status

Displays SLIP and VINYL on/off.

## 8 SYNC

Lights up when **[BEAT SYNC]** is on.

## 9 Operation status

Shows the current playback position.

Rotates during playback, and stops when paused.

## 10 VINYL

Lights up when **[VINYL]** mode is set.

## 11 Playing speed adjustment range

Displays the range at which the playing speed can be adjusted.

## 12 Playing speed

Displays the playing speed. The value changes according to the position of the **[TEMPO]** slider.

## 13 BPM

Displays the current BPM (= Beats Per Minute).

## 14 Waveform

Displays the waveform.

## 15 Time (minutes, seconds) / Loop beats

Indicates the remaining time and elapsed time switched by pressing the **[TIME MODE (AUTO CUE)]** button.

Shows the loop beats during the loop playback.

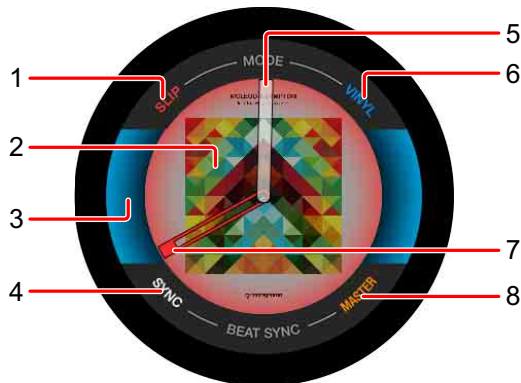
## 16 Cue / Loop / Hot Cue point

Shows the position of the set Cue point, Loop point or Hot Cue point.

## 17 MASTER

Lights up when the deck is set as MASTER.

## ARTWORK



### 1 **SLIP**

Lights up when **[SLIP]** is on.

### 2 **Artwork**

Displays the artwork of the track loaded into the deck.

### 3 **Deck status**

Displays SLIP and VINYL on/off.

### 4 **SYNC**

Lights up when **[BEAT SYNC]** is on.

### 5 **Operation status**

Shows the current playback position.

Rotates during playback, and stops when paused.

### 6 **VINYL**

Lights up when **[VINYL]** mode is set.

### 7 **Cue / Loop / Hot Cue point**

Shows the position of the set Cue point, Loop point or Hot Cue point.

### 8 **MASTER**

Lights up when the deck is set as MASTER.

## Playback

Press the **[▶/⏸ (PLAY/PAUSE)]** button.

If **[AUTO PLAY MODE]** of the **[UTILITY]** screen is set to **[OFF]**, the track is played to the end, and then playback stops. The next track isn't played.

### ❖ Pause

During playback, press the **[▶/⏸ (PLAY/PAUSE)]** button.

- Playback resumes when the **[▶/⏸ (PLAY/PAUSE)]** button is pressed again.

---

## Forward and reverse scanning (Search)

Press one of the **[SEARCH ◀◀, ▶▶]** buttons.

The track is scanned in the forward or reverse direction while holding one of the **[SEARCH ◀◀, ▶▶]** buttons.

- If **[AUTO PLAY MODE]** of the **[UTILITY]** screen is set to **[OFF]**, you can't rewind to the previous track or skip ahead to the next track.
- It isn't possible to move to a different category or folder with this function.

---

## Finding the beginning of a track (Track Search)

Press one of the **[TRACK SEARCH ◀◀, ▶▶]** buttons.

Press the **[▶▶]** to jump to the beginning of the next track.

When **[◀◀]** is pressed, the playback position returns to the beginning of the currently playing track. When pressed twice quickly, the playback position returns to the beginning of the previous track.

- It isn't possible to jump to a different category or folder with this function.



## Super Fast Search

Turn the jog wheel while pressing one of the **[SEARCH ◀◀, ▶▶]** buttons.

The track is fast-forwarded/fast-reversed according to jog turning direction.

- When the **[SEARCH ◀◀, ▶▶]** button is released, this function is canceled.
- When you stop the jog wheel from spinning, normal playback resumes.
- The fast-forward/fast-reverse speed can be adjusted according to jog turning speed.

---

## Super Fast Track Search

Turn the jog wheel while pressing one of the **[TRACK SEARCH ◀◀, ▶▶]** buttons.

The track is advanced at high speed according to jog turning direction.

---

## Adjusting the playing speed (Tempo Control)

Move the **[TEMPO]** slider forward or backward.

The playing speed increases when the slider is moved to the **[+]** side (towards you), and decreases when the slider is moved to the **[-]** side (away from you).

The change rate of the playing speed is indicated on the main unit display.

## ❖ Selecting the playing speed adjustment range

Press the **[TEMPO]** button.

The playing speed adjustment range switches each time the button is pressed.

**[±6, ±10, ±16, WIDE]** is displayed on the main unit display.

- The speed can be adjusted in increments of 0.02% in the **[±6]**% setting, 0.05% in the **[±10]** and **[±16]**% settings, and 0.5% in the **[WIDE]** setting.
- The **[WIDE]** adjustment range is ±100%. When set to –100%, playback stops.

## ❖ Adjusting the playing speed without changing the pitch (Master Tempo)

Press the **[MASTER TEMPO]** button.

The **[MASTER TEMPO]** button lights up. The pitch doesn't change even when the playing speed is changed with the **[TEMPO]** slider.

- The sound is digitally processed, so the sound quality changes.
- The unit keeps the Master Tempo setting even after it is turned off.

---

## Playing in reverse

When the Quantize function is turned on, you might notice a slight delay due to quantization.

Press the **[DIRECTION, REV]** button.

The **[DIRECTION, REV]** button lights up and reverse playback starts.

- You can't rewind to the previous track with this function.
- When you turn the jog wheel, the direction of acceleration or deceleration also reverses.
- When operations such as track search and loop playback are performed during reverse playback, scratch play may not be available.

## Operating the jog wheel

- The top of the jog wheel has an embedded switch. Do not place objects on the jog wheel or subject it to strong impact.
- Water or other liquids getting into the unit will lead to a malfunction.

### ❖ Switching Jog mode

The jog wheel has two modes.

- **[VINYL]** mode: When the top of jog wheel is pressed during playback, the playback stops. When the jog wheel is turned, the sound comes out according to the jog operation.
- Normal mode: Playback doesn't stop even when the top of jog wheel is pressed. Scratching, etc. can't be performed.

Press the **[JOG MODE (VINYL)]** button.

When Jog mode switches to **[VINYL]** mode, the **[JOG MODE (VINYL)]** button lights up.

### ❖ Scratch

When the jog wheel is set to **[VINYL]** mode, you can play according to the rotation direction and speed by turning the jog wheel while holding the top of it.

- 1 Press the **[JOG MODE (VINYL)]** button.  
Set Jog mode to the **[VINYL]** mode.
- 2 During playback, press the top of the jog wheel.  
Playback stops.
- 3 Turn the jog wheel with preferred direction and speed.  
The sound is played according to the spinning direction and speed of the jog wheel.
- 4 Release the jog wheel.  
Normal playback resumes.

## ❖ Pitch Bend

During playback, spin the outer section of the jog wheel.

The playing speed increases when spun clockwise, and decreases when spun counterclockwise. When spinning is stopped, playback returns to the normal speed.

- When Jog mode is set to normal mode, the same operation is possible by spinning the top of the jog wheel.

## ❖ Frame Search

When the track is paused, spin the jog wheel.

The position can be moved in units of 0.5 frames.

- The approximate time for 0.5 frames is 6.7 msec.
- Spin clockwise to move in the forward direction, and counterclockwise to move in the backward direction. The position moves 1.8 seconds per one full rotation of the jog wheel.

---

## **Adjusting the load applied when the jog wheel is turned**

Turn the **[JOG ADJUST]** knob.

Turn the knob clockwise to increase the load, or turn the knob counterclockwise to decrease the load.

## Adjusting acceleration and deceleration level

**This function is only valid in [VINYL] mode.**

Adjusts the deceleration level when the top of the jog wheel is pressed, and the acceleration level when the jog wheel is released.

Turn the **[VINYL SPEED ADJUST]** knob.

The speed decreases when turned clockwise, and increases when turned counterclockwise.

- In **[VINYL]** mode, press the **[▶/|| (PLAY/PAUSE)]** button to change the acceleration and deceleration level at the same time.
- The following methods of adjustment can be set from the **[UTILITY]** screen.
  - **TOUCH&RELEASE**: Simultaneously adjusts the acceleration and deceleration level.
  - **TOUCH**: Adjusts only the deceleration level.
  - **RELEASE**: Adjusts only the acceleration level.

---

## Setting the Cue point

- 1 During playback, press the **[▶/|| (PLAY/PAUSE)]** button.  
Playback is paused.
- 2 Press the **[CUE]** button.  
The position is set as the cue point.  
The **[▶/|| (PLAY/PAUSE)]** button flashes and the **[CUE]** button lights up.  
No sound is output at this time.
  - When a new cue point is set, the previously set cue point is canceled.

### ❖ Adjusting the cue point position

- 1 Press the **[SEARCH ◀▶]** button while the track is paused at the cue point.  
The **[▶/|| (PLAY/PAUSE)]** and **[CUE]** buttons flash.

# Part names and functions

The cue point can be fine-tuned in units of 0.5 frames.

## 2 Press the **[CUE]** button.

A new cue point is set.

- When a new cue point is set, the previously set cue point is canceled.

### ❖ **Returning to the cue point (Back Cue)**

During playback, press the **[CUE]** button.

Immediately returns to the currently set cue point and the track is paused.

- When the **[▶/|| (PLAY/PAUSE)]** button is pressed, playback starts from the cue point.

### ❖ **Checking the cue point (Cue Sampler)**

Press and hold down the **[CUE]** button after the playback position returns to the cue point.

Playback starts from the set cue point. Playback continues while holding the button.

- If the **[▶/|| (PLAY/PAUSE)]** button is pressed during Cue Sampler, playback continues even if the **[CUE]** button is released.

### ❖ **Setting the cue point during playback (Real Time Cue)**

During playback, press the **[LOOP IN/CUE (IN ADJUST)]** button at the position at which you want to set the cue point.

## Setting loops

You can choose the section you want to loop.

The loop playback interval can't be set for a previous or next track.

- When the Quantize function is turned on, you might notice a slight delay due to quantization.
- 1 Press the **[LOOP IN/CUE (IN ADJUST)]** button at the point you want to start looping (the Loop In Point) during playback.  
This operation isn't necessary if you want to set the currently set cue point as the Loop In point.
  - 2 Press the **[LOOP OUT (OUT ADJUST)]** button at the point you want the loop to end (the Loop Out Point).  
The loop playback starts.

### ❖ Fine-tuning the Loop In point (Loop In Adjust)

- 1 During loop playback, press the **[LOOP IN/CUE (IN ADJUST)]** button.  
The **[LOOP IN/CUE (IN ADJUST)]** button starts flashing rapidly, and the **[LOOP OUT (OUT ADJUST)]** button turns off.  
The time of the Loop In point is displayed on the main unit display.
- 2 Press the **[SEARCH ◀▶]** button.  
The Loop In point can be adjusted in units of 0.5 frames.
  - The same operation is possible using the jog wheel.
  - The Loop In point's range of adjustment is  $\pm 30$  frames.
  - The Loop In point can't be set beyond the Loop Out point.
- 3 Press the **[LOOP IN/CUE (IN ADJUST)]** button.  
Loop playback resumes.
  - Normal loop playback also resumes if no operation is performed for over 10 seconds.

## ❖ Fine-tuning the Loop Out point (Loop Out Adjust)

- 1 During loop playback, press the **[LOOP OUT (OUT ADJUST)]** button.

The **[LOOP OUT (OUT ADJUST)]** button starts flashing rapidly, and the **[LOOP IN/CUE (IN ADJUST)]** button turns off.

The time of the Loop Out point is displayed on the main unit display.

- 2 Press the **[SEARCH ◀◀, ▶▶]** button.

The Loop Out point can be adjusted in units of 0.5 frames.

- The same operation is possible using the jog wheel.
- The Loop Out point can't be set before the Loop Out point.

- 3 Press the **[LOOP OUT (OUT ADJUST)]** button.

Loop playback resumes.

- Normal loop playback also resumes if no operation is performed for over 10 seconds.

## ❖ Canceling loop playback (Loop Exit)

During loop playback, press the **[RELOOP/EXIT]** button.

Playback continues beyond the Loop Out point without returning to the Loop In point.

## ❖ Returning to loop playback (Reloop)

After canceling loop playback, press the **[RELOOP/EXIT]** button during playback.

The playback position returns to the previously set Loop In point, and loop playback resumes.



## ❖ Setting loops automatically

### 4-beat Loop

During playback, press the **[4/8BEAT (LOOP CUTTER)]** button.

According to the BPM of the playing track, loop playback starts with 4 beats from the point where you press the button.

- If the track's BPM can't be detected, the BPM is set to 120.
- You can set the 4-beat Loop when you hold down the **[LOOP IN/CUE (IN ADJUST)]** button for at least one second.

### 8-beat Loop

During playback, hold down the **[4/8BEAT (LOOP CUTTER)]** button for at least one second.

Loop playback starts with 8 beats from the point where you press the button.

## ❖ Cutting the loop (Loop Cutter)

During loop playback, press the **[CUE/LOOP CALL ◀ (LOOP 1/2X)]** button.

Each time you press the button, the loop cuts in half.

- You can cut the loop when you press the **[4/8BEAT (LOOP CUTTER)]** button.

## ❖ Extending the loop (Loop Double)

During loop playback, press the **[CUE/LOOP CALL ▶ (LOOP 2X)]** button.

Each time you press the button, the loop doubles in length.

- You can extend the loop when you press the **[4/8BEAT (LOOP CUTTER)]** button while holding the **[SHIFT]** button.

# Part names and functions

## ❖ Using Re-trigger Loop

During loop playback, press the **[LOOP IN/CUE (IN ADJUST)]** button while holding the **[SHIFT]** button.

Each time you press the button, the playback position returns to the Loop In point and loop playback starts.

## ❖ Using an active loop

- 1 Connect the USB device to this unit.
- 2 Load a track you set an active loop on rekordbox.

You can set a loop stored in rekordbox as an active loop.

The set active loop point is displayed in the waveform, as indicated by 1 shown below.



When the playback position reaches to the setting point, the loop is set automatically and loop playback begins.

## ❖ Emergency Loop

When a track can't be played any longer, a 4-beat loop is set automatically to keep the sound going.

- The operation is restricted during emergency loop. To cancel emergency loop, load the next track.

---

## Storing cue or loop points

1 Connect the USB device to this unit.

2 Set Cue Point or Loop Point.

3 Press the **[MEMORY]** button.

**[MEMORY]** is displayed on the main unit display for several seconds, then the point information is stored on the USB device.

Stored cue and loop points are indicated by a **[▼]** at the top of the waveform display.

- To store loop points, press the **[MEMORY]** button during loop playback.

## ❖ Calling up stored cue or loop points

1 Connect the USB device to this unit.

2 Load the track containing the cue or loop points you want to call up.  
Stored cue and loop points are indicated by a **[▼]** at the top of the waveform display.

3 Press the **[CUE/LOOP CALL ◀ (LOOP 1/2X)]** or **[CUE/LOOP CALL ▶ (LOOP 2X)]** button.

Press the **[CUE/LOOP CALL ◀ (LOOP 1/2X)]** button to call up a point before the currently playing position, and press the **[CUE/LOOP CALL ▶ (LOOP 2X)]** button to call up a point after the currently playing position.

The track jumps to the called up point and pauses.

- When multiple points are stored, a different point is called up each time the button is pressed.
- Loops set as active loops can also be called up as stored loops.
- If the called up point has a comment set by rekordbox, the comment is displayed in the track title display area.
- The comment list can also be displayed on the track list in the browse screen by pressing the rotary selector. Select one from the displayed list and press the **[LOAD 1]** or **[LOAD 2]** button to call up the selected point.

# Part names and functions

- 4 Press the **[▶/II (PLAY/PAUSE)]** button.

Normal or loop playback starts from the point that was called up.

## ❖ Deleting stored cue or loop points

- 1 Connect the USB device to this unit.

- 2 Load the track containing the cue points or loop points you want to delete.

Stored cue and loop points are indicated by **[▼]** at the top of the waveform display.

- 3 Press the **[CUE/LOOP CALL ◀ (LOOP 1/2X)]** or **[CUE/LOOP CALL ▶ (LOOP 2X)]** button to call up the point to be deleted.

The track jumps to the called up point and pauses.

- When multiple points are stored, a different point is called up each time the button is pressed.

- 4 Press the **[DELETE]** button.

The main unit display shows **[ DELETED]**, and the selected point information is deleted.

- When a stored loop set as an active loop is deleted, the active loop is also deleted.

---

## Using Hot Cues

You can start playback instantly from the position where a Hot Cue is set.

Up to 8 Hot Cue points can be set and saved for each track.

## ❖ Setting Hot Cues

- 1 Press the **[HOT CUE (CALL)]** button to switch to Hot Cue mode.
- 2 During playback or while paused, press one of the Performance Pads at the point at which you want to set a Hot Cue.  
The point is set as a Hot Cue, and the Performance Pad lights up. The setting is stored on the USB device at the same time.
  - During loop playback, the loop is registered as a Hot Cue.
  - The direction of playback isn't recorded for Hot Cues.
  - When a Hot Cue is set during scratch play, playback may stop temporarily.
  - When the Quantize function is turned on, you might notice a slight delay due to quantization.
  - A Hot Cue can't be stored when a Hot Cue has already been stored in the Performance Pad. To store a new Hot Cue, delete the stored Hot Cue.

## ❖ Playing Hot Cues

During playback or pause, press one of the Performance Pads. The Hot Cue stored on that button is called up and playback begins. The information of the loop playback stored in a Performance Pad is different from the loop playback set by using the **[LOOP IN/CUE (IN ADJUST)]** and **[LOOP OUT (OUT ADJUST)]** buttons.

- After the loop stored in the Performance Pad is called up, you can cancel loop playback by using the **[RELOOP/EXIT]** button. You can also fine-tune the Loop In point by using the **[LOOP IN/CUE (IN ADJUST)]** button or the Loop Out point by using the **[LOOP OUT (OUT ADJUST)]** button.
- After adjustment, the information stored in the Performance Pads changes.

# Part names and functions

## ❖ Lighting colors of Performance Pads

When **[HOT CUE COLOR]** in the **[UTILITY]** screen is set to **[OFF]**

Contents recorded in a Hot Cue	Color
Cue Point	Green
Loop	Orange
Nothing is recorded.	Not lit

When **[HOT CUE COLOR]** in the **[UTILITY]** screen is set to **[ON]**

Contents recorded in a Hot Cue	Color
Cue Point	Fixed color of each button
Loop	Orange
Nothing is recorded.	Not lit

- The Hot Cue colors can be set with rekordbox.


## ❖ Calling up Hot Cues

- 1 Connect the USB device to this unit.
- 2 Load the track containing the Hot Cue you want to call up.
- 3 Press the **[HOT CUE (CALL)]** button in Hot Cue mode.  
The unit switches to the Hot Cue call up mode, and the Performance Pads where Hot Cues are stored flash.
- 4 Press the Performance Pad with the Hot Cue you want to call up.  
The Performance Pad lights up in green or orange. If the Hot Cue color has been set using rekordbox or the unit, the button lights up in the set color.
  - If you don't want to call up a Hot Cue, press the **[HOT CUE (CALL)]** button without pressing a Performance Pad. The lights of the buttons whose Hot Cues aren't called up turn off.



## ❖ Calling up Hot Cues automatically when tracks are loaded

The settings of this unit can be changed to call up Hot Cues automatically when tracks are loaded.


- 1 Press the **[SHORTCUT]** button.
- 2 Select **[ON]**, **[rekordbox SETTING]** or **[OFF]** in **[HOT CUE AUTO LOAD]** on the **[SHORTCUT]** screen.
  - **[ON]:**

 is displayed for all tracks and Hot Cues are automatically called up when the tracks are loaded. Hot cues are also automatically called up when track search is performed.

**[A. HOT CUE]** on the main unit display lights up in red.
  - **[rekordbox SETTING]:**

 is displayed only for the tracks set with rekordbox, and Hot Cues are automatically called up when the tracks with  displayed are loaded. Hot cues aren't called up during track search.

**[A. HOT CUE]** on the main unit display lights up in white.
  - **[OFF]:**

 isn't displayed. Hot cues aren't called up when tracks are loaded.

    - The settings can also be changed in the **[UTILITY]** screen.

## ❖ Deleting Hot Cues

Press one of the Performance Pads while pressing the **[SHIFT]** button. The Hot Cue stored on the corresponding button is deleted, and a new Hot Cue can be stored to the button.

## Using Beat Loop

A loop with the specified number of beats is set based on the tempo of the track and loop playback starts.

- 1 Press the **[BEAT LOOP]** button to switch to Beat Loop mode.
- 2 Press the Performance Pad corresponding to the number of beats you want to set.

From the playback position where the Performance Pad was pressed, the loop playback starts with the specified number of beats. During loop playback, the Performance Pad will flash.

- You can specify 1/4 beat, 1/2 beat, 1 beat, 2 beats, 4 beats, 8 beats, 16 beats and 32 beats.
- If the track's BPM can't be detected, the BPM is set to 120.

### ❖ Canceling loop playback

To cancel a loop, either press the Performance Pad flashing during loop playback, or press the **[RELOOP/EXIT]** button.

---

## Using Beat Jump

The playback position can be moved according to the length of the selected beat (1 beat, 2 beats, 4 beats or 8 beats).

- If a loop is set, it operates as a loop move.
- 1 Press the **[BEAT JUMP]** button to switch to Beat Jump mode.
  - 2 Select the length of the beat and press a Performance Pad.  
The playback position is moved according to the length of the selected beat.
    - If the track's BPM can't be detected, the BPM is set to 120.
    - When the Quantize function is turned on, you might notice a slight delay due to quantization.



## Using Loop Move

The playback position of the loop can be moved according to the length of the selected beat (1 beat, 2 beats, 4 beats or 8 beats).

- 1 Press the **[BEAT JUMP]** button to switch to Beat Jump mode.
- 2 Set the loop.
- 3 Select the length of the beat and press a Performance Pad.  
The playback position of the loop is moved according to the length of the selected beat.
  - If the track's BPM can't be detected, the BPM is set to 120.
  - When the Quantize function is turned on, you might notice a slight delay due to quantization.

---

## Using Slip

When Slip mode is on, normal playback is continued while maintaining the original rhythm in the background during pause ([**VINYL**] mode), scratch play, loop playback, Hot Cue playback or reverse playback. When Slip mode is canceled, normal playback resumes from the position reached at that point.

- When the Quantize function is turned on, you might notice a slight delay due to quantization.

## Display of the position playing in the background



- When in Slip mode, the current playback position is indicated by a yellow line on the main unit display's waveform (overall waveform or enlarged waveform). The position playing in the background is indicated by a white line on the main unit display's waveform (overall waveform).

## ❖ Slip pause

- 1 Press the [**JOG MODE (VINYL)**] button.  
Set Jog mode to [**VINYL**].
- 2 Press the [**SLIP**] button.  
The unit enters Slip mode.
- 3 During playback, press the [**▶/|| (PLAY/PAUSE)**] button.  
Normal playback continues in the background even during pause.  
The [**SLIP**] button flashes in beat with the sound playing in the background.

# Part names and functions

- 4 Press the **[▶/II (PLAY/PAUSE)]** button to cancel pause.  
Playback starts from the position reached in the background.

## ❖ Slip Scratch Play

- 1 Press the **[JOG MODE (VINYL)]** button.  
Set Jog mode to **[VINYL]**.
- 2 Press the **[SLIP]** button.  
The unit enters Slip mode.
- 3 Press the top of the jog wheel during playback for scratch play.  
Normal playback continues in the background during scratch play. The **[SLIP]** button flashes with the beat of the sound playing in the background.
- 4 Release the top of the jog wheel.  
Playback starts from the position reached in the background.

## ❖ Slip Hot Cue

- 1 Press the **[SLIP]** button.  
The unit enters Slip mode.
- 2 Press the **[HOT CUE (CALL)]** button to switch to Hot Cue mode.
- 3 Press and hold one of the Performance Pads.  
Hot cueing begins.  
Normal playback continues in the background during Hot Cue playback.  
The **[SLIP]** button flashes in beat with the sound playing in the background.
  - At the point 4 beats after hot cueing begins, Slip Hot Cue mode is automatically canceled and playback starts from the position reached in the background.
- 4 Release the Performance Pad.

# Part names and functions

Playback starts from the position reached in the background when you release the Performance Pad before 4 beats have elapsed from the starting position of the Hot Cue.

## ❖ Slip reverse

1 Press the **[SLIP]** button.

The unit enters Slip mode.

2 Press and hold down the **[DIRECTION, REV]** button during playback.

The **[DIRECTION, REV]** button lights up and reverse playback starts.

Normal playback continues in the background during reverse playback.

The **[SLIP]** button flashes in beat with the sound playing in the background.

- Slip reverse playback is automatically canceled after 8 beats have elapsed from the position at which the **[DIRECTION, REV]** button is pressed. Playback starts from the position reached in the background and the **[DIRECTION, REV]** button turns off.
- If the **[DIRECTION, REV]** button is released before 8 beats have elapsed, slip reverse playback is canceled, and playback starts from the position reached in the background.

## ❖ Canceling Slip mode

Press the **[SLIP]** button.

Slip mode is canceled.

- Slip mode is also canceled when a track is loaded.

## Slip Loop

There are the following ways to use Slip Loop.

### ❖ When using the **[LOOP IN/CUE (IN ADJUST)]** button or **[LOOP OUT (OUT ADJUST)]** button

1 Press the **[SLIP]** button.

The unit enters Slip mode.

2 Press the **[LOOP IN/CUE (IN ADJUST)]** button, then press the **[LOOP OUT (OUT ADJUST)]** button.

Loop playback starts.

Normal playback continues in the background during loop playback.

The **[SLIP]** button flashes in beat with the sound playing in the background.

- Loops of over 8 seconds can't be set.
- The same operation is performed by following procedures.
  - Press the **[4/8BEAT (LOOP CUTTER)]** button.
  - Press the **[LOOP IN/CUE (IN ADJUST)]** button for at least one second.

3 Press the **[RELOOP/EXIT]** button.

The loop is canceled and playback starts from the position reached in the background.

### ❖ When using **PAD MODE (BEAT LOOP)**

1 Press the **[SLIP]** button.

The unit enters Slip mode.

2 Press the **[BEAT LOOP]** button to switch to Beat Loop mode.

3 Press the Performance Pad corresponding to the number of beats you want to set.

Loop is automatically set and loop playback starts. Normal playback continues in the background during loop playback.

The **[SLIP]** button flashes in beat with the sound playing in the background.

# Part names and functions

- You can select from 1/4 beat, 1/2 beat, 1 beat, 2 beats, 4 beats, 8 beats, 16 beats and 32 beats.
- If the length of the loop exceeds 8 seconds, loop playback won't begin.

## 4 Press the **[RELOOP/EXIT]** button.

Loop is canceled, and playback starts from the position reached in the background.

### ❖ **When using PAD MODE (SLIP LOOP)**

If a Performance Pad is kept pressed, the SLIP LOOP operation is performed regardless of whether Slip mode is turned on or off.

## 1 Press the **[SLIP LOOP]** button to switch to Slip Loop mode.

## 2 Press and hold the Performance Pad corresponding to the number of beats you want to set.

Loop is automatically set and loop playback starts. Normal playback continues in the background during loop playback.

When a loop is set while slip is turned on, the **[SLIP]** button flashes in beat with the sound playing in the background.

- You can select from 1/16 beat, 1/8 beat, 1/4 beat, 1/2 beat, 1 beat, 2 beats, 1/3 beat and 3/4 beat.
- If the length of the loop exceeds 8 seconds, loop playback won't begin.

## 3 Release the Performance Pad.

Playback starts from the position reached in the background.

---

## Playing from the position touched on the waveform

Touch the waveform to easily play the audio starting from the position touched. Keep touching the waveform and move your finger to move to the desired position.

You can change the status of this function from the settings of the **[UTILITY]** screen.

When **[NEEDLE LOCK]** in the **[UTILITY]** screen is set to **[LOCK]**

– Operation is possible during pause or while the jog wheel is being pressed with the mode set to **[VINYL]**.

When **[NEEDLE LOCK]** in the **[UTILITY]** screen is set to **[UNLOCK]**

– Operation is possible regardless of whether in the playback or paused state.



The current playback position in playing address moves to the touched point on the display.

- If you move your finger quickly, the playing address may not be shown properly.

## Using the SYNC function

You can automatically synchronize the tempo (BPM) and beat positions on the left and right decks based on the tracks' beatgrid information as analyzed with rekordbox.

- Music files must be analyzed with rekordbox beforehand in order to use the SYNC function. For instructions on analyzing music files with rekordbox, see the rekordbox Operating Instructions.
- The following describes the procedure for synchronizing the **[DECK 2]** track with the **[DECK 1]** track.

1 Play a track that has been analyzed with rekordbox on **[DECK 1]**. The deck on which you play a track that has been analyzed with rekordbox first is set as the master deck.

- You can select the master deck by pressing the **[MASTER]** button.

2 Play a track that has been analyzed with rekordbox on **[DECK 2]**.

3 Press the **[SYNC (INST. DOUBLES)]** button of **[DECK 2]**.

**[DECK 2]** is synchronized to the tempo (BPM) and beat positions of the track played on **[DECK 1]**.

- You can automatically match the track's tempo (BPM) and beat position to the DJ player which is set as a sync master of the PRO DJ LINK.
- When the **[SYNC (INST. DOUBLES)]** button is pressed again, the SYNC function turns off.
- Use the procedure below to restore the currently playing track's tempo (BPM) to its original tempo after turning the SYNC function off.
  - Move the **[TEMPO]** slider to the position of the synchronized tempo (BPM), and then set it back to the center position.
  - Reload the same track.
- Depending on the track's beat information, the sound may not be synchronized after the **[SYNC (INST. DOUBLES)]** button is pressed. If this happens, you can restore the sync by pressing the **[SYNC (INST. DOUBLES)]** button to turn SYNC off then back on.

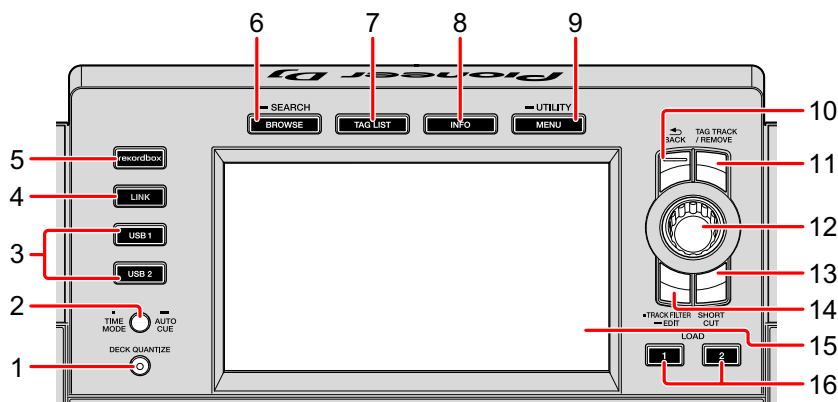


## Using Instant Doubles

By one of following procedures, instantly load the same track that's being played on one deck or on the sync master deck of a DJ player connected via PRO DJ LINK, to the other deck and start playing from the same playback position.

- Press the **[SYNC (INST. DOUBLES)]** button of the deck to play for 1 second or more.
- Press the **[LOAD 1]** or **[LOAD 2]** button twice.

## Browse section



### 1 DECK QUANTIZE button

Turns the Quantize function for the deck on/off.

➡ Read more: Using the Quantize function (page 116)

### 2 TIME MODE (AUTO CUE) button

Press:

Selects elapsed or remaining time for time display on the unit.

You can switch the time display only for the deck with the **[SHIFT]** button being pressed by pressing the **[TIME MODE (AUTO CUE)]** button while pressing the **[SHIFT]** button.

Press for at least one second:

Turns Auto Cue on/off.

➡ Read more: Setting Auto Cue (page 116)

### 3 USB 1, 2 buttons

Displays music files of the connected USB device or mobile device installed with rekordbox.

➡ Read more: Playing music files on media connected to this unit (page 112)

### 4 LINK button

Press to use a DJ software such as rekordbox dj.

➡ Read more: Using DJ software (page 128)

Displays music files of the media connected to the DJ player with the PRO DJ LINK connection.

➡ Read more: Displaying information of the track loaded on the DJ player with the PRO DJ LINK connection (page 91)

## 5 rekordbox button

Displays music files of the rekordbox (EXPORT mode) with the PRO DJ LINK (LINK Export) connection.

➡ Read more: Playing a rekordbox library on your PC/Mac or mobile device connected to the unit (page 113)

## 6 BROWSE (SEARCH) button

Press:

Displays the **[BROWSE]** screen.

➡ Read more: Switching to the browse screen (page 74)

Press for at least one second:

Displays the **[SEARCH]** screen.

➡ Read more: Searching for tracks using the **[SEARCH]** category (page 79)

## 7 TAG LIST button

Displays the **[TAG LIST]** screen.

➡ Read more: Editing tag lists (page 85)

## 8 INFO button

Displays the **[INFO]** screen.

➡ Read more: Displaying the detailed information of the currently loaded track (page 90)

## 9 MENU (UTILITY) button

Press:

Displays the menu screen.

Press for at least one second:

Displays the **[UTILITY]** screen.

➡ Read more: Changing the settings (page 119)

## 10 BACK button

Press:

The screen returns to the layer above.

➡ Read more: Moving back to a higher layer (page 77)

Press for at least one second:

The screen moves to the top layer.

➡ Read more: Moving back to a higher layer (page 77)

## 11 TAG TRACK/REMOVE button

Adds and removes tracks from the tag list.

➡ Read more: Adding tracks to tag lists (page 86)

➡ Read more: Removing tracks from tag lists (page 88)

## 12 Rotary selector

## 13 SHORTCUT button

Starts the [TRACK], [PLAYLIST], [SEARCH] and [MATCHING] category screens or changes the settings of this unit.

- To use [MATCHING] category, select it on rekordbox.

## 14 TRACK FILTER (EDIT) button

You can search tracks by BPM, key, and tag information added to tracks using rekordbox.

➡ Read more: Other browsing operations (page 78)

## 15 Main display

➡ Read more: Normal playback screen (page 69)

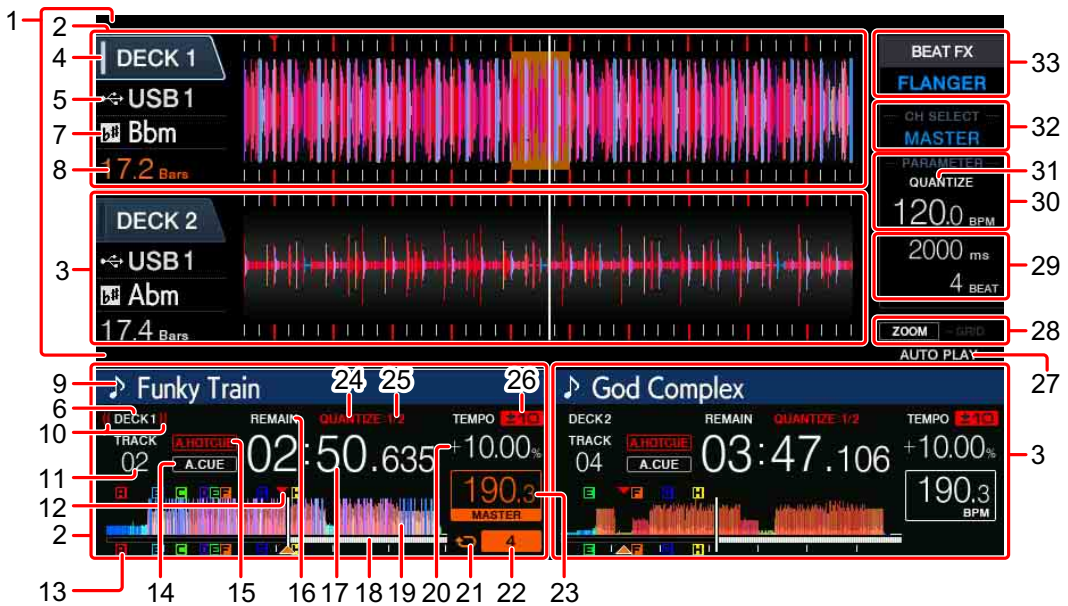
## 16 LOAD 1, 2 buttons

Loads the tracks on the specified [DECK].

➡ Read more: Playing music files on media connected to this unit (page 112)

# Part names and functions

## Normal playback screen



### 1 Information display section

Displays enlarged waveform analyzed using rekordbox, etc.

- The enlarged waveform color can be changed to BLUE or RGB with rekordbox, or from the **[MENU]** or **[SHORTCUT]** screen of the unit.

➡ Read more: Changing the color set in the USB device connected to the unit (page 119)

### 2 DECK1 information

Displays information regarding DECK1.

### 3 DECK2 information

Displays information regarding DECK2.

### 4 DECK

Indicates the number of the deck whose information is displayed.

Touch this to switch the active deck. You can also switch the active deck in the **[SHORTCUT]** screen.

### 5 Device

Indicates the location of the track.

## 6 DECK

Indicates the deck number whose information is displayed.

## 7 Key

Indicates the key of the track.

## 8 Beat count down

Indicates the number of bars or beats from the currently playing position to the nearest stored cue point.

## 9 Track name

You can set the background color on rekordbox or this unit.

➡ Read more: Changing the color set in the USB device connected to the unit (page 119)

## 10 On Air

Displayed while sound is output from MASTER OUT.

## 11 Track number

Indicates the track number (01 – 999).

## 12 Memory Cue / Memory Loop / Memory Hot Cue points

Shows the cue points, loop points, and Hot Cue points stored on the USB device as marks. The colors for cue points and Hot Cue points can be set in rekordbox.

## 13 Cue / loop / Hot Cue points

Shows the set cue points, loop points, and Hot Cue points as marks.

## 14 A. CUE

Lights up when Auto Cue is set.

➡ Read more: Setting Auto Cue (page 116)

## 15 HOT CUE AUTO LOAD

Displayed when [HOT CUE AUTO LOAD] is turned on.

➡ Read more: Calling up Hot Cues automatically when tracks are loaded (page 55)

## 16 REMAIN

Lights up when the time display is set to the remaining time.

## 17 Time (minutes, seconds, milliseconds)

Displays the remaining time or elapsed time.

## 18 Playing address / scale (1-minute intervals)

The track is displayed as a bar graph. The current playback position is displayed as a white vertical line. When the elapsed time is displayed, the graph lights up from the left side. When the remaining time is displayed, the graph turns off from the left side. The entire graph flashes slowly when there are less than 30 seconds remaining in the track, and begins flashing rapidly when less than 15 seconds remain.

## 19 Waveform

Displays the sound as a waveform.

The overall waveform color can be changed to BLUE or RGB with rekordbox, or from the **[MENU (UTILITY)]** and **[SHORTCUT]** screen of the unit.

➡ Read more: Changing the color set in the USB device connected to the unit (page 119)

## 20 Playing speed

The value changes according to the position of the **[TEMPO]** slider.

## 21 Loop

Lights up during loop playback.

➡ Read more: Setting loops (page 47)

## 22 Loop beat

Indicates the number of beats currently set in the loop.

## 23 BPM (for deck)

Displays BPM of the track currently being played.

## 24 QUANTIZE (for deck)

Displayed when the Quantize function is on.

# Part names and functions

Displayed in red when the Quantize function is enabled, and in gray when the function is disabled.

➤ Read more: Using the Quantize function (page 116)

## 25 QUANTIZE BEAT VALUE

Indicates the size of the beat of the Quantize function.

You can change the size of the beat on the **[UTILITY]** screen.

➤ Read more: Changing the settings (page 119)

## 26 Playing speed adjustment range

Indicates the range in which the playing speed can be adjusted with respect to the original playing speed recorded on the media.

## 27 AUTO PLAY

Lights up when **[AUTO PLAY MODE]** in the **[UTILITY]** screen is set to **[ON]**.

➤ Read more: Auto play mode (page 120)

## 28 ZOOM and GRID ADJUST mode

When the rotary selector is pressed for 1 second or more, the mode switches between **[ZOOM]** mode and **[GRID ADJUST]** mode.

- **[ZOOM]** mode: Two waveforms can be simultaneously zoomed in on or out of when the rotary selector is turned.
- **[GRID ADJUST]** mode: The beatgrid of the track loaded in the active deck can be adjusted when the rotary selector is turned.

The beatgrid can be adjusted using the **[MENU (UTILITY)]** button.

- **[RESET]**: Resets the adjusted beatgrid.
- **[SNAP GRID (CUE)]**: Moves the first beat to the position of the currently set cue.
- **[SHIFT GRID]**: Reflects the results adjusted by using pitch bend during SYNC on the beatgrid.

## 29 Parameter (msec, BEAT)

Displays the parameters for effects.

## 30 BPM (for effects)

When in Auto mode, the automatically detected BPM value is displayed.



# Part names and functions

The color of the characters turns green during manual input mode, and **[TAP]** is displayed. This displays the manually input BPM value.

## 31 QUANTIZE (for effects)

Displayed when the Quantize function of the BEAT FX is on.

Displayed in white when the Quantize function is enabled, and in gray when the function is disabled.

➡ Read more: Using the Quantize function (page 116)

## 32 Channel select

Displays the name of the channel to which the effect is applied.

## 33 Effect

The name of the selected effect is displayed.

➡ Read more: Using BEAT FX (page 100)

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## Browsing tracks

You can browse the connected devices and the rekordbox library on the connected PC/Mac to display the tracks in a list.

- When you're browsing a USB device that doesn't contain rekordbox library, the folders and tracks (music files) are displayed in a list with a tree structure.

## Switching to the browse screen

Press the media button ([**USB1**], [**USB2**], [**LINK**] or [**rekordbox**] button).

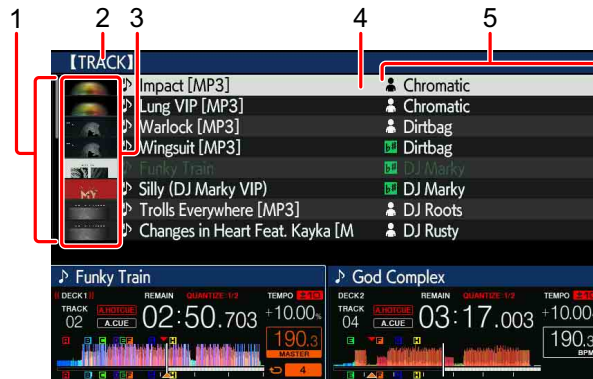
When a button is pressed, the contents of the corresponding source are displayed in a list.

- When the browse screen is displayed, the [**BROWSE (SEARCH)**] button lights up.
- When the [**BROWSE (SEARCH)**] button is pressed while the browse screen is displayed, the browse screen closes and the screen returns to the normal playback screen.

When the [**BROWSE (SEARCH)**] button is pressed again, the previous browse screen opens.

# Part names and functions

## ❖ Screen overview



1 List of contents	The contents of the selected media
2 Upper folder/media	The name of the upper folder or media of the item You can set the background color using rekordbox.
3 Jacket photo	Part of the artwork stored in rekordbox is displayed. When the <b>[INFO]</b> button is pressed, the jacket photo turns off and the track names are displayed along the left edge. For playlists and playing history lists, a serial number is displayed. If there is no rekordbox library, the track names are constantly displayed along the left edge.
4 Cursor	Turn the rotary selector to move the cursor up and down.
5 User-set categories	The categories displayed in rekordbox can be selected. When the <b>[INFO]</b> button is pressed, the details of the track selected with the cursor are displayed. If there is no rekordbox library, the details of the track selected with the cursor are displayed.

## Basic operations on the browse screen

This section explains about the browse screen when using a connected USB device or rekordbox on your PC/Mac or mobile device connected to the unit.

### ❖ Selecting items

#### 1 Display the browse screen.

➡ Read more: Switching to the browse screen (page 74)

#### 2 Turn the rotary selector to select an item.

The Jump function can be used by pressing the rotary selector for 1 second or more.

➡ Read more: Searching for tracks using the Jump function (page 80)

#### 3 Press the rotary selector to enter the item.

When there is a lower layer, that layer opens. When a menu, etc. is displayed, the selected item is entered.

If the rotary selector is pressed while the cursor is placed over a track, the track menu is displayed.

➡ Read more: Track menu (page 81)

- If the **[LOAD 1]** or **[LOAD 2]** button is pressed while the cursor is placed over a track, the track is loaded to the specified deck of the unit.

## ❖ Moving back to a higher layer

Press the **[BACK]** button while the browse screen is displayed.

The screen returns to the layer above.

- When you press the **[BACK]** button over 1 second or the media button you're browsing (**[USB1]**, **[USB2]**, **[LINK]** or **[rekordbox]**), the display moves to the topmost level.
- To play a track on a USB device or a track in the rekordbox library on your PC/Mac or a mobile device, the information below can be viewed by pressing the **[BACK]** button at the topmost level.
  - When there is no rekordbox library information on the USB device: Free space and used space in the USB device
  - When there is rekordbox library information on the USB device: Free space and used space, as well as the number of tracks, number of playlists and last modified dates recorded in the library information on the USB device
  - rekordbox on your PC/Mac or mobile device: The number of tracks and playlists recorded in the library information

## Other browsing operations

### ❖ Rearranging tracks (Sort menu)

While browsing, the sort menu can be used to change the order of the tracks.

- This function only works in the following libraries:
    - the rekordbox library on your PC/Mac or mobile device
    - the rekordbox library on a USB device
- 1 Display the rekordbox library.
  - 2 When a list of the tracks is displayed, press the **[MENU (UTILITY)]** button.

The sort menu appears on the screen.
  - 3 Use the rotary selector to select the sort item.
    - The sort items displayed on the sort menu can be changed in the rekordbox settings. The rekordbox library on the USB device is reflected once it is re-exported after changing the settings.

### ❖ Searching for tracks

- This function only works in the following libraries:
  - the rekordbox library on your PC/Mac or mobile device
  - the rekordbox library on a USB device

## ❖ Searching for tracks using the **[SEARCH]** category

When browsing libraries, you can search tracks using **[SEARCH]** category.

- 1 Display the rekordbox library.
- 2 Use the rotary selector to select the **[SEARCH]** category.  
The **[SEARCH]** screen can be started by the following methods.
  - Hold down the **[BROWSE (SEARCH)]** button for at least one second.
  - Touch **[SEARCH]** on the **[SHORTCUT]** screen.
- 3 Input the characters using the keyboard on the touch display.
  - Only the tracks including the character string you have input are displayed.
  - Press the **[BACK]** button to return to the category selection screen.

## ❖ Searching for tracks using **[TRACK FILTER]**

- 1 Display the rekordbox library.
- 2 When a track list is displayed, press the **[TRACK FILTER]** button.  
Only the tracks that match the conditions specified with BPM, key, etc. are displayed.
  - The condition setting screen appears if the **[TRACK FILTER]** button is pressed for 1 second or more. The **[TRACK FILTER]** conditions (tag information added to tracks, BPM, key, rating, color) can be set on the screen. The **[TRACK FILTER]** conditions can also be set with rekordbox.
  - Touching **[MASTER DECK]** allows you to import BPM and key of the deck set as the sync master into the **[TRACK FILTER]** conditions.
  - The set conditions are recorded on each USB device.

## ❖ Searching for tracks using the key of the track currently playing

When the key is displayed, the key icon turns green for tracks whose key is a good match with the key of the track loaded in the deck set as the sync master.

## ❖ **Searching for tracks using the Jump function**

The Jump function can be used to instantaneously move to the track, category or folder you want to play.

The Jump function includes the two modes below.

- Letter Jump mode: Use this when the tracks are arranged or sorted in alphabetical order.
- Page Jump mode: Use this when tracks aren't in alphabetical order or aren't sorted.

## ❖ **Letter Jump mode**

### 1 Display a list sorted in alphabetical order.

Displays a list sorted in alphabetical order, such as the rekordbox library or the track list on a USB device.

### 2 Press the rotary selector for at least 1 second.

The mode switches to Letter Jump mode. The first letter of the track or category selected with the cursor is enlarged.

### 3 Turn the rotary selector to select the character or symbol.

The cursor moves to tracks or categories starting with the selected character.

- If there are no tracks or categories starting with the selected character on the list, the cursor doesn't move.

The characters displayed in Letter Jump mode are the letters A to Z, numbers 0 to 9 and certain symbols.

## ❖ **Page Jump mode**

### 1 Display a list not sorted in alphabetical order.

Display a list that isn't sorted in alphabetical order such as folders on a USB device.

### 2 Press the rotary selector for at least 1 second.

The mode switches to Page Jump mode.



- 3 Turn the rotary selector to select the page.

The display moves to the selected page.

## ❖ Using the Information Jump function

The categories including tracks can be displayed by selecting items displayed in the detailed information. This function is convenient for searching for tracks in the same genre as the loaded track, tracks with similar BPMs, etc.

- 1 Load a track.

- 2 On the normal playback screen, press the **[INFO]** button.

Detailed information of track is displayed.

➡ Read more: Displaying the detailed information of the currently loaded track (page 90)

- 3 Use the rotary selector to select the item.

The screen switches to the browse screen and the category for the selected item is displayed.

- To close the browse screen, press the **[BROWSE (SEARCH)]** button.
- It may not be possible to select items, example, for items with nothing to be displayed on the browse screen, items for which only icons are displayed in the details, etc.
- When a track is selected, the browse screen displayed directly before the track was loaded is displayed.
- If the connected USB device doesn't contain the rekordbox library, the tracks can only be selected.

## ❖ Track menu

When the rotary selector is pressed while the track is selected or one of the comments in the comments list of Memory Cue / Memory Loop is selected, the track menu is displayed. The track menu can be executed by using rotary selector.

# Part names and functions

Track menu	Browse	Tag List	Comments list of Memory Cue / Memory Loop
<b>LOAD TO DECK1</b>	The track is loaded in <b>[DECK1]</b> and playback starts.		The selected point can be called up to <b>[DECK1]</b> .
<b>LOAD TO DECK2</b>	The track is loaded in <b>[DECK2]</b> and playback starts.		The selected point can be called up to <b>[DECK2]</b> .
<b>CUE/LOOP LIST</b>	The comments list for the Memory Cue set in rekordbox is displayed.	—	—
<b>CANCEL</b>	Exiting from the Track menu.		

## Playing history (HISTORY)

The track playback history is stored and can be displayed in the **[HISTORY]** category on the browse screen.

- Playlists can be created based on the playing history in **[HISTORY]** using rekordbox. For details, see the rekordbox Operating Instructions.

### ❖ Storing the playing history

1 Connect the USB device to this unit.

2 Play tracks.

Tracks that have been played for approximately 1 minute are stored on the playing history list.

- When a USB device is connected to this unit for the first time or when it is reconnected to this unit, a new playing history list is automatically created on the USB device.
- When the same track is played two or more times consecutively, it may not be stored in the history.
- The maximum number of tracks that can be stored on a playing history list is 999. From the 1 000th track on, the oldest entries on the playing history are deleted to make room for new entries. Up to 999 playing history lists can be created.
- When tracks are registered on the playing history list, their track names, etc. are displayed in green (already played).
- Tracks in the **[PLAYLIST]** category can be changed to green (already played) using the **[MENU]** button. When changed, the tracks are registered on the playing history list.

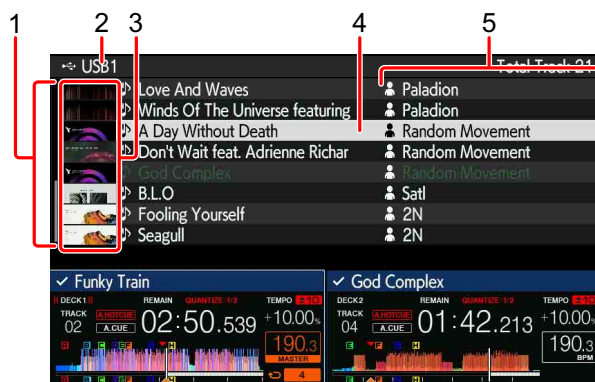
## ❖ Deleting the playing history

- 1 Connect the USB device to this unit.
- 2 Display the rekordbox library.
- 3 Use the rotary selector to select the **[HISTORY]** category.
- 4 Turn the rotary selector and select the playing history list to be deleted.
- 5 Press the **[MENU (UTILITY)]** button.  
The delete menu is displayed.
- 6 Turn the rotary selector to select the deletion range.
  - **[DELETE]**: The currently selected playing history list is deleted.
  - **[ALL DELETE]**: All the playing history lists are deleted.
  - When a USB device's playing history list is loaded as a rekordbox playlist, the previously loaded playing history list is deleted from the USB device.
  - For tracks in the **[PLAYLIST]** category, the tracks can be changed from green (already played) to white (not played) using **[MENU]**. After this change, the tracks are deleted from the playing history list.
- 7 Use the rotary selector to select **[OK]**.

## Editing tag lists

Tracks to be played next or tracks selected according to DJ situations can be marked and collected in lists. The list of collected tracks is called a “tag list”. This section explains about the tag list screen when using the USB device connected to the unit.

- Up to 100 tracks per device can be added to a tag list.
- One tag list can be created per USB device. It isn't possible to make a tag list containing tracks on different USB devices.
- It isn't possible to register the same track in the same folder twice.



1 List of contents	The contents of the tag list
2 Device name	The name of the device where tracks are saved
3 Jacket photo	Part of the artwork stored in rekordbox is displayed. When the <b>[INFO]</b> button is pressed, the jacket photo turns off and serial numbers are displayed.
4 Cursor	Turn the rotary selector to move the cursor up and down.
5 User-set categories	The categories displayed in rekordbox can be selected. When the <b>[INFO]</b> button is pressed, the details of the track selected with the cursor are displayed.

## Adding tracks to tag lists

### ❖ Selecting and adding tracks

- 1 Switch to the browse screen and display the list of tracks.
- 2 Set the cursor to the track and press the **[TAG TRACK/REMOVE]** button.
  - ✔ is displayed on the left side of the track, and the track is added to the tag list of that USB device.
  - Tracks can be added to the tag list using rekordbox in advance.
    - ➔ Read more: rekordbox Operating Instructions

### ❖ Adding loaded tracks

- 1 Load a track.
- 2 On the normal playback screen, press the **[INFO]** button.
- 3 Press the **[TAG TRACK/REMOVE]** button.

The track loaded in this unit is added to the tag list.

  - The track loaded in the active deck can also be added to the tag list by pressing the **[TAG TRACK/REMOVE]** button in the normal playback screen.

## ❖ Adding entire categories or folders

All the tracks in a selected category or folder can be added to a tag list.

- 1 Switch to the browse screen and select a category or folder that has tracks directly under it.

A list of the tracks is displayed on the right half of the information display screen.

- 2 Set the cursor to the category or folder, then press the **[TAG TRACK/REMOVE]** button.

The category or folder name flashes, and all the tracks in that category or folder are added to the tag list.

- When folders are added while in folder browse mode, tracks for which ID3 tags, etc. have never been loaded are registered using the file name as the track name. The artist names aren't registered.
- After tracks have been added to the tag list, when the registered tracks are displayed in the track list on the browse screen or are loaded in a player and their ID3 tags, etc. are loaded, the file names switch to the track names and the artist names are also registered.

## ❖ Adding tracks from playlists

All the tracks on a selected playlist can be added to a tag list.

- 1 Switch to the browse screen and select the **[PLAYLIST]** category.

A list of the playlists is displayed, and a list of the tracks is displayed on the right half of the information display screen.

- 2 Set the cursor to the playlist, then press the **[TAG TRACK/REMOVE]** button.

The playlist name flashes, and all the tracks on that playlist are added to the tag list.

## Loading tracks from tag lists

- 1 Press the **[TAG LIST]** button.
- 2 Use the rotary selector to select **[USB1]** or **[USB2]**.
- 3 Use the rotary selector to select the track you want to load.
  - If the rotary selector is pressed while the cursor is placed over a track, the track menu is displayed.
    - ➡ Read more: Track menu (page 81)
  - If the **[LOAD 1]** or **[LOAD 2]** button is pressed while the cursor is placed over a track, the track is loaded to the specified deck of the unit.

---

## Removing tracks from tag lists

### ❖ Removing one track at a time

- 1 Press the **[TAG LIST]** button.
- 2 Use the rotary selector to select **[USB1]** or **[USB2]**.
- 3 Use the rotary selector to set the cursor to the track you want to remove.
- 4 Press the **[TAG TRACK/REMOVE]** button for 1 second or more.

Tracks can be removed from tag lists by pressing the **[TAG TRACK/REMOVE]** button at the screens and in the situations described below.

  - When the cursor is set to a track registered in the tag list on the browse screen
  - When the normal playback screen or a track's detailed information screen is displayed while a track registered in the tag list is being loaded



## ❖ Removing all the tracks

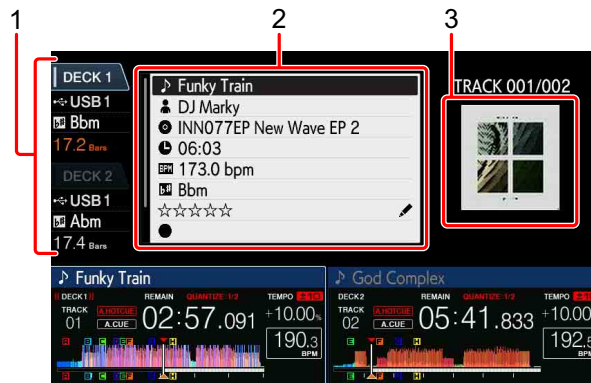
- 1 Press the **[TAG LIST]** button.
- 2 Use the rotary selector to select **[USB1]** or **[USB2]**.
- 3 Press the **[MENU (UTILITY)]** button.  
The **[LIST MENU]** is displayed.
- 4 Use the rotary selector to select **[TAGLIST MENU]**.
- 5 Use the rotary selector to select **[REMOVE ALL TRACKS]**.
- 6 Use the rotary selector to select **[OK]**.

---

## Converting a tag list into a playlist

- Converted playlists are displayed as items in the **[PLAYLIST]** category.
- 1 Press the **[TAG LIST]** button.
  - 2 Use the rotary selector to select **[USB1]** or **[USB2]**.
  - 3 Press the **[MENU (UTILITY)]** button.  
The **[LIST MENU]** is displayed.
  - 4 Use the rotary selector to select **[TAGLIST MENU]**.
  - 5 Use the rotary selector to select **[CREATE PLAYLIST]**.
  - 6 Use the rotary selector to select **[OK]**.
    - If no rekordbox library information is stored on the USB device, the tag list can't be converted into a playlist.
    - When tag lists include both tracks being managed with rekordbox and tracks not being managed with rekordbox, only the tracks being managed with rekordbox are converted into playlists.

## Displaying the detailed information of the currently loaded track



1 Deck information	<b>[DECK]</b> number and the location of the loaded track, etc.
2 Track details	Detailed information on the loaded tracks
3 Jacket photo and comment	The jacket photo and comments about the loaded track

- 1 Load a track.
- 2 On the normal playback screen, press the **[INFO]** button.  
Detailed information of the track loaded on the unit is displayed.
  - The **[DECK]** for which you want to view the track information can be selected by touching **[DECK1]** or **[DECK2]** in the deck information display.

## ❖ Changing track ratings

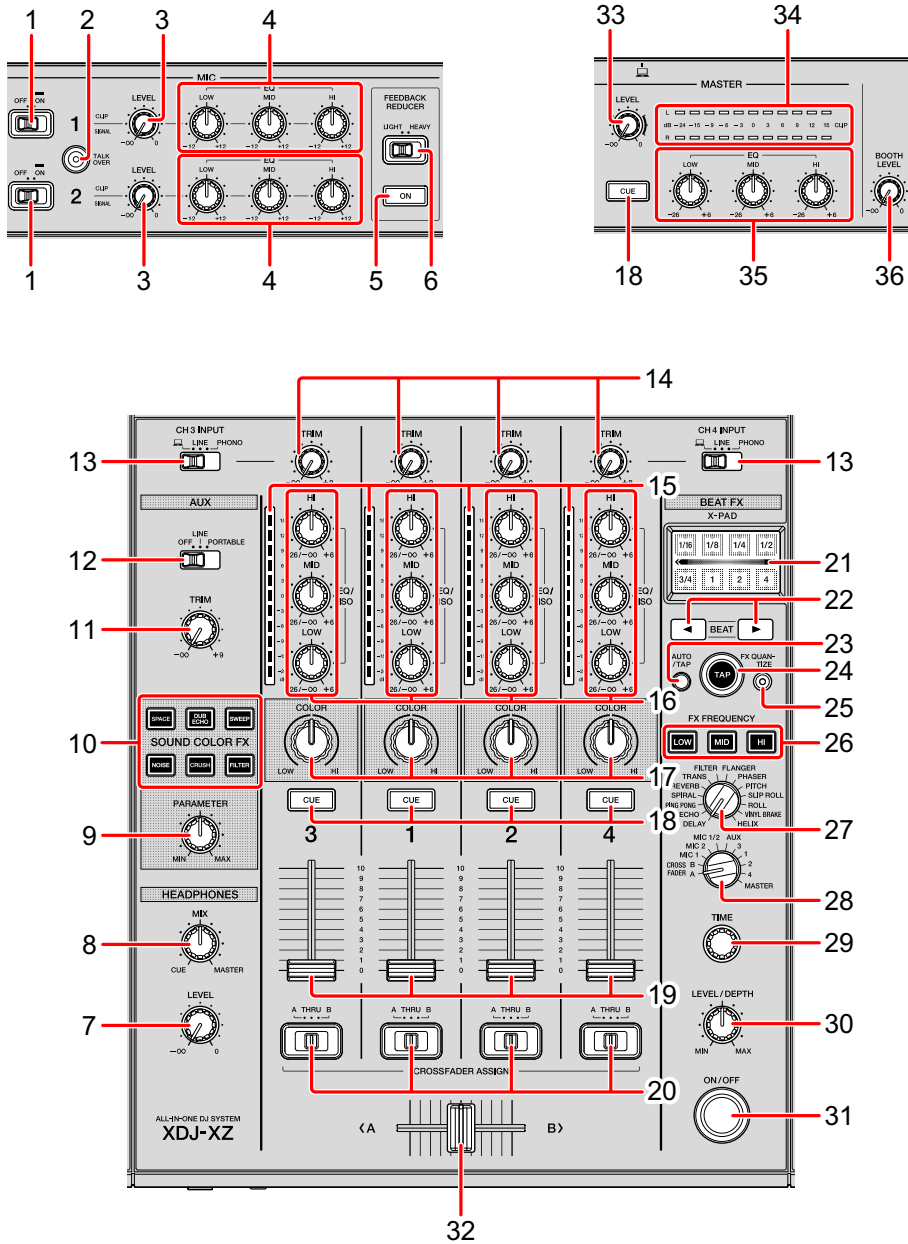
- 1 Select the rating displayed in the detailed information (display example: ☆☆☆☆☆ ).
- 2 Press the rotary selector for 1 second or more, then turn the rotary selector clockwise or counterclockwise.
  - The **[DECK]** with the track to edit loaded can be selected by touching **[DECK1]** or **[DECK2]** in the deck information display.

---

## Displaying information of the track loaded on the DJ player with the PRO DJ LINK connection

- 1 Press the **[INFO]** button on the normal playback screen.
- 2 Touch **[DECK 1]** or **[DECK 2]** on the deck information display.
  - Touch **[DECK 1]** when it's selected: Displays detailed information of the track loaded on the DJ player No.3 with the PRO DJ LINK connection.
  - Touch **[DECK 2]** when it's selected: Displays detailed information of the track loaded on the DJ player No.4 with the PRO DJ LINK connection.

## Mixer/effect section



### 1 MIC (OFF, ON) switches / indicator

Turns the microphone on/off.

➔ Read more: Using a microphone (page 99)

## 2 MIC TALK OVER button / indicator

The sound of channels other than the **[MIC]** channel is attenuated by -18 dB (default) when a sound of -10 dB or greater is input to the microphone.

- You can change the level of attenuation for Talkover mode on the **[UTILITY]** screen.
  - Talkover mode can be switched between Normal mode and Advanced mode.
- ➡ Read more: Changing the settings (page 119)

## 3 MIC LEVEL knobs

Adjusts the level of sound input to the **[MIC]** input terminals.

➡ Read more: Using a microphone (page 99)

## 4 MIC EQ (HI, MID, LOW) knobs

Adjusts the sound quality of the microphones.

➡ Read more: Using a microphone (page 99)

## 5 FEEDBACK REDUCER button

Detects the frequency when the microphone howling occurs, insert a filter that removes only the detected frequency band. It can reduce howling while minimizing damage to sound quality.

## 6 FEEDBACK REDUCER (LIGHT, HEAVY) switch

- **[LIGHT]**: Cuts the frequency band narrow by the filter. Select this to give priority to sound quality such as vocal tracks and rap music.
- **[HEAVY]**: Cuts the frequency band wide by the filter. Select this to give priority to howling reduction such as speech and MC.

## 7 HEADPHONES LEVEL knob

Adjusts the level of sound output from the **[PHONES]** output terminals.

➡ Read more: Monitoring with headphones (page 98)

## 8 HEADPHONES MIX knob

Adjusts the balance of monitor sound level between the **[MASTER]** channel and the channel for which the headphones **[CUE]** button is pressed.

➡ Read more: Monitoring with headphones (page 98)

## 9 PARAMETER knob

Adjusts the SOUND COLOR FX parameter.

## 10 SOUND COLOR FX buttons

Turns SOUND COLOR FX on/off.

➡ Read more: Using SOUND COLOR FX (page 108)

## 11 AUX TRIM knob

Adjusts the sound level of the AUX input.

➡ Read more: Using the AUX function (page 99)

## 12 AUX selector switch

Switches the AUX input according to the connected devices.

➡ Read more: Using the AUX function (page 99)

## 13 Input selector switches

Selects the [CH3] or [CH4] input source.

➡ Read more: Outputting sound (page 115)

## 14 TRIM knobs

Adjusts the volume of each channel's sound.

➡ Read more: Outputting sound (page 115)

## 15 Channel level indicators

Indicates the volume of the respective channels.

## 16 Channel EQ/ISO (HI, MID, LOW) knobs

Adjusts the sound quality of each channel.

Switches between [EQUALIZER] and [ISOLATOR] through the settings on the [UTILITY] screen.

➡ Read more: Adjusting the sound quality (page 97)

## 17 COLOR knobs

Changes the parameter of SOUND COLOR FX for each channel.

➡ Read more: Using SOUND COLOR FX (page 108)

## 18 CUE buttons

# Part names and functions

Selects the channel you want to monitor with the headphones.

➡ Read more: Monitoring with headphones (page 98)

## 19 Channel faders

Adjusts the volume of each channel's sound.

Switches the curve characteristics on the **[UTILITY]** screen.

➡ Read more: Changing the fader curve (page 98)

## 20 CROSSFADER ASSIGN (A, THRU, B) switches

Assigns the channel output to **[A]** or **[B]** of the crossfader.

➡ Read more: Outputting sound (page 115)

## 21 X-PAD

Turns BEAT FX on while touching this. Depending on the touching position, you can adjust the parameter.

➡ Read more: Operating [X-PAD] (page 101)

## 22 BEAT ◀, ▶ buttons

Increases or decreases the effect timing.

➡ Read more: Using BEAT FX (page 100)

## 23 AUTO/TAP button

Selects the BPM measurement mode.

– **[AUTO]**: The BPM is automatically measured from the input audio signal.  
**[AUTO]** mode is set when the power of the unit is turned on.

– **[TAP]**: You can enter the BPM manually by tapping the **[TAP]** button.

## 24 TAP button

You can enter the BPM manually by tapping this button when the BPM measurement mode is set to **[TAP]**.

➡ Read more: Inputting the BPM manually (page 101)

## 25 FX QUANTIZE button

Adds an effect to the sound without delaying the tempo of the current playback track when the Quantize function is turned on in BEAT FX.

➡ Read more: Using the Quantize function (page 116)

## 26 FX FREQUENCY buttons

Selects the frequency band to apply effects. An effect is added to the frequency band of lit buttons.

➡ Read more: Using BEAT FX (page 100)

## 27 BEAT FX selector switch

Changes the effect type of Beat FX.

➡ Read more: Using BEAT FX (page 100)

## 28 BEAT FX channel selector switch

Changes the channel to which you want to add BEAT FX and to send.

➡ Read more: Using BEAT FX (page 100)

## 29 TIME knob

Adjusts the temporal parameter of the BEAT FX.

➡ Read more: Using BEAT FX (page 100)

## 30 LEVEL/DEPTH knob

Adjusts the quantitative parameter of the BEAT FX.

➡ Read more: Using BEAT FX (page 100)

## 31 BEAT FX ON/OFF button

Turns Beat FX on/off.

➡ Read more: Using BEAT FX (page 100)

## 32 Crossfader

Outputs the sound assigned by the **[CROSSFADER ASSIGN (A, THRU, B)]** switch according to the curve characteristics set on the **[UTILITY]** screen.

➡ Read more: Changing the fader curve (page 98)

## 33 MASTER LEVEL knob

Adjust the volume of the sound output from the **[MASTER1]** and **[MASTER2]** output terminals.

➡ Read more: Outputting sound (page 115)

## 34 Master level indicator



Indicates the volume of the master output sound. **[CLIP]** flashes when the output level is too high.

- Slow flashing: Occurs just before the distortion of sound begins.
- Fast flashing: The sound is distorted.

## 35 Master EQ (HI, MID, LOW) knobs

Adjusts the sound quality of master.

Switches between **[MASTER OUT]** and **[MASTER AND BOOTH OUT]** through the settings on the **[UTILITY]** screen.

➞ Read more: Adjusting the sound quality (page 97)

## 36 BOOTH LEVEL knob

Adjusts the volume of the sound output from the **[BOOTH]** output terminal.

➞ Read more: Outputting sound from the **[BOOTH]** output terminals (page 100)

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## Adjusting the sound quality

Turn the **[HI]**, **[MID]**, **[LOW]** knobs for the respective channels.

### ❖ Switching the function of the channel **[EQ/ISO (HI, MID, LOW)]** knob

Switches between **[EQUALIZER]** and **[ISOLATOR]** through the settings on the **[UTILITY]** screen.

- **[EQUALIZER]**: For the equalizer settings
- **[ISOLATOR]**: For the isolator settings

### ❖ Switching the function of the master **[EQ/ISO (HI, MID, LOW)]** knob

Switches between **[MASTER OUT]** and **[MASTER AND BOOTH OUT]** through the settings on the **[UTILITY]** screen.

- **[MASTER OUT]**: Applies the equalizer setting only for the MASTER.

# Part names and functions

- **[MASTER AND BOOTH OUT]**: Applies the equalizer setting for the MASTER and BOOTH.

---

## Monitoring with headphones




- 1 Connect headphones to the **[PHONES]** output terminal.  
➡ Read more: Connecting input/output terminals (page 23)
- 2 Press the **[CUE]** button of the channel you'd like to monitor.  
The **[MONO SPLIT, STEREO]** setting can be changed on the **[UTILITY]** screen.
  - **[MONO SPLIT]**: Outputs the sound of the channel selected with the **[CUE]** button to **[L]** and the sound of **MASTER** to **[R]**.
  - **[STEREO]**: Outputs the sound selected with the **[CUE]** button in stereo.
- 3 Turn the **[HEADPHONES MIX]** knob.  
Adjust the balance of the volume between the channel selected with the **[CUE]** button and **MASTER**.
- 4 Turn the **[HEADPHONES LEVEL]** knob.

---

## Changing the fader curve

### ❖ Selecting the channel fader curve characteristic




Set **[CHANNEL FADER CURVE]** on the **[UTILITY]** screen.

- [  ]: The curve rises suddenly when the channel fader is away from the front side.
- [  ]: The curve slowly rises. (When the channel fader is moved away from the front side, the volume slowly rises.)
- [  ]: Creates a curve that rises steeply at the front side.

### ❖ Selecting the crossfader curve characteristic

Set **[CROSSFADER CURVE]** on the **[UTILITY]** screen.

# Part names and functions

- [  ]: The curve quickly rises. (When the crossfader is moved away from the edge of **[A]** side, the sound is immediately output from the **[B]** side.)
- [  ]: This curve is between other curves.
- [  ]: The curve slowly rises. (When the crossfader is moved away from the edge of **[A]** side, the volume on the **[B]** side slowly rises and the volume on the **[A]** side slowly descends.)

---

## Using the AUX function

- 1 Switch the AUX selector switch.
  - **OFF**: Mutes the input sound.
  - **LINE**: Use this when connected to other than a portable device.
  - **PORTABLE**: Use this when connected to a portable device.
- 2 Turn the **[TRIM]** knob.  
Adjust the level of sound input to the **[AUX IN]** channel.

---

## Using a microphone

- 1 Connect a microphone to the **[MIC1]** input terminal or **[MIC2]** input terminal.
- 2 Set the **[MIC (OFF, ON)]** switch to **[ON]**.
  - The **[MIC (OFF, ON)]** indicator lights up.
- 3 Turn the **[MIC1 LEVEL]** knob or **[MIC2 LEVEL]** knob.  
Adjust the volume of the sound output from the **[MIC]** channel.
  - The sound comes out at a loud volume if the knob is turned all the way to the right.
- 4 Input audio to the microphone.

### ❖ Adjusting the sound quality

Turn the **[MIC EQ (HI, MID, LOW)]** knob of the **[MIC]** channel.

# Part names and functions

- **[HI]**: –12 dB to +12 dB (10 kHz)
- **[MID]**: –12 dB to +12 dB (2.5 kHz)
- **[LOW]**: –12 dB to +12 dB (100 Hz)

---

## Outputting sound from the **[BOOTH]** output terminals

Turn the **[BOOTH LEVEL]** knob.

Adjusts the level of sound output from the **[BOOTH]** output terminal.

---

## Using **BEAT FX**

You can instantly set various effects that match the tempo (BPM = Beats Per Minute) of the currently playing track.

- 1 Rotate the **[BEAT FX]** selector switch.  
Selects a type of effect.
- 2 Rotate the **BEAT FX** channel selector switch.  
Selects a channel to apply the effect to.
  - **[1]** to **[4]**, **[AUX]**: Applies the effect to the sound of the respective channels.
  - **[MIC1]**, **[MIC2]**, **[MIC1+2]**: Applies the effect to the sound of the **[MIC1]** or **[MIC2]** channel only or applies the effect to the sound of the **[MIC1]** and **[MIC2]** channels.
  - **[CROSSFADER A]**, **[CROSSFADER B]**: Applies the effect to the sound of the **[A]** (left) or **[B]** (right) side of the crossfader.
  - **[MASTER]**: Applies the effect to the sound of the **[MASTER]** channel.
- 3 Press the **[BEAT ◀]** button or **[BEAT ▶]** button.  
Increases or decreases the effect timing.  
The effect time corresponding to the selected length is set automatically.
- 4 Press the **[HI]**, **[MID]** or **[LOW]** button of **[FX FREQUENCY]**.  
You can select **[HI]**, **[MID]** or **[LOW]** to apply effects.
- 5 Press the **[BEAT FX ON/OFF]** button.

# Part names and functions

You can adjust the effect's temporal parameter by turning the **[TIME]** knob.

You can adjust the effect's quantitative parameter by turning the **[LEVEL/DEPTH]** knob.

The **[ON/OFF]** button flashes when the effect is on.

- Press the **[ON/OFF]** button again to turn the effect off.

---

## Inputting the BPM manually

Tap the **[TAP]** button more than twice with your finger in time with the beat of the sound being played.

The average value of the interval that the button is tapped is set to the BPM.

- When you set the BPM with using the **[TAP]** button, the beat is set to **[1/1]** and the time of 1 beat (quarter note) is set as an effect time.
- When you rotate the **[TIME]** knob while holding the **[TAP]** button, you can set the BPM manually.

---

## Operating **[X-PAD]**

### Operation 1

1 Operate step 1 through 4 of Using BEAT FX (page 100).

2 Touch **[X-PAD]**.

When you touch or swipe **[X-PAD]**, you can turn the effect on/off and change effect's temporal and quantitative parameters.

- When you release your finger from **[X-PAD]**, the effect is turned off.
- To release your finger from **[X-PAD]** with the effect on, press the **[BEAT FX ON/OFF]** button while holding **[X-PAD]**, and then release your finger from **[X-PAD]**.

### Operation 2

1 Operate step 1 through 5 of Using BEAT FX (page 100).

## 2 Touch **[X-PAD]**.

When you swipe **[X-PAD]**, you can change effect's temporal and quantitative parameters.

### ❖ **Types of BEAT EFFECT**

#### **DELAY**

A delayed sound is output once according to the beat set with the **[BEAT ◀, ▶]** buttons.

- When a 1/2 beat delayed sound is added, 4 beats become 8 beats.

#### **Buttons & knobs**

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 1 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and the delayed sound.)

**[X-PAD]** (parameter: Sets the delay time.)

When you select an effect channel from **[1]** to **[4]** of the BEAT FX channel selector switch, the effect sound can't be monitored even if you press the **[CUE]** button of the selected channel.

#### **ECHO**

Echoes according to the beat you set with the **[BEAT ◀, ▶]** buttons.

- When you move the channel fader to the bottom to cut the input volume, echo sound remains (echo tail) and the sound is faded out.
- After the effect is turned off, the echo sound remains.

#### **Buttons & knobs**

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 1 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and the echo sound.)

**[X-PAD]** (parameter: Sets the delay time.)

When you select an effect channel from **[1]** to **[4]** of the BEAT FX channel selector switch, the effect sound can't be monitored even if you press the **[CUE]** button of the selected channel.

## PING PONG

The delay sound with different delay times on the left and right outputs with attenuating according to the beat you set with the **[BEAT ◀, ▶]** buttons. You will get an effect with a sense of stereo.

- When you move the channel fader to the bottom to cut the input volume, echo sound remains (echo tail) and the sound is faded out.
- After the effect is turned off, the echo sound remains.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 1 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and the echo sound.)

**[X-PAD]** (parameter: Sets the delay time.)

When you select an effect channel from **[1]** to **[4]** of the BEAT FX channel selector switch, the effect sound can't be monitored even if you press the **[CUE]** button of the selected channel.

## SPIRAL

A reverberation effect is applied to the input sound.

The pitch changes at the same time if the delay time is changed.

- When you move the channel fader to the bottom to cut the input volume, the effect sound remains.
- After the effect is turned off, the effect sound remains.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 1 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets feedback, and the balance between the original sound and the effect sound.)

**[X-PAD]** (parameter: Sets the delay time.)

When you select an effect channel from **[1]** to **[4]** of the BEAT FX channel selector switch, the effect sound can't be monitored even if you press the **[CUE]** button of the selected channel.

## REVERB

A reverberation effect is applied to the input sound.

- When you move the channel fader to the bottom to cut the input volume, the reverberation sound remains.
- After the effect is turned off, the reverberation sound remains.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1% to 100%)

**[TIME]** knob (parameter: 1% to 100%)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and the effect sound.)

**[X-PAD]** (parameter: Sets the cut off frequency of the filter.)

When you select an effect channel from **[1]** to **[4]** of the BEAT FX channel selector switch, the effect sound can't be monitored even if you press the **[CUE]** button of the selected channel.

## TRANS

The sound is cut according to the beat you set with the **[BEAT ◀, ▶]** buttons.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 10 msec to 16 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and the effect sound.)

**[X-PAD]** (parameter: Sets the cut time.)



## **FILTER**

The filter's cut off frequency is changed according to the beat you set with the **[BEAT ◀, ▶]** buttons.

### **Buttons & knobs**

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 64 beats)

**[TIME]** knob (parameter: 10 msec to 32 000 msec)

**[LEVEL/DEPTH]** knob (parameter: The further clockwise the knob is turned, the greater the effect is stressed. When turned all the way counterclockwise, only the original sound comes out.)

**[X-PAD]** (parameter: Sets the cut time.)

## **FLANGER**

One cycle for Flanger effect is produced according to the beat you set with the **[BEAT ◀, ▶]** buttons.

### **Buttons & knobs**

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 64 beats)

**[TIME]** knob (parameter: 10 msec to 32 000 msec)

**[LEVEL/DEPTH]** knob (parameter: The further clockwise the knob is turned, the greater the effect is stressed. When turned all the way counterclockwise, only the original sound comes out.)

**[X-PAD]** (parameter: Changes the cycle for moving the Flanger effect finely.)

## **PHASER**

The Phaser effect changes according to the beat you set with the **[BEAT ◀, ▶]** buttons.

### **Buttons & knobs**

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 64 beats)

**[TIME]** knob (parameter: 10 msec to 32 000 msec)

**[LEVEL/DEPTH]** knob (parameter: The further clockwise the knob is turned, the greater the effect is stressed. When turned all the way counterclockwise, only the original sound comes out.)

**[X-PAD]** (parameter: Changes the cycle for moving the Phaser effect finely.)

## PITCH

Changes the pitch of the original sound.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: -50% to 100%)

**[TIME]** knob (parameter: -50% to 100%)

**[LEVEL/DEPTH]** knob (parameter: Sets the pitch of the effect sound. When you turn the knob all the way counterclockwise, the setting returns to the pitch of the original sound.)

**[X-PAD]** (parameter: Sets the pitch of the effect sound.)

## SLIP ROLL

The sound being input at the point when you press the **[ON/OFF]** button is recorded, and the recorded sound comes out repeatedly according to the beat you set with the **[BEAT ◀, ▶]** buttons.

- When the effect time changes, the input sound is recorded again.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 10 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and Roll sound.)

**[X-PAD]** (parameter: Sets the effect time.)

## ROLL

The sound being input at the point when you press the **[ON/OFF]** button is recorded, and the recorded sound comes out repeatedly according to the beat you set with the **[BEAT ◀, ▶]** buttons.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 10 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the balance between the original sound and Roll sound.)

**[X-PAD]** (parameter: Sets the effect time.)

## VINYL BRAKE

The playback speed of the input sound gradually slows down according to the beat you set with the **[BEAT ◀, ▶]** buttons, and then the playback stops.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 10 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the playback speed. When turned the knob all the way counterclockwise, the original sound comes out. When turned the knob all the way counterclockwise and the further clockwise the knob is turned, the playback speed decreases and the effect which stops the playback is added.)

**[X-PAD]** (parameter: Sets the effect time.)

## HELIX

The sound being input at the point when you press the **[ON/OFF]** button is recorded, and the recorded sound comes out repeatedly according to the beat you set with the **[BEAT ◀, ▶]** buttons.

- When turned the **[LEVEL/DEPTH]** knob all the way counterclockwise and the further clockwise the knob is turned, the input sound is recorded. When turned the knob all the way clockwise, the output sound is fixed. When the effect time is changed, the recorded sound's pitch is changed.

### Buttons & knobs

**[BEAT ◀, ▶]** buttons (parameter: 1/16 to 16 beats)

**[TIME]** knob (parameter: 10 msec to 4 000 msec)

**[LEVEL/DEPTH]** knob (parameter: Sets the rate of overlapping sounds. When turned the knob all the way counterclockwise, the original sound comes out. When turned the knob all the way counterclockwise and the further clockwise the knob is turned, the input sound is recorded from the initial condition again.)

**[X-PAD]** (parameter: Sets the effect time to change the pitch. When releasing your finger from **[X-PAD]**, the set effect time automatically returns.)

## Using **SOUND COLOR FX**

These effects change in association with the **[COLOR]** knobs for each channel.

### 1 Press one of **[SOUND COLOR FX]** buttons.

Select an effect type.

The pressed button flashes.

- The same effect is set for **[CH1]** to **[CH4]**.
- If you already selected one button and then pressed another, the newly pressed button is selected.
- When you press the flashing button, the effect is turned off.

### 2 Turn a **[COLOR]** knob.

The effect is applied to the channel for which the knob is turned.

The effect's quantitative parameter can be adjusted by turning the **[PARAMETER]** knob.

## ❖ Types of **SOUND COLOR FX**

### **SPACE**

Adds reverb to the original sound.

**[COLOR]** knob:

Turn counterclockwise: Applies reverb to the low-range.

Turn clockwise: Applies reverb to the high-range.

**[PARAMETER]** knob:

Turn clockwise to increase the feedback.

## DUB ECHO

Outputs delayed sounds repeatedly and gradually attenuate it, giving an echo effect.

**[COLOR]** knob:

Turn counterclockwise: Applies the echo effect to the mid-range only.

Turn clockwise: Applies the echo effect to the high-range only.

**[PARAMETER]** knob:

Turn clockwise to increase the feedback.

## SWEEP

Turning the knob to the left produces a gate effect, and turning it to the right produces a band pass filter effect.

**[COLOR]** knob:

Turn counterclockwise: Produces a gate effect making the sound tighter, with a reduced sense of volume.

Turn clockwise: Steadily decreases the band pass filter bandwidth.

**[PARAMETER]** knob:

Turning the **[COLOR]** knob counterclockwise adjusts the gate effect.

Turn to the right to tighten the sound.

Turning the **[COLOR]** knob clockwise adjusts the center frequency.

Turn to the right to increase the center frequency.

## NOISE

White noise generated inside the unit is mixed in to the sound of the channel via the filter and output.

**[COLOR]** knob:

Turn counterclockwise: Gradually decreases the cut-off frequency of the filter through which the white noise passes.

Turn clockwise: Gradually increases the cut-off frequency of the filter through which the white noise passes.

**[PARAMETER]** knob:

Turn clockwise to increase the white noise volume.

The sound quality can be adjusted by turning the **[EQ/ISO (HI, MID, LOW)]** knobs.

# Part names and functions

## **CRUSH**

The original sound is changed and outputs like crushed.

**[COLOR]** knob:

Turn counterclockwise: Increases the sound distortion.

Turn clockwise: Crushes the sound and passes it through the high pass filter.

**[PARAMETER]** knob:

Turn clockwise to increase the effect.

## **FILTER**

Outputs sound that has passed through a filter.

**[COLOR]** knob:

Turn counterclockwise: Gradually decreases the low-pass filter's cut-off frequency.

Turn clockwise: Gradually increases the high-pass filter's cut-off frequency.

**[PARAMETER]** knob:

Turn clockwise to increase resonance.

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# Operation

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## Turning the power on

- 1 Plug the power cord into a power outlet after all the connections between devices are completed.

➡ Connections (page 23)

- 2 Press the [⏻] switch.

The indicators on the unit light up and the power turns on.

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## Turning the power off

**Press the [⏻] switch.**

The unit turns off.

- Do not disconnect the USB device or turn off the unit while the USB indicator is lit or flashing. Doing so could delete the management data of the unit and damage the USB device, resulting in unreadable data.

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## Connecting and disconnecting USB devices

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### Connecting USB devices

Open the [USB 1] or [USB 2] slot cover and connect a USB device.

---

## Disconnecting USB devices

- 1 Press the **[USB STOP]** button for over 2 seconds.
  - Do not disconnect the USB device or turn off the unit while the USB indicator is lit or flashing. Doing so could delete the management data of this unit and damage the USB device, resulting in unreadable data.
- 2 Disconnect the USB device.
- 3 Close the USB slot cover.

---

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## Playing tracks

This section describes basic track selection and how to switch the screen.

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## Playing music files on media connected to this unit

- 1 Connect a USB device.
- 2 Press the **[USB 1]** or **[USB 2]** button.

Tracks and folders on the connected device are displayed in a list, showing music files in a USB device or a mobile device running rekordbox connected to the **[USB 1]** or **[USB 2]** slot.
- 3 Turn the rotary selector.
  - To open the category or lower level folder, press the rotary selector. To return to the upper level folder, press the **[BACK]** button.
  - To return to the category level, press the **[BACK]** button for 1 second or more, or press the browsed media button (**[USB 1]**, **[USB 2]**, **[LINK]** or **[rekordbox]** button).
- 4 Use the rotary selector to select a track you want to load.

To display the track menu, press the rotary selector while the cursor is hovered over the track title.



5 Press the **[LOAD 1]** or **[LOAD 2]** button.

When the track is loaded, the screen switches to the normal playback screen.

- When a track has been loaded while pausing, press the **[▶/|| (PLAY/PAUSE)]** button to start playback.
- When Auto Cue is on, the track pauses at the start position. In this case, press the **[▶/|| (PLAY/PAUSE)]** button to start playback.
  - ➔ Setting Auto Cue (page 116)

---

## Playing a rekordbox library on your PC/Mac or mobile device connected to the unit

Music files are displayed by categories (album, artist, etc.) set with rekordbox.

1 Press the **[rekordbox]** button.

- Press the **[USB 1]** or **[USB 2]** button to select a mobile device connected via USB. To select the mobile device connected to the DJ player with the PRO DJ LINK connection, press the **[LINK]** button.

2 Turn the rotary selector.

3 Use the rotary selector to select a track you want to load.

4 Press the **[LOAD 1]** or **[LOAD 2]** button.

---

## Playing a media connected to the DJ player with the PRO DJ LINK connection

- 1 Connect a media to the DJ player with the PRO DJ LINK connection.
- 2 Press the **[LINK]** button.
- 3 Turn the rotary selector.
  - To open the category and lower level of the category or folder, press the rotary selector. To return to the upper level folder, press the **[BACK]** button.
  - To return to the category level, press the **[BACK]** button for 1 second or more, or press the browsed media button (**[USB 1]**, **[USB 2]**, **[LINK]** or **[rekordbox]** button).
- 4 Use the rotary selector to select a track you want to load.
- 5 Press the **[LOAD 1]** or **[LOAD 2]** button.

### ❖ If the media contains a rekordbox library

The rekordbox library is displayed if it's stored in the connected USB device.

- Music files are displayed by categories (album, artist, etc.) set with rekordbox.

---

## Outputting sound



Check that the unit and the external devices are properly connected before outputting sound.

➔ Connecting input/output terminals (page 23)

Adjust the volume of the power amplifier or powered speakers connected to the **[MASTER1]** and **[MASTER2]** output terminals to an appropriate level. Note that loud sound may come out if the volume is set too high.

1 Select the input selector switch.

Select the input source for **[CH3]** or **[CH4]**.

- To output sound from **[CH1]** or **[CH2]**, this step isn't necessary.
  - **[LINE]**: Selects a DJ player, etc. connected to the **[LINE]** input terminal.
  - **[PHONO]**: Selects a turntable connected to the **[PHONO]** input terminal.
  -  : Selects the sound from the PC/Mac connected to the [ **USB**] port.

2 Turn the **[TRIM]** knob.

Adjust the sound level input to each channel.

The channel level indicator lights up.

3 Move the channel fader away from you.

Adjust the sound level output from each channel.

4 Select the **[CROSSFADER ASSIGN (A, THRU, B)]** switch.

Change the output destination for each channel.

- **[A]**: Assigns output to **[A]** (left) of the crossfader.
- **[B]**: Assigns output to **[B]** (right) of the crossfader.
- **[THRU]**: Select this when you don't want to use the crossfader. (The signals don't pass through the crossfader.)

5 Move the crossfader.

6 Turn the **[MASTER LEVEL]** knob.

The sound is output from the **[MASTER 1]** and **[MASTER 2]** output terminals.

The master level indicator lights up.

---

## Using the Quantize function

This function can be used to play beat loops and apply BEAT FXs in tempo with the currently playing track based on the track's beatgrid information as analyzed with rekordbox.

Music files must be analyzed with rekordbox beforehand in order to use the Quantize function. For instructions on analyzing music files with rekordbox, see the rekordbox Operating Instructions.

### Press the **[DECK QUANTIZE]** button.

The Quantize function for the deck turns on. When the Quantize function is turned on, the points are automatically aligned to the nearest beat position when Beat Loops, Cues, or Hot Cues are set. Furthermore, functions such as Beat Loops, Hot Cues and reverse playback can be used without breaking the beat.

- When you press the **[DECK QUANTIZE]** button again, the Quantize function for the deck is canceled.
- When the **[DECK QUANTIZE]** button is pressed while pressing the **[SHIFT]** button, switching the Quantize function on/off is possible only for the deck in which the **[SHIFT]** button is pressed.

1 Press the **[FX QUANTIZE]** button.

2 Press the **[BEAT FX ON/OFF]** button or touch **[X-PAD]**.

An effect is added without delaying to the tempo of the playing track.

- When you press the **[FX QUANTIZE]** button again, the Quantize function is canceled.

---

## Setting Auto Cue

When you load the track or search the beginning of the track (Track Search), a Cue point is automatically set at the beginning of the sound after no sound of the beginning of the track is skipped.

Press the **[TIME MODE (AUTO CUE)]** button for at least 1 second.

Auto Cue is turned on.

**[A. CUE]** is indicated on the main display.

- When you press the **[TIME MODE (AUTO CUE)]** button for at least 1 second again, Auto Cue is canceled.
- Even if the unit is turned off, Auto Cue settings are stored.
- When you press the **[TIME MODE (AUTO CUE)]** button for at least 1 second while holding the **[SHIFT]** button, you can turn Auto Cue on/off only on the deck with the **[SHIFT]** button pressed.

## ❖ Changing the Auto Cue level

You can select the cue point set as Auto Cue by followings.

### Setting according to the sound pressure level recognized as no sound (8 stages)

-36 dB, -42 dB, -48 dB, -54 dB, -60 dB, -66 dB, -72 dB, -78 dB

### Setting the saved cue to the cue point automatically

**MEMORY:** The saved cue point at the closest to the beginning of the track is set as a cue point of Auto Cue.

- When you set **[MEMORY]**, **[A. CUE]** lights up in white on the main display.
  - Even if the unit is turned off, Auto Cue settings are stored.
- 1 Press the **[MENU (UTILITY)]** button for at least 1 second.  
The **[UTILITY]** screen is displayed.
  - 2 Rotate the rotary selector, and then press it.  
Select **[AUTO CUE LEVEL]**.
  - 3 Rotate the rotary selector, and then press it.  
Change the Auto Cue level setting.

---

## Calling up settings stored on a USB device connected to the unit

[UTILITY] settings and other settings can be called up.

- 1 Connect the USB device.
- 2 Press the **[USB 1]** or **[USB 2]** button.  
If the media with the settings is connected to the DJ player with the PRO DJ LINK connection, press the **[LINK]** button to select the media.
- 3 Press the **[MENU (UTILITY)]** button.
- 4 Use the rotary selector to select **[LOAD]** in **[MY SETTINGS]**.
  - The settings can also be called up from the **[SHORTCUT]** screen.

---

## Changing the color set in the USB device connected to the unit

The colors of parts of the screen display can be changed.

- 1 Connect the USB device.
- 2 Press the **[USB 1]** or **[USB 2]** button.  
If the media with the settings is connected to the DJ player with the PRO DJ LINK connection, press the **[LINK]** button to select the media.
- 3 Press the **[MENU (UTILITY)]** button.
- 4 Use the rotary selector to select **[BACKGROUND COLOR]** or **[WAVEFORM COLOR]** in **[MY SETTINGS]**.
  - **[BACKGROUND COLOR]**: Select to change the color of a part of the display.
  - **[WAVEFORM COLOR]**: Select to change the color of the overall waveform or enlarged waveform to BLUE or RGB.
  - The colors can be changed only for USB devices that include music files or management data exported from rekordbox.
- 5 Use the rotary selector to select the color to be set.

---

## Changing the settings

- 1 Press the **[MENU (UTILITY)]** button for 1 second or more.  
The **[UTILITY]** screen is displayed.
- 2 Use the rotary selector to change the setting.
- 3 Press the rotary selector.
  - To close the **[UTILITY]** screen, press the **[MENU (UTILITY)]** button.

---

## Auto play mode

- When Auto play mode is turned on, the Auto play mode icon in the normal playback screen lights up and **[A. CUE]** turns off, and the tracks in the category or folder containing the currently loaded track are played consecutively until the end of the last track.
- The tracks are played in the order that they were loaded.

---

## Auto standby setting

When this setting is enabled, the unit enters Standby mode automatically after 4 hours if the following conditions are met.

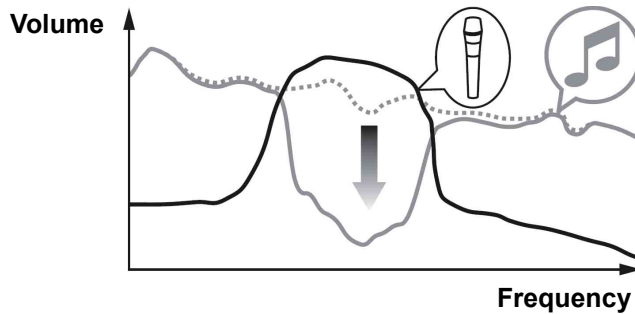
- None of the unit's buttons or knobs are operated.
  - No audio signal is input.
  - No PRO DJ LINK connections are made.
  - No USB device is connected to the USB device insertion slot (Type A terminal) on the unit's top panel.
  - No PC/Mac is connected to the **[ USB ]** port (Type B terminal) on the unit's rear panel.
- When you press the **[MASTER REC (WAKE UP)]** button, Standby mode is canceled.
  - This unit is shipped with the Auto Standby function turned on. If you don't want to use the Auto Standby function, set **[AUTO STANDBY]** to **[OFF]**.



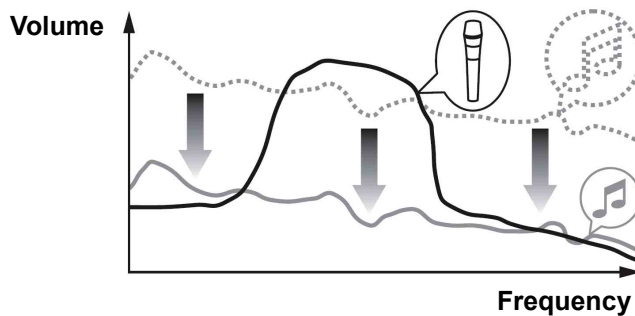
## Talkover function

The Talkover function has two modes.

- **[ADVANCED]**: Sound from channels other than the **[MIC]** channel comes out with only the mid-range attenuated according to the **[LEVEL]** setting.



- **[NORMAL]**: Sound from channels other than the **[MIC]** channel comes out with the sound attenuated according to the **[LEVEL]** setting.



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## Language settings

Select the language in which the track names and messages are displayed on the screen.

- To display the information such as track names written in local character codes other than Unicode, select the language in the **[LANGUAGE]** setting.

---

## Correcting deviation in the touch display calibration

You can adjust touch screen deviation with the **[TOUCH DISPLAY CALIBRATION]** on the **[UTILITY]** screen.

- If **[+]** doesn't move when you touch it, touch it a little longer.
- This unit has been shipped after calibration. Set the calibration if the unit doesn't respond to your touch properly.
- When setting the calibration, don't use a pointed object like a ballpoint pen.

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## Setting preferences

In the setting ranges, the default setting is shown with \*.

### DECK category

- **LOAD LOCK**

Sets whether to disable or enable the loading of new tracks during playback.

Setting ranges: LOCK/UNLOCK\*

- **NEEDLE LOCK**

➡ Playing from the position touched on the waveform (page 63)

Setting ranges: LOCK\*/UNLOCK

- **QUANTIZE BEAT VALUE (DECK)**

Changes the beat size of QUANTIZE. The setting can also be changed in the **[SHORTCUT]** screen.

Setting ranges: 1/8, 1/14, 1/2, 1\*

- **HOT CUE AUTO LOAD**

➡ Calling up Hot Cues automatically when tracks are loaded (page 55)

Setting ranges: ON/rekordbox SETTING\*/OFF

- **HOT CUE COLOR**

The lighting color of the **[HOT CUE] (A to H)** buttons can be changed.

➡ Lighting colors of Performance Pads (page 54)

Setting ranges: ON/OFF\*

- **AUTO CUE LEVEL**

Sets the auto cue level.

➡ Changing the Auto Cue level (page 117)

Setting ranges: -36 dB/-42 dB/-48 dB/-54 dB/-60 dB/-66 dB/-72 dB/-78 dB/MEMORY\*

- **SLIP FLASHING**

Selects whether the indicators flash or not when the **[SLIP]** button is pressed.

Setting ranges: ON\*/OFF

- **ON AIR DISPLAY**

Sets whether to display/hide the [ON AIR DISPLAY].

Setting ranges: ON\*/OFF

- **JOG DISPLAY MODE**

➡ Jog display section (page 36)

Setting ranges: AUTO\*/INFO/SIMPLE/ARTWORK

- **JOG RING BRIGHTNESS**

Sets the brightness of the Jog ring illumination.

Setting ranges: OFF/1/2\*

- **JOG RING INDICATOR**

Sets the Jog ring illumination to flash or not when the track's remaining time is running out.

Setting ranges: ON\*/OFF

- **VINYL SPEED ADJUST**

➡ Adjusting acceleration and deceleration level (page 45)

Setting ranges: TOUCH&RELEASE\*/TOUCH/RELEASE

- **AUTO PLAY MODE**

➡ Auto play mode (page 120)

Setting ranges: ON/OFF\*

## MIXER category

- **EQUALIZER CURVE**




➡ Adjusting the sound quality (page 97)

Setting ranges: EQUALIZER\*/ISOLATOR

- **CHANNEL FADER CURVE**

Sets the channel fader curve.




➡ Mixer/effect section (page 92)

Setting ranges: [  ]CURVE1/[  ]CURVE2\*/[  ]CURVE3

- **CROSSFADER CURVE**

Sets the crossfader curve.

➡ Mixer/effect section (page 92)

Setting ranges: [  ]CURVE1/[  ]CURVE2\*/[  ]CURVE3

- **MASTER EQUALIZER**

➡ Adjusting the sound quality (page 97)

Setting ranges: MASTER OUT\*/MASTER AND BOOTH OUT

- **MASTER ATTENUATOR**

Sets the master output attenuator level.

Setting ranges: -12 dB, -6 dB, 0 dB\*

- **BOOTH MONITOR ATTENUATOR**

Sets the booth output attenuator level.

Setting ranges: -12 dB, -6 dB, 0 dB\*

- **PEAK LIMITER**

Decreases sudden, unpleasant digital clipping of the master output.

Setting ranges: ON\*/OFF

- **MIC OUT TO BOOTH**

Changes whether or not the microphone sound comes out from the booth channel.

Setting ranges: ON\*/OFF

- **TALK OVER MODE**

Switches Talkerover mode between **[ADVANCED]** and **[NORMAL]**.

Setting ranges: ADVANCED\*/NORMAL

- **TALK OVER LEVEL**

Sets the Talkover feature's sound attenuation level.

Setting ranges: -24 dB, -18 dB\*, -12 dB, -6 dB

- **HEADPHONES MONO SPLIT/STEREO**

Switches the headphones output between **[MONO SPLIT]** and **[STEREO]**.

➡ Monitoring with headphones (page 98)

Setting ranges: MONO SPLIT/STEREO\*

- **USB OUTPUT LEVEL**

Sets the output level for PC REC.

Setting ranges: -19 dB\*, -15 dB, -10 dB, -5 dB

- **CH3 CONTROL TONE**

Sets which device connected to the input terminal of PHONO/LINE to send the time code signal for CH3.

Setting ranges: PHONO\*/LINE

- **CH4 CONTROL TONE**

Sets which device connected to the input terminal of PHONO/LINE to send the time code signal for CH4.

Setting ranges: PHONO\*/LINE

- **MIXER MIDI MESSAGE**

Turns MIDI on the mixer/effect section on/off.

Setting ranges: OFF/SEND\*/SEND WITH TIME PARAM

## **GENERAL category**

- **LANGUAGE**

Sets the language of the main display.

- **PAD/BUTTON BRIGHTNESS**

Sets the pad's and button's brightness.

Setting ranges: 1/2/3\*/4

- **LCD BRIGHTNESS**

Sets the brightness of the main display.

Setting ranges: 1/2/3\*/4/5

- **JOG LCD BRIGHTNESS**

Sets the brightness of the jog display.

Setting ranges: 1/2/3\*/4/5

- **SCREEN SAVER**

When set to **[ON]**, the screen saver starts up in any of the following cases:

- When no track is loaded in this unit for over 5 minutes
- When no operation is performed for over 100 minutes while in the pause or cue standby mode or when **[END]** is displayed on the deck display section.

Setting ranges: ON\*/OFF

- **TOUCH DISPLAY CALIBRATION**

➡ Correcting deviation in the touch display calibration (page 122)

- **AUTO STANDBY**

➡ Auto standby setting (page 120)

Setting ranges: ON\*/OFF

- **VERSION No.**

Displays this unit's software version.

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# Using DJ software

For the latest information on the unit's supported DJ software, see the Pioneer DJ support page below.



[pioneerdj.com/support/](http://pioneerdj.com/support/)

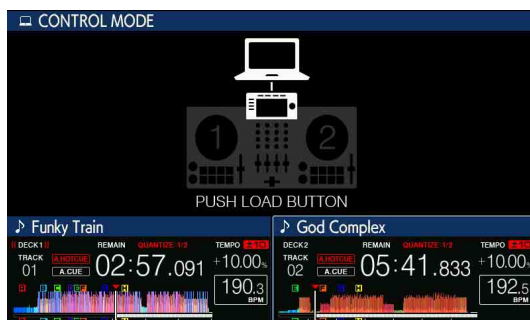
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## Operating DJ software

The unit also outputs operating data for the buttons and knobs in MIDI format. If you connect a PC/Mac with a built-in MIDI compatible DJ application via the USB cable, you can control the DJ application with the unit. You can also output a music file playing on your PC/Mac from the unit. To use this unit as an audio device, install the driver software on your PC/Mac beforehand. This unit must also be selected in the DJ software's audio output device settings. For details, see your DJ application's user guide.

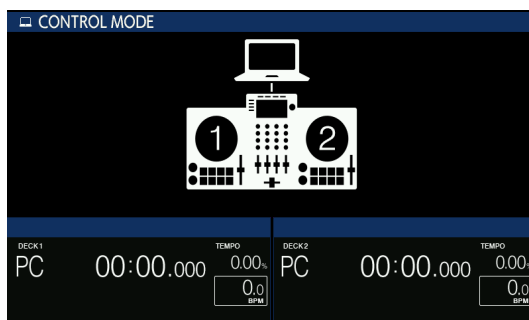
- 1 Connect the [ **USB**] port of the unit to your PC/Mac.  
➔ Connecting input/output terminals (page 23)
- 2 Press the [**BROWSE (SEARCH)**] button, and then press the [**LINK**] button.  
The connection screen is displayed.  
If a media is connected to a DJ player with the PRO DJ LINK connection, [ **CONTROL MODE**] is displayed on the media selecting screen.





## 3 Press the **[LOAD 1]** or **[LOAD 2]** button.

The deck switches to Control mode.



## 4 Launch the DJ software.

Communication with the DJ software starts.

- The DJ software on your PC/Mac can be controlled using the buttons and rotary selector on this unit.
- Some buttons may not control the DJ software.
- When there is a connection with the supported DJ software, the tracks and folders are displayed in a list on the **[BROWSE (SEARCH)]** screen.
- Control mode is canceled when a track is loaded in the unit.

## 5 Change the control deck.

By one of following procedures, you can switch the control decks between 1 and 3 / 2 and 4. (toggle feature)

- Touch **[DECK SELECT]** in SHORTCUT.
- Press the **[SHIFT]** button twice.

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## About MIDI messages

For details on this unit's MIDI messages, see: "List of MIDI Messages".

- You can find the List of MIDI Messages from **[XDJ-XZ]** of the Pioneer DJ website:  
[pioneerdj.com/support/](http://pioneerdj.com/support/)

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# Additional information

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## Troubleshooting

If you think something is wrong with the unit, refer to the **[FAQ]** for the **[XDJ-XZ]** on the Pioneer DJ support page.

[pioneerdj.com/support/](http://pioneerdj.com/support/)

Also, check any connected devices. If you can't solve the problem, ask your nearest Pioneer authorized service center or your dealer to carry out repair work.

- The unit may not work properly if it's subjected to static electricity or other external influences. In this case, you may be able to restore proper operation by turning off the power, waiting 1 minute, then turning the power back on.

---

## Error messages

When the unit can't work normally, an error code appears on the main display. Check below and take the measures indicated. If an error code not shown below is displayed, or the same error code is displayed again after taking the indicated action, ask your nearest Pioneer authorized service center or your dealer to carry out repair work.

- E-8302 (Error type: CANNOT PLAY TRACK)

Description of error:

Track data (files) on the storage device can't be read correctly.

Cause and action:

The track data (file) may be corrupted.

→ Check if the track can be played with another player that supports the same formats as the unit.

- E-8304, E-8305 (Error type: UNSUPPORTED FILE FORMAT)

Description of error:

Music files that can't be played with the unit are loaded.

Cause and action:

The format isn't supported by the unit.

→ Load music files in the supported formats.

---

## Cleaning the touch display

Don't use organic solvents, acids or alkalis to clean the surface of the touch display. Wipe with a soft dry cloth or a cloth immersed in neutral detergent that is squeezed properly.

## iPhone/iPod

- This product has been developed and tested based on the iPhone/iPod software versions indicated on the Pioneer DJ support page. ([pioneerdj.com/support/](http://pioneerdj.com/support/))
- Compatibility with this product may be lost if a version other than the one indicated on the Pioneer DJ support page is installed on your iPhone/iPod.
- Note that Pioneer DJ doesn't offer any guarantee regarding the operation of your iPhone/iPod.
- Pioneer DJ will accept no responsibility whatsoever for any loss of data on your iPhone/iPod during use.
- On your iPhone/iPod, material that isn't copyrighted or the material for which duplication and playback is legally permitted may be duplicated and played by individuals on a private basis. Infringement of copyrights is prohibited by law.

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