

# DDJ-1000 OVERVIEW:

- Overview (Pad Modes)
- Overview (Jog Screens)
- Overview (Decks)
- Overview (Mixer)
- MixerFX and Beat FX
- Loop section
- Beatjump section
- Sync modes
- Deck Layout
- Browser
- Transport
- Beatgrid
- Settings
- Pad hotcues
- Pad padFX/Rolls
- Pad macroFX/mixerFX
- Pad jogFX
- Pad keyboard
- Pad beatjump/loop
- Pad slicer
- Pad remix decks

**HOT CUE**  
(Cancel JogFX)

**PAD FX**  
(twice = cycle)

**MACRO FX**  
(twice = cycle)

**JOG FX**

Cycle pages

Select page  
/ shift hold



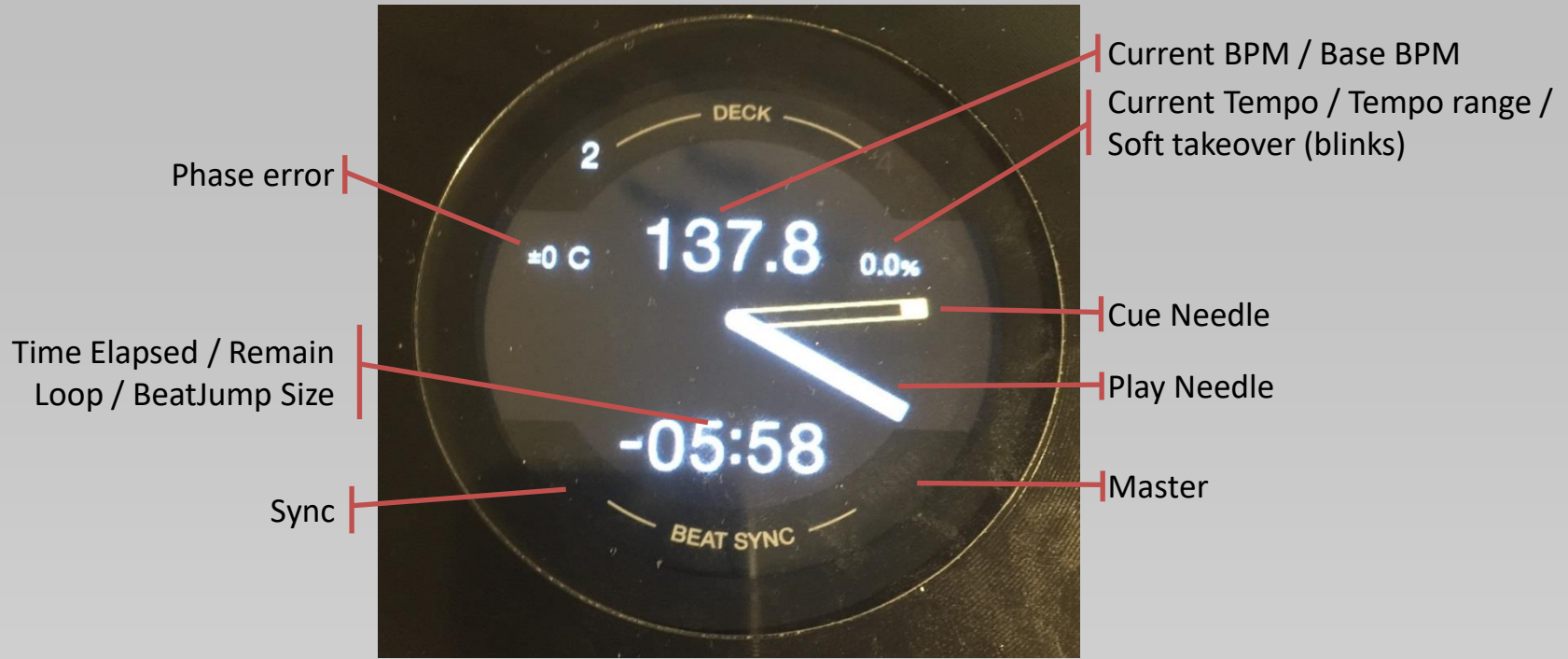
**KEYBOARD**

**BEATJUMP /  
LOOPS**

**SLICER**

**REMIX DECKS**

# DDJ-1000: Jog Screens



Preview base BPM,  
Tempo range and  
loop sizes

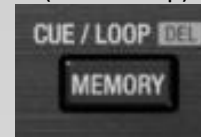


+



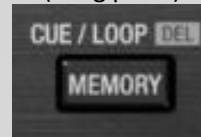
Screens Reset

(Double Tap)



Toggle elapsed/remain

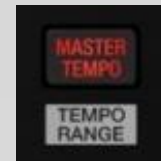
(Long press)



Total time



+



Set Tempo range

# DDJ-1000: Jog Screens and LEDs

Show Loop size /  
Show BeatJump Size

On-Air Deck /  
End track warning

Show Tempo Range,  
Base BPM, Loop sizes

Toggle Elapsed  
& Remain

CUE flashes when  
a new cue can be set

PLAY flashes when in  
pause mode



RESET SCREENS

Vinyl On/Off

JogFX enabled

Tempo Range  
Toggle Time Elapsed  
/ Remain

Tempo adjust  
(automatic range)

(Comparison with 1000SRT)



(Comparison with 1000 HID)



# DDJ-1000: General overview - Deck

4-beat Loop /  
Active Loop / Move 1-beat

LoopSize / MoveSize /  
BeatJump

TP3 Slip Reverse

Layout change

JogFX / Quick Search  
CDJ / Grid Adjust

**Main shift**

**Second shift**

BeatJump / Jump  
Size/ Move by 1

Track begin

Vinyl Stop /  
Release FX

Quantize + Snap (toggle)

CDJ mode (per deck)

List Browse / Tree Browse  
Zoom / Preview player

Only Browser (toggle)

Preview Player  
(using browser)

Sync Toggle / Sync Off / Master

Keylock / 6%→10%→16%→100%

BPM Slide / Set Marker / Auto

Key reset / BPM Adjust  
Reset Marker / Lock

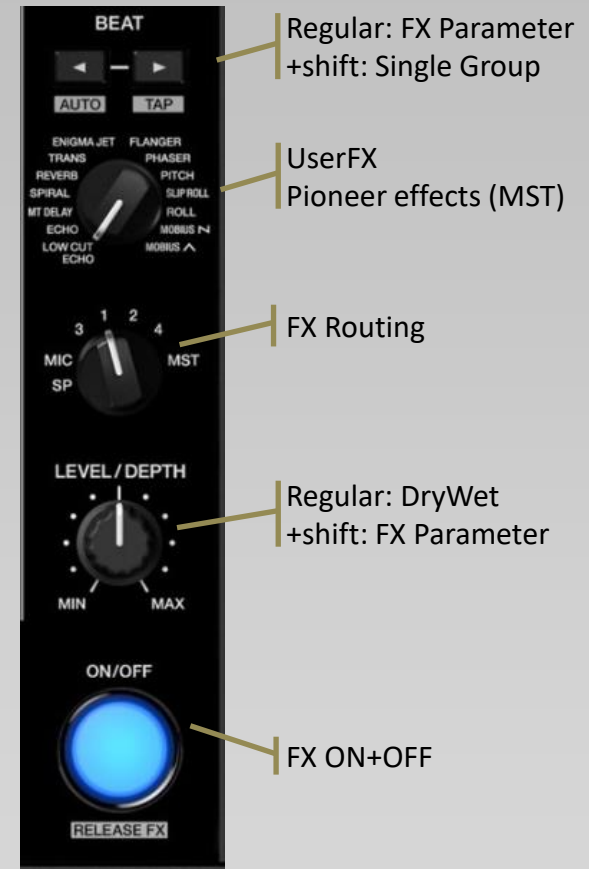
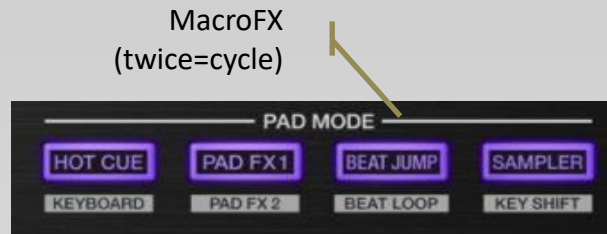




# DDJ-1000: General overview - Mixer



# DDJ-1000: MixerFX and UserFX



# DDJ-1000/SRT: Loop Section

Regular: Loop In  
Loop Engaged: 1/2x

Regular: Loop Out  
Loop Engaged: 2x

4-beat Loop  
Loop Exit



Whole loop adjust  
+memory: Loop In adjust

Loop out  
adjust mode

Loop activate



+



+



Select 1/2x

Select 2x

AutoLoop  
(selected size)



+



# (DDJ-SX2/SZ)



+



+



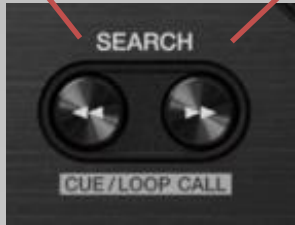
Select 1/2x

Select 2x



## DDJ-1000/SRT: BeatJump Section

Beatjump Left  
Loop move left

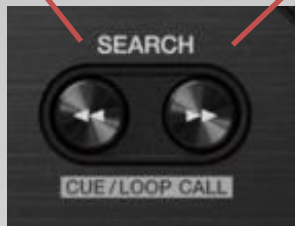


Beatjump right  
Loop move right

Select Size 1/2



+

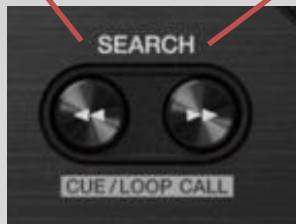


Select Size 2x

Beatjump 1-beat left  
Loop 1-beat left



+



Beatjump 1-beat right  
Loop 1-beat right

## (DDJ-SX2/SZ)



+






+





# DDJ: Sync Section

	<u>TRAKTOR MODE</u>	<u>SERATO MODE</u>	<u>ELASTIC GRID MODE</u>
Preferences / Transport	BeatSync	Tempo Sync	BeatSync
	Toggle ON/OFF	Sync On	Sync On
			Sync On
			Sync Off



+



Set master deck



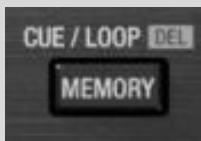
+



Sync Off



+



+



Toggle between 3x sync modes

## DDJ-1000/SRT: Deck layout

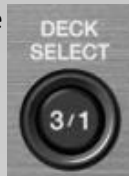
(DDJ-SX2/SZ)



Toggle 2-deck / 4-deck view



(Double Tap)  
+



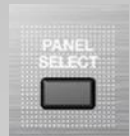
Toggle Parallel / Classic view



+



Enable/ disable layout change



+



# ALL DDJs: Browser

(BROWSER)



Turn: Browse List  
Press: Load Track

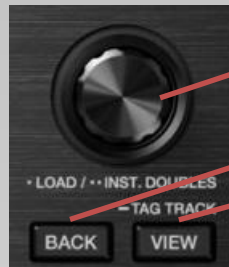
Load+Start Preview player

Only browser

(BROWSER TREE)



+



Turn: Scroll Tree  
Press: Expand Folder

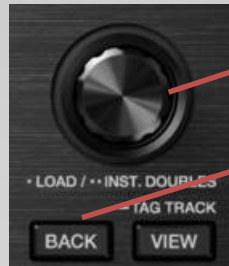
Scroll Favorites

Goto Collection

(PREVIEW PLAYER)



+



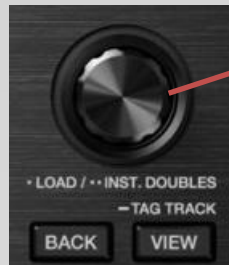
Turn: Seek Preview player  
Press:

Load/Unload Preview player

(DECK ZOOM)



+



Turn: Zoom deck  
Press: Zoom reset

## DDJ-1000/SRT: Transport

Main shift

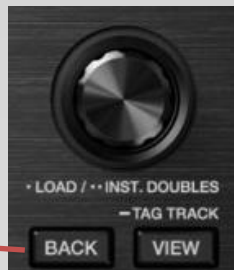
Second shift



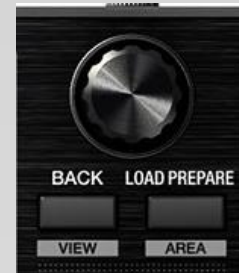
regular: Cue  
+shift: Move to front



regular: Pause  
+shift: Vinyl quick stop  
+memory: Vinyl long stop



## (DDJ-SX2/SZ)



## DDJ-1000/SRT: Beatgrid

+shift: BPM set  
+Jog: grid slide  
+KeyReset: BPM Auto

Regular: key reset  
+shift: BPM delete  
+Jog: grid adjust  
+KeySync: Analysis Lock



## DDJ-SX2/SZ: Beatgrid





# DDJ-1000: Mapping Settings



Toggle Traktor/Serato sync mode



Toggle Monitor cue external/internal



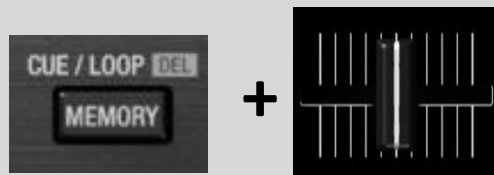
Screens Reset



Cross-fader curve select

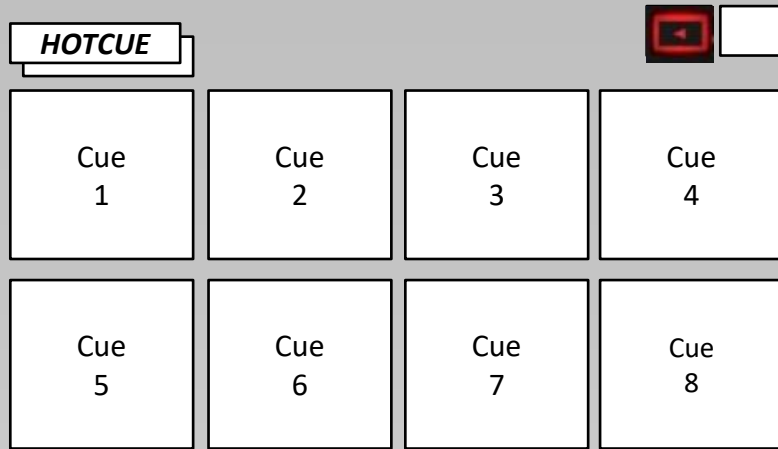


Deck Unload

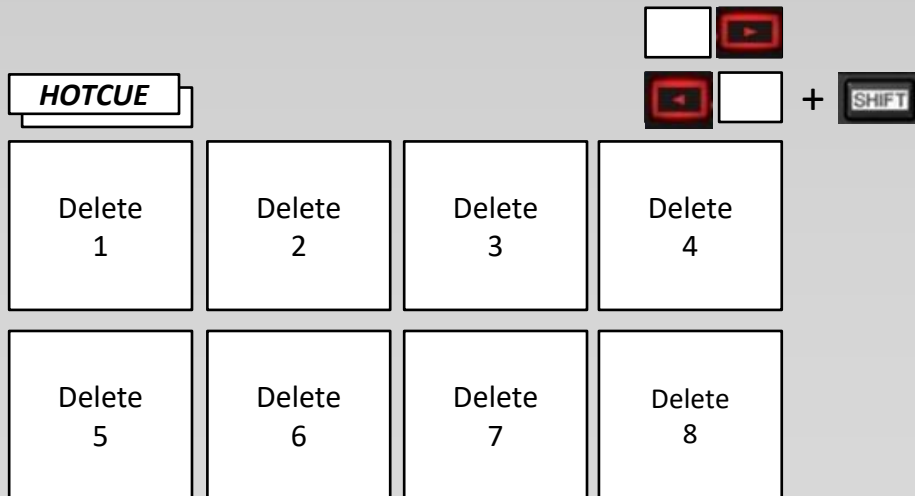


Crossfader Curve Adjust

## Pad mode #1: HotCues

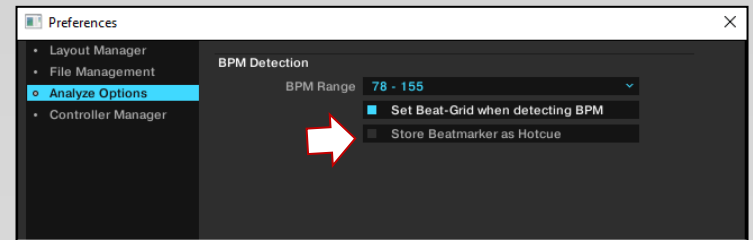


- Hotcues always move the temporary cue as well



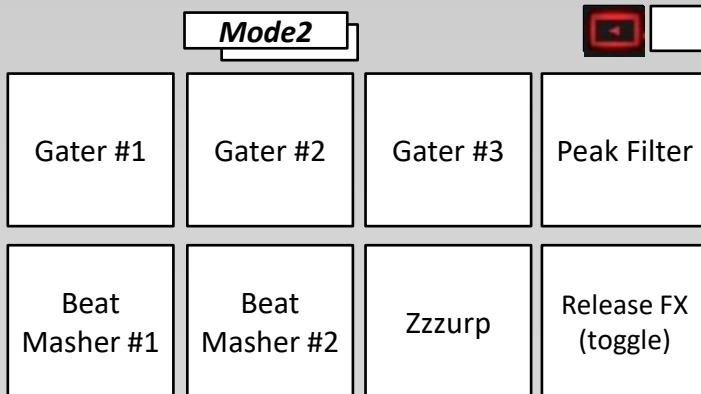
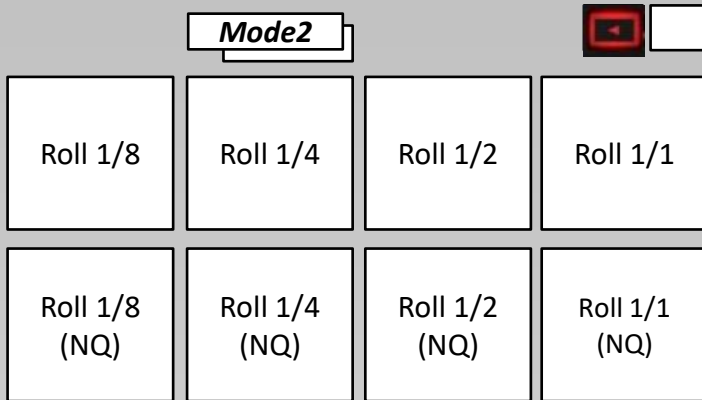
- Use shift or page "2" to delete hot cues

(Recommended:  
"store beatmarker as hotcue" DISABLED)



## Pad mode #2: PadFX and Rolls (1)

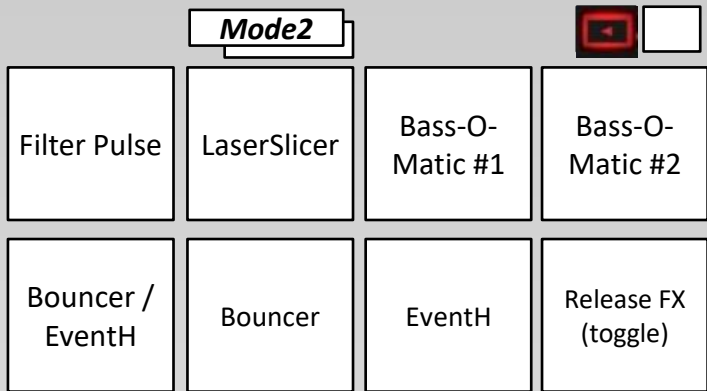
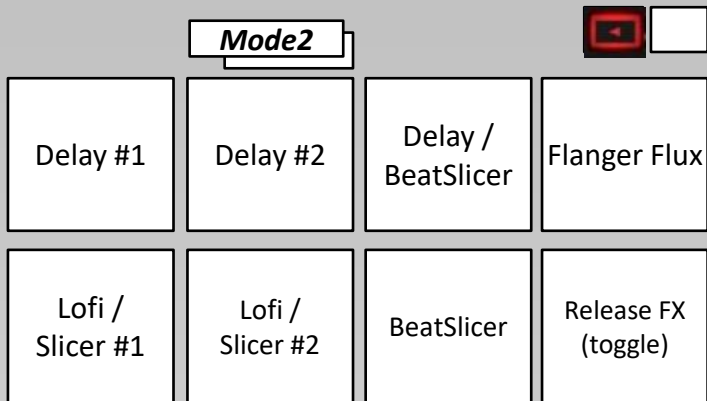
### MAIN PAGES:



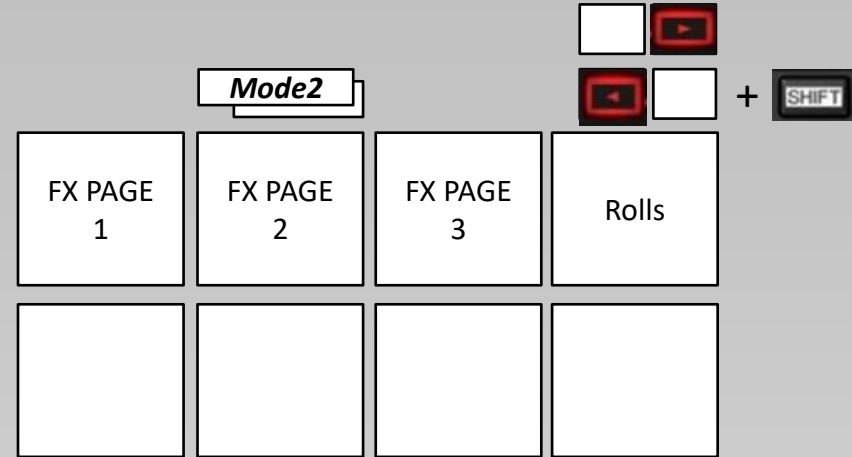
- Use "mode" button to cycle the top two pages

## Pad mode #2: PadFX and Rolls (2)

### EXTRA PAGES:



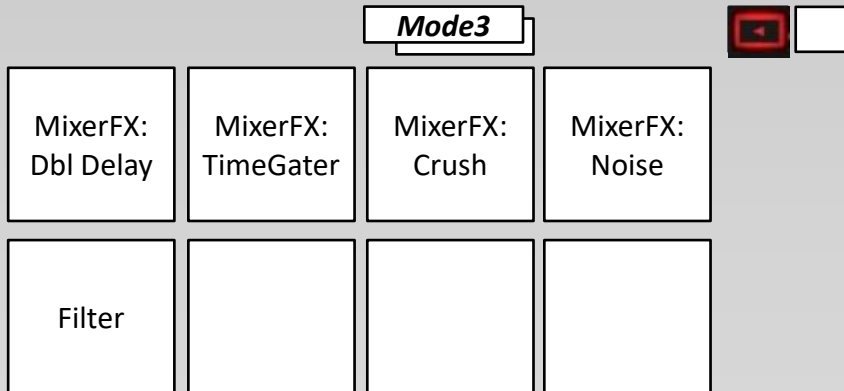
### PAGE SELECTOR:



- Use "mode" button to cycle the top two pages
- Use "<" to cycle all pages
- Use ">" or "shift" to select a specific page

# Pad mode #3: MixerFX and MacroFX

## MIXER FX:

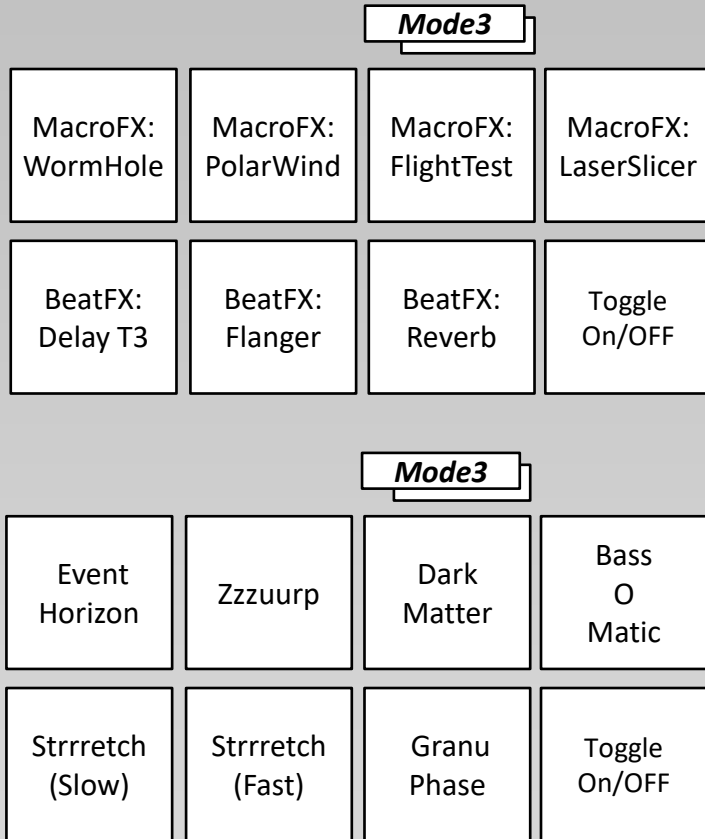


- Use "mode" button to cycle the top two pages
- Use direct shortcuts in DDJ-1000/SX3/etc

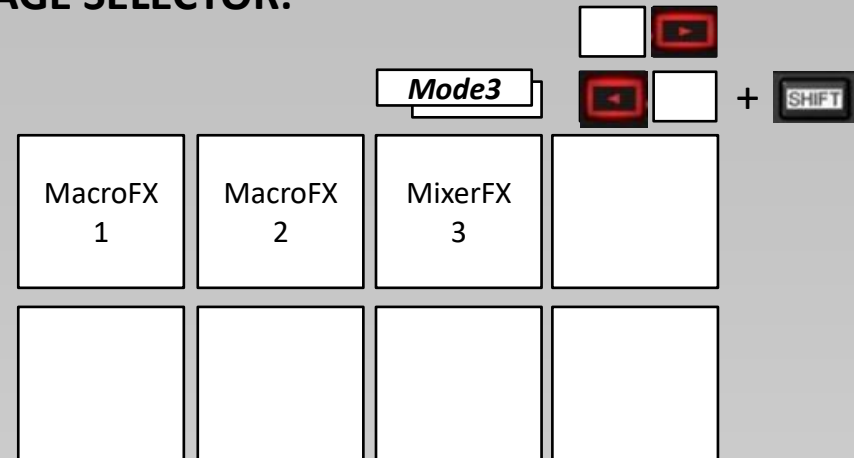


## Pad mode #3: MixerFX and MacroFX

### MAIN PAGES:



### PAGE SELECTOR:



- Use “mode” button to cycle the top two pages
- Use “<” to cycle all pages
- Use “>” or “shift” to select a specific page

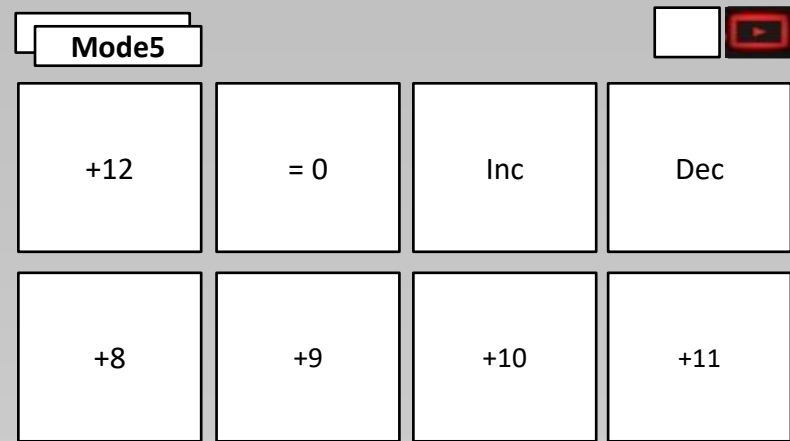
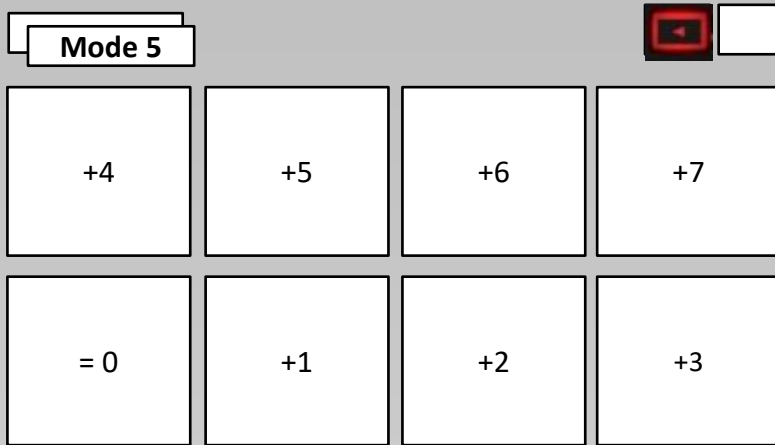
## Pad mode #4: JogFX

Mode 4			
Beatmasher Digital filter Gater	Beatmasher Filter Reverb	EventHorizon (none) Gater	Gater Beatmasher Reverb
Flanger (None) Gater	Beatmasher Peak filter Gater	FormatFilter Peak filter Flightest	

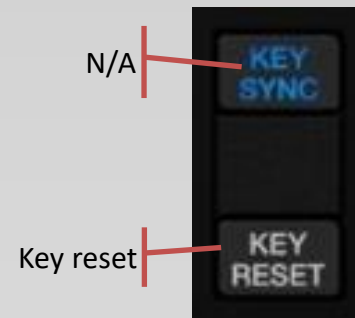
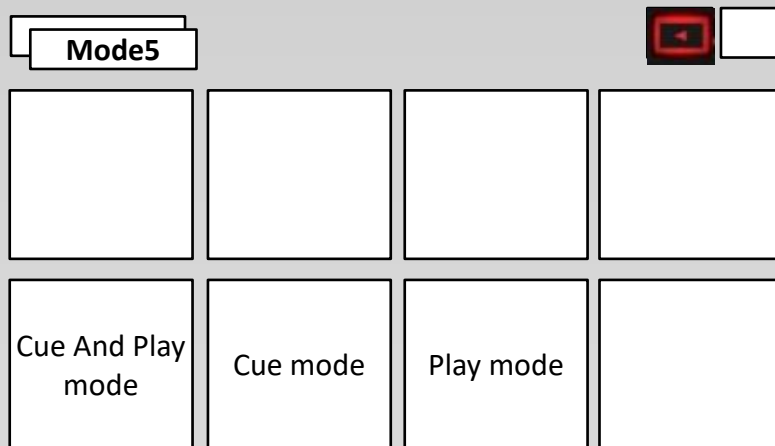


- Enter jogFX mode on mode 4 (jog will blink)
- Touch jog to apply FX;
- Turn jog to change FX;
- Release jog to stop FX;
- Sampler volume to Dry/Wet
- Press “hotcues” to cancel jogFX (=scratch mode)

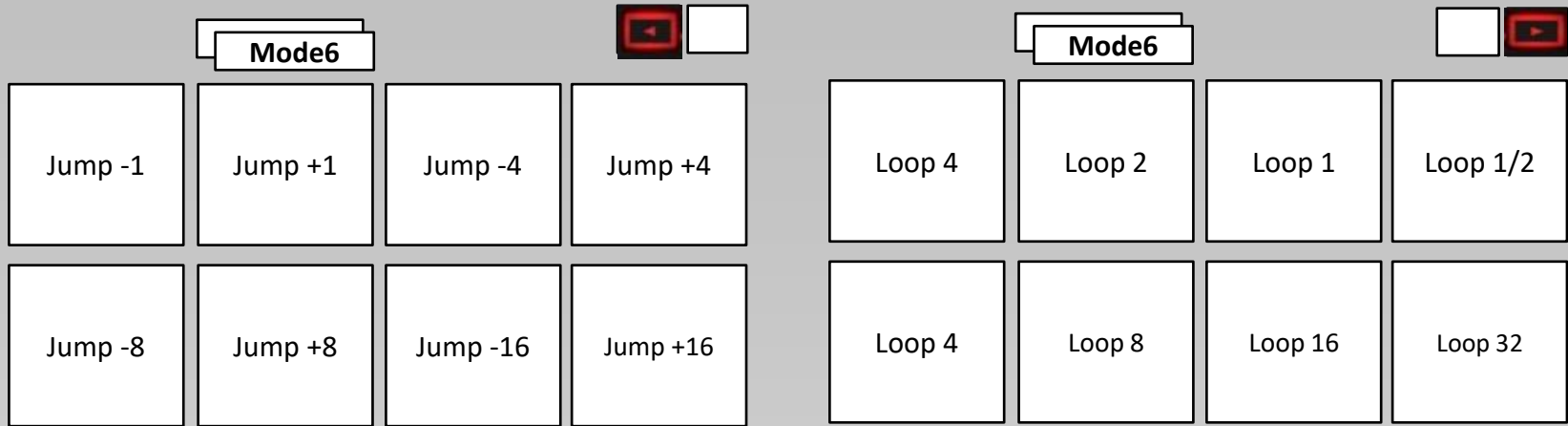
## Pad #5: Tone Play



Use shift to choose between 3x modes:

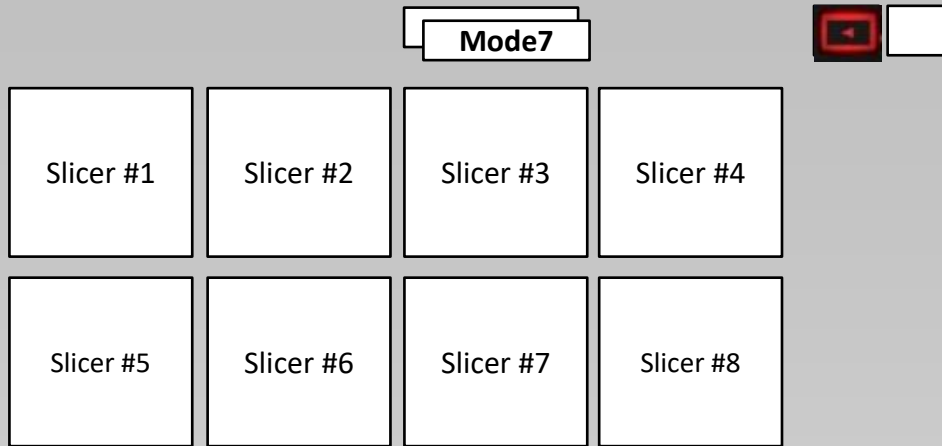


## Pad mode #6: BeatJumps and Loops

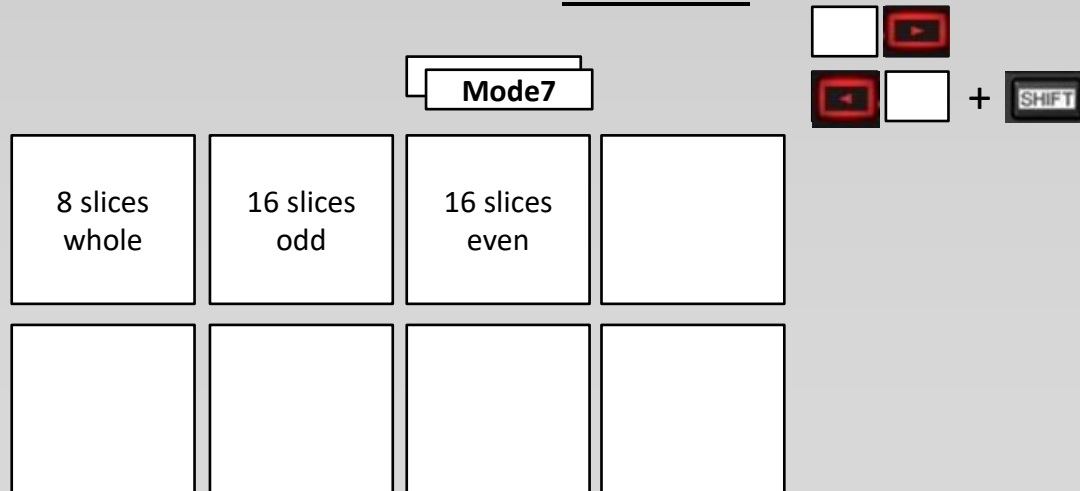


- Use “<” arrow to select “beatjump” mode
- Use “>” arrow to select “loop” mode

## Pad mode #7: Slicer

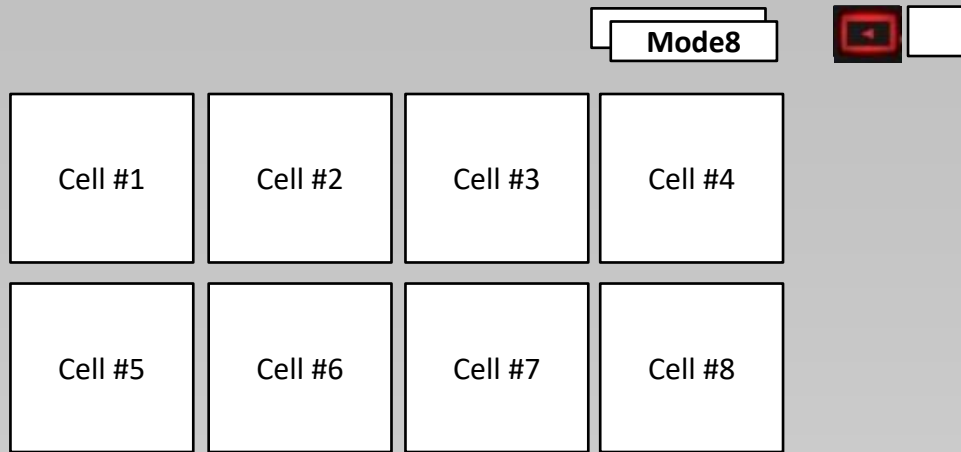


Use shift to choose between 3x modes:





## Pad mode #8: Sampler



Use shift to mute / Toggle 1-shot

