

Pioneer

DDJ-RX

Hardware Diagram for TRAKTOR PRO 2 Mapping Version 1.0



GROUP	#	NAME	FUNCTION	+SHIFT	
1. DECK COMMON					
	1	JOG	Platter	Scratch (Vinyl on)	Seek
				Pitch Bend (Vinyl off)	
			Side	Pitch Bend	
	2	TEMPO		Tempo Control	
	3	KEYLOCK		Keylock on/off	Tempo Range
	4	DECK 1-4	Press	Select Deck A-D	
	Hold		Hold source and press target LOAD to duplicate a track		
	5	SYNC		Sync on/off	Master
	6	LOOP IN		Loop In	
	7	LOOP OUT		Loop Out	Loop Out/Exit
	8	SLIP REVERSE			Reverse
	9	SLIP		Flux Mode on/off	Vinyl Mode on/off
	10	SHIFT		Shift	
	11	PANEL SELECT		2 Track + 2 Remix Decks	4 Track Decks
	12	Takeover Indicator		Takeover Indicator	
	13	▶ / ■■		Play/Pause	
	15	AUTO LOOP		Auto Loop on/off	Loop Active
	16	LOOP 1/2X		Loop Size Select -	Loop Move Left
	17	LOOP 2X		Loop Size Select +	Loop Move Right
	21	SEQ CAPTURE		Capture Modifier	Capture Source Select
	22	SEQ OVERDUB			Save Remix Set
	23	SEQ START		Sequencer Start	Trigger All Slots
TRACK DECK					
	14	CUE		Cue	Jump to Track Start
	18	NEEDLE SEARCH		Needle Search (stopped)	Needle Search
	19	GRID ADJUST		BPM Adjust (JOG wheel)	Set Beat Grid
	20	GRID SLIDE		Move Grid (JOG wheel)	Delete Beat Grid
	24	QUANTIZE		Quantize On/Off	Snap On/Off
REMIX DECK (DECK3/4)					
	14	CUE		Cue	Cup
	18	NEEDLE SEARCH			
	19	GRID ADJUST			
	20	GRID SLIDE			
	24	QUANTIZE		Quantize Deck On/Off	Snap On/Off
2. EFFECT COMMON					
	9	FX1		FX1 Assign On/Off	
	10	FX2		FX2 Assign On/Off	
FX GROUP MODE					

	1	KNOB 1		Effect 1 Parameter adjust	
	2	KNOB 2		Effect 2 Parameter adjust	
	3	KNOB 3		Effect 3 Parameter adjust	
	4	BEATS	Rotate	Dry/Wet Adjust	Release FX Select
			Push	Release FX	Group/Single Select
	5	ON		Effect 1 On/Off	Effect 1 Select
	6	ON		Effect 2 On/Off	Effect 2 Select
	7	ON		Effect 3 On/Off	Effect 3 Select
8	BEAT ◀ / ▶				
FX SINGLE MODE					
	1			Dry/Wet Adjust	
	2	KNOB 2		Effect 1 Parameter adjust	
	3	KNOB 3		Effect 2 Parameter adjust	
	4	BEATS	Rotate	Effect 3 Parameter adjust	Release FX Select
			Push	Release FX	Group/Single Select
	5	ON		Effect On/Off	Delay Select
	6	ON		Effect 2 On/Off	Reverb Select
	7	ON		Effect 3 On/Off	Delay T3 Select
8	BEAT ◀ / ▶		Effect 3 Parameter adjust	Prev/Next Effect Select	
3. MIXER					
	1	CROSSFADER		Crossfader	
	2	CH FADER		Channel Fader	Fader Start
	3	TRIM		Gain	
	4	HI		EQ (High)	
	5	MID		EQ (Mid)	
	6	LOW		EQ (Low)	
	7	COLOR FX PARAM		Color FX Parameter	
	8	SOUND COLOR FX		Color FX On/Off	
	9	CUE	PC	Deck Monitor On/Off	Tap BPM
			MIC	MIC Talk Over on/off	
			LINE	External Source Monitor	
	10	MASTER LEVEL		Master Out Volume	
	11	MASTER CUE		Master Out Monitor on/off	
	12	ASSIGN	A	Assign to Crossfader Left	
			THRU	Through	
			B	Assign to Crossfader Right	
	13	MASTER LEVEL Indicator		Master Level Indicator	
14	CH LEVEL Indicator		Channel Level Indicator		
15	SAMPLER VOLUME		Loop Rec. Dry/Wet		
16	SAMPLER SYNC		Loop Rec. Rec/Overdub	Loop Rec. Size/Delete	
17	SAMPLER CUE		Loop Rec. Play/Pause	Loop Rec. Undo/Redo	

18	BOOTH MONITOR LEVEL		Booth Out Volume		
4. FRONT PANEL					
1	CROSS F. CURVE		Crossfader Curve		
2	INPUT SELECT		PC/External input select		
3	HEADPHONES LEVEL		Monitor Volume		
4	MIXING		Monitor Mix		
5. BROWSER					
1	BROWSE	Rotate	Track list scroll	Browser Tree scroll	
		Press	Only Browser Mode	Folder open/close	
2	BACK		Exit Browser Only	Prev. Favourite	
3	LOAD PREPARE		Add to Prepare List	Next Favourite	
4	LOAD		Load		
6. PERFORMANCE PADS					
COMMON (Mode Change)					
9	HOT CUE	Track	Hot Cue Mode (Track Deck)	Beatjump Mode	
		Remix	Slot Parameter Mode 1	Slot Parameter Mode 2	
10	PAD FX1		Instant FX 1		
11	SLICER		Freeze Mode		
12	SAMPLER		Remix Deck Mode	Sequencer Mode	
TRACK DECK					
1	PAD 1	Mode			
		Hotcue	Hotcue 1	Delete Hotcue 1	
		Beatjump	Beatjump Size 1/4		
		Pad FX 1	Freeze Loop 1/8		
		Slicer	Trigger Slice 1		
		Remix	Trigger A or I	Stop A or I	
		Sequencer	Step 1 or 9	Slot Select 1	
2	PAD 2	Hotcue	Hotcue 2	Delete Hotcue 2	
		Beatjump	Beatjump Size 1/2		
		Pad FX 1	Freeze Loop 1/4		
		Slicer	Trigger Slice 2		
		Remix	Trigger B or J	Stop B or J	
		Sequencer	Step 2 or 10	Slot Select 2	
		3	PAD 3	Hotcue	Hotcue 3
Beatjump	Beatjump Size 1				
Pad FX 1	Freeze Loop 1/2				
Slicer	Trigger Slice 3				
Remix	Trigger C or K			Stop C or K	
Sequencer	Step 3 or 11			Slot Select 3	
				Hotcue	Hotcue 4
		Beatjump	Beatjump Size 2		

	4	PAD 4	Pad FX 1	Freeze Loop 1	
			Slicer	Trigger Slice 4	
			Remix	Trigger D or L	Stop D or L
			Sequencer	Step 4 or 12	Slot Select 4
	5	PAD 5	Hotcue	Hotcue 5	Delete Hotcue 5
			Beatjump	Beatjump Size 4	
			Pad FX 1	Delay	
			Slicer	Trigger Slice 5	
			Remix	Trigger E or M	Stop E or M
			Sequencer	Step 5 or 13	Sample Select Mode
	6	PAD 6	Hotcue	Hotcue 6	Delete Hotcue 6
			Beatjump	Beatjump Size 8	
			Pad FX 1	Filter LFO	
			Slicer	Trigger Slice 6	
			Remix	Trigger F or N	Stop F or N
			Sequencer	Step 6 or 14	Step Count Mode
	7	PAD 7	Hotcue	Hotcue 7	Delete Hotcue 7
			Beatjump	Beatjump Size 16	
			Pad FX 1	Reverb	
			Slicer	Trigger Slice 7	
			Remix	Trigger G or O	Stop G or O
			Sequencer	Step 7 or 15	Swing Adjust Mode
	8	PAD 8	Hotcue	Hotcue 8	Delete Hotcue 8
			Beatjump	Beatjump Size 32	
			Pad FX 1	Release	
			Slicer	Trigger Slice 8	
			Remix	Trigger H or P	Stop H or P
			Sequencer	Step 8 or 16	Volume Adjust Mode
13	PARAMETER (◀)	Hotcue	Previous Hotcue		
		Beatjump	Beatjump Left		
		Pad FX 1	FX Param Decrease		
		Slicer	1/2X Slice Length		
		Remix	Cell Select A-H	Prev. Remix Deck Page	
		Sequencer	Step Select 1-8	Param Decrease	
14	PARAMETER(▶)	Hotcue	Next Hotcue		
		Beatjump	Beatjump Right		
		Pad FX 1	FX Param Increase		
		Slicer	2X Slice Length		
		Remix	Cell Select I-P	Next Remix Deck Page	
		Sequencer	Step Select 9-16	Param Increase	

REMIX DECK

	1	PAD 1	Mode		
			<i>Param</i>	Slot 1 Mute	Slot 1 Monitor On/Off
			<i>Beatjump</i>	Beatjump Size 1/4	
			<i>Pad FX 1</i>	Freeze Loop 1/8	
			<i>Slicer</i>	Trigger Slice 1	
			<i>Remix</i>	Trigger A or I	Stop A or I
			<i>Sequencer</i>	Step 1 or 9	Slot Select 1
	2	PAD 2	<i>Param</i>	Slot 2 Mute	Slot 2 Monitor On/Off
			<i>Beatjump</i>	Beatjump Size 1/2	
			<i>Pad FX 1</i>	Freeze Loop 1/4	
			<i>Slicer</i>	Trigger Slice 2	
			<i>Remix</i>	Trigger B or J	Stop B or J
			<i>Sequencer</i>	Step 2 or 10	Slot Select 2
	3	PAD 3	<i>Param</i>	Slot 3 Mute	Slot 3 Monitor On/Off
			<i>Beatjump</i>	Beatjump Size 1	
			<i>Pad FX 1</i>	Freeze Loop 1/2	
			<i>Slicer</i>	Trigger Slice 3	
			<i>Remix</i>	Trigger C or K	Stop C or K
			<i>Sequencer</i>	Step 3 or 11	Slot Select 3
	4	PAD 4	<i>Param</i>	Slot 4 Mute	Slot 4 Monitor On/Off
			<i>Beatjump</i>	Beatjump Size 2	
			<i>Pad FX 1</i>	Freeze Loop 1	
			<i>Slicer</i>	Trigger Slice 4	
			<i>Remix</i>	Trigger D or L	Stop D or L
			<i>Sequencer</i>	Step 4 or 12	Slot Select 4
	5	PAD 5	<i>Param</i>	Slot 1 FX Send On/Off	Slot 1 Punch-In On/Off
			<i>Beatjump</i>	Beatjump Size 4	
			<i>Pad FX 1</i>	Delay	
			<i>Slicer</i>	Trigger Slice 5	
			<i>Remix</i>	Trigger E or M	Stop E or M
			<i>Sequencer</i>	Step 5 or 13	Sample Select Mode
	6	PAD 6	<i>Param</i>	Slot 2 FX Send On/Off	Slot 2 Punch-In On/Off
			<i>Beatjump</i>	Beatjump Size 8	
			<i>Pad FX 1</i>	Filter LFO	
			<i>Slicer</i>	Trigger Slice 6	
			<i>Remix</i>	Trigger F or N	Stop F or N
			<i>Sequencer</i>	Step 6 or 14	Step Count Mode
	7	PAD 7	<i>Param</i>	Slot 3 FX Send On/Off	Slot 3 Punch-In On/Off
			<i>Beatjump</i>	Beatjump Size 16	
			<i>Pad FX 1</i>	Reverb	
			<i>Slicer</i>	Trigger Slice 7	

	8	PAD 8	<i>Remix</i>	Trigger G or O	Stop G or O
			<i>Sequencer</i>	Step 7 or 15	Swing Adjust Mode
			<i>Param</i>	Slot 4 FX Send On/Off	Slot 4 Punch-In On/Off
			<i>Beatjump</i>	Beatjump Size 32	
			<i>Pad FX 1</i>	Release	
			<i>Slicer</i>	Trigger Slice 8	
			<i>Remix</i>	Trigger H or P	Stop H or P
	13	PARAMETER (◀)	<i>Sequencer</i>	Step 8 or 16	Volume Adjust Mode
			<i>Param</i>		
			<i>Beatjump</i>	Beatjump Left	
			<i>Pad FX 1</i>	FX Param Decrease	
			<i>Slicer</i>	1/2X Slice Length	
			<i>Remix</i>	Cell Select A-H	Prev. Remix Deck Page
			<i>Sequencer</i>	Step Select 1-8	Param Decrease
	14	PARAMETER(▶)	<i>Param</i>		
			<i>Beatjump</i>	Beatjump Right	
			<i>Pad FX 1</i>	FX Param Increase	
			<i>Slicer</i>	2X Slice Length	
			<i>Remix</i>	Cell Select I-P	Next Remix Deck Page
			<i>Sequencer</i>	Step Select 9-16	Param Increase

Notes

Importing the settings file

Be sure to see the Import Guide before importing the settings file(TSI file) for this controller. You can find the Import Guide in PDF form along this download.

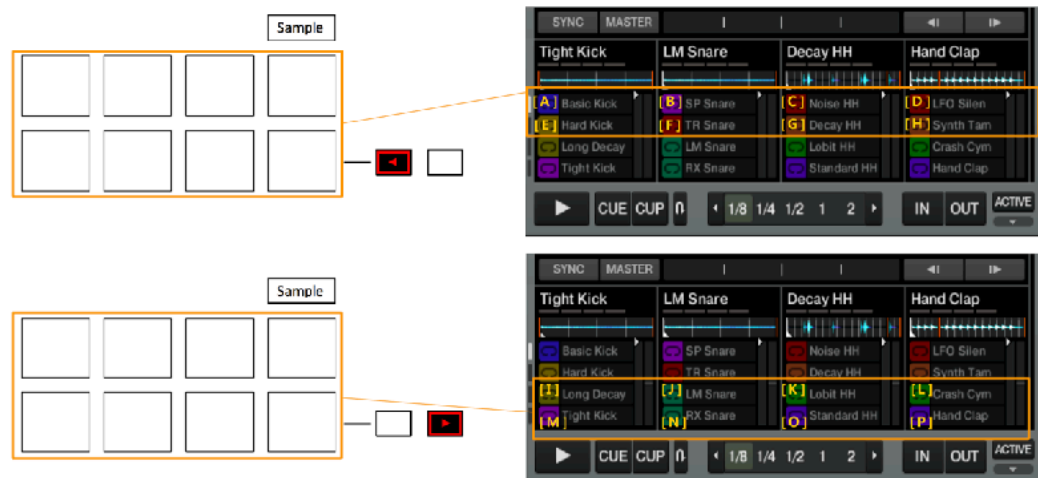
Deck layout

This unit supports [2 Track Decks+2 Remix Decks] and [4 Track Decks]. The functions to be controlled in each deck layout is different depending on the deck selection. When [2 Track Decks+2 Remix Decks] mode is selected Decks C and D are used to host the Remix Decks.

The deck layout can be switched by pressing the [PANEL SELECT] button or [SHIFT+PANEL SELECT] buttons. Please note that all the loaded tracks will be unloaded when the deck layout is switched.

Remix Deck

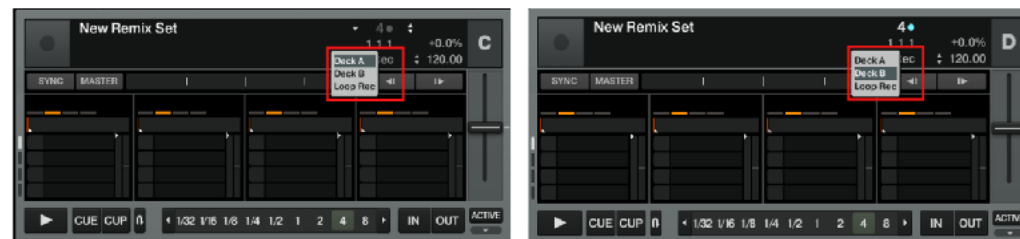
The Sampler Cell [A] to [H] and Sample Cell [I] to [P] of the Remix Deck can be switched by pressing the PAMAMETER button as shown below.



Sample Cell Capture Mode

When a PAD is pressed while pressing the CAPTURE button, a track loaded to Deck A (or B) is cut and captured (copied) to the Sample Cell of Deck C (or D). The Sample is captured in Deck A (or B) in the same length as Auto Loop.

When using Sample Cell capture mode, Loop Rec setting should be changed to Deck A(or B).



Sample Cell Stop Mode

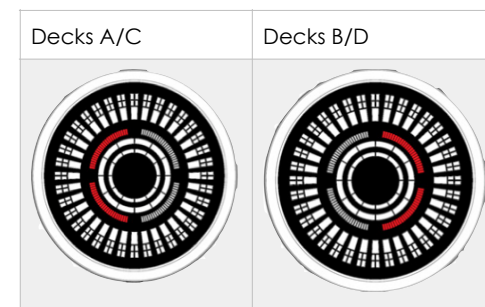
When a PAD is pressed while pressing the SHIFT button playback will be stopped.

External input

When the INPUT SELECT is switched to other than PC to use external source the DDJ-RX enters external mixer mode for that channel so no internal Traktor effects will be applied. You can however still adjust the TRIM, EQ, CH fader, etc along with layering SOUND COLOR FX

On Air

Whenever the volume fader for a deck is not at it's lowest position the JOG FL will light up to indicate it.



Recording

DJ sets can be recorded using the recording function of TRAKTOR PRO 2. Master Out audio including MIC and other external input can be recorded.

Others

Even though the knobs of MASTER LEVEL, HEADPHONES LEVEL and HEADPHONES MIX are controlled, the corresponding knobs on TRAKTOR PRO 2 screen cannot be controlled. Turn the Headphone MIX knob on the TRAKTOR PRO 2 screen farthest to the left. It is recommended to place the MAIN level (Master Output Level) knob and the Headphone VOL knob on the TRAKTOR PRO 2 screen at 2 o'clock position.

(If you double click these knobs on the computer screen, they automatically turn to 2 o'clock position.)

To adjust and move the beatgrid, press the GRID ADJUST/SLIDE button and turn the Jog platter at the same time.

When using TRAKTOR connected to DDJ-RX, the function of [NEEDLE SEARCH] is always restricted whatever setting is selected in the Utilities mode. While restricted, search operation using the [NEEDLE SEARCH] pad can be performed only when you are touching the top of the jog dial, playback is stopped or the SHIFT key is held down.

Hot Cue color

HOT CUE PAD color is able to change same as traktor GUI.

CUE TYPE	COLOR
Cue	Blue
Fade In	Orange
Fade Out	Orange
Load	Yellow
Grid	White
Loop	Green