

Pioneer DJ

DJ controller

DDJ-RZX

**<http://pioneerdj.com/support/>
<http://rekordbox.com/>**

For FAQs and other support information for this product, visit the above site.

Operating Instructions

Contents

How to read this manual

- Thank you for buying this Pioneer DJ product.
Be sure to read this manual and the "Operating Instructions (Quick Start Guide)" included with the unit. Both documents include important information that you should understand before using this product.
- In this manual, names of menus displayed on the product and on the computer screen, as well as names of buttons and terminals, etc., are indicated within brackets. (E.g.: [FILE], [CUE] button, and [PHONES] output terminals)
- Please note that the screens and specifications of the software described in this manual as well as the external appearance and specifications of the hardware are currently under development and may differ from the final specifications.
- Please note that depending on the operating system version, web browser settings, etc., operation may differ from the procedures described in this manual.

This manual consists mainly of explanations of functions of this unit as hardware. For detailed instructions on operating the rekordbox software, see the rekordbox Operating Instructions.

- This Operating Instructions of rekordbox can be downloaded from the rekordbox product site. For details, see *Viewing the Operating Instructions of rekordbox* (p.5).

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Before start

Features

This unit is an all-in-one DJ controller designed specifically for rekordbox dj. It's interfaces incorporating various controls such as "DISPLAY", "BIG JOG", "PERFORMANCE PADS" and 4-channel mixer are positioned with room to spare to allow for more individualistic DJ performances using rekordbox dj.

Also, the unit provides "SOUND COLOR FX" and "OSC SAMPLER" functions so that original arrangements can be added to the music being played back.

Furthermore, numerous input and output terminals support a variety of DJ styles. Featuring aluminum material for the top panel, the design makes the unit look high quality, which is appropriate in a variety of scenes such as nightclubs, home parties, etc.

DISPLAY

A 7-inch large color LCD has been employed in each deck section and in the mixer section. This enables more intuitive DJ performances as not only detailed waveforms but also information on the effects and PAD modes required for performances are displayed so that they can be checked in an instant.

BIG JOG & ON JOG DISPLAY

The industry's top class time has been achieved for the time required from when the jog is operated until when the control signal is transferred to the software. Additionally, "BIG JOG", a large sized jog, allows the DJ to play scratches as they wish with smooth operability.

At the center of the jog, the "ON JOG DISPLAY" displays the playback status of music and the current playback position so that the DJ can perform scratching more accurately. Also, the unit is equipped with "JOG FEELING ADJUST", which is popular in the CDJ Series. It is possible to adjust the operation load and back spin continuous time during scratch play to match particular tastes.

MULTI-COLOR PERFORMANCE PADS

"MULTI-COLOR PERFORMANCE PADS", large rubber pads used to operate functions such as HOT CUE, PAD FX, and SAMPLER, are positioned at the front of the unit.

Music can be arranged by dynamic actions such as beating and rolling and the volume of the sampler can be increased or decreased depending on the strength of the beat.

Also, each pad has built-in multi-color illumination so you can instantaneously understand the information required for your performance from the color and lighting state of the pad.

SAMPLER SEQUENCER

This unit is equipped with the "SEQUENCER" function to allow the DJ to create simple phrases by recording and playing "SAMPLER" operation patterns. Intuitive operation is possible because a dedicated operation interface is provided.

Furthermore, a created phrase can be loaded into a deck by pressing the [SEQUENCE LOAD] button. Loading a phrase into a deck allows arrangements to be added to music using the various functions of the deck such as scratching and reverse playback to create music performances with even greater originality.

4-CHANNEL MIXER

The unit includes "4-CHANNEL MIXER", which allows the DJ to independently operate songs being played back with four decks. Four songs can be mixed to create a highly individualistic DJ mix.

Level meters are located near the master unit and the operation interface of each channel, so that input and output levels can be understood instantly.

This unit retains the control panel layout of the Pioneer DJM series, the world standard in DJ mixers.

The simple, easy-to-understand control panel layout not only facilitates DJ performances but also makes it easy for DJs using the unit for the first time to operate it without hesitation, so it can be used without worry as a permanently installed mixer in the club.

OSC SAMPLER

The unit is equipped with the "OSC SAMPLER" function for generating four types of sound (NOISE, SINE, SIREN, and HORN). Operation is simple. Just press the button of the sound type you wish to output. You can take music to an entirely new level by superimposing oscillator sound over the music you are playing back or further emphasizing the climax of music. Also, you can change the tone by simply turning the [OSC SAMPLER PARAMETER] control, making it possible to generate oscillator sound that is matched to the music. Furthermore, you can use sample sounds saved to the OSC SAMPLER in "rekordbox dj".

SOUND COLOR FX

This unit has 6 types of effects (SPACE, DUB ECHO, CRUSH, JET, PITCH, and FILTER). The DJ can adjust tracks to obtain the desired sound quality and make improvisational performances simply by turning the [COLOR] controls provided for each of the channels. Adjusting the [PARAMETER] control allows a more varied range of expression to be achieved.

Creative effect performances are also made possible by assigning your favorite SOUND COLOR FX included in "rekordbox dj".

PLUG AND PLAY DUAL USB PORT

Two USB sound cards are provided to connect the unit to up to two computers at the same time.

The sound cards of the unit and all buttons and controls are set to be linked with "rekordbox dj" beforehand so that the DJ can begin performances immediately using "rekordbox dj" without having to make troublesome settings.

The USB selector located at the top side can be used to switch between the two sound cards with a single action. When one DJ takes over from another, this function provides a smooth transition between the two computers without sound being interrupted.

FLEXIBLE CONNECTIVITY

Four external input systems and two MIC input systems are provided to connect to a CD player or analog turntable.

Mixing is possible without going through a computer, so the unit can be used as a single DJ mixer as well.

In addition, two MASTER OUT systems and one BOOTH OUT system are provided to handle professional PA device output.

All kinds of party scenes and DJ playing styles are supported.

DURABLE FADER

A slide structure is used for the crossfader and channel fader, in which the fader knob is supported by two metal shafts. This achieves smooth operability without wobble and also high durability. Also, effects on inside the faders caused by liquid and dust are minimized. An independently developed FADER is incorporated for the crossfader to support scratch play, which provides high durability of more than 10,000,000 operations, and fine operability.

HIGH SOUND QUALITY

Leveraging the audio circuit of Pioneer DJ audio devices for clubs, the unit provides powerful sound quality faithful to the original. It achieves the reproduction of clear and powerful club sound faithful to the original by adopting a high performance D/A converter (96 kHz/32-bit) and low jitter clock circuit made by Asahi Kasei. Furthermore, this unit can also faithfully reproduce delicate sounds as it also supports 92 kHz/24-bit.

PROFESSIONAL QUALITY DESIGN

Aluminum material on the top panel provides a sense of high quality design. This unit is an essential part of DJ performance in clubs and home party scenes.

SLIP MODE

This unit is equipped with a SLIP MODE function to enable sound to continue in the background while operations such as looping, scratching, and hot cueing are being performed. This means operations such as looping, scratching, and hot cueing can be performed without changing the original track's composition.

NEEDLE SEARCH

The DJ can simply touch a waveform on the touch display (deck section) with a finger to instantly search for the touched point. This makes for intuitive, speedy searching with the sense of touching the music directly.

What's in the box

- Power cord
- USB cable^[1]
- Warranty (for some regions only)^[2]
- Operating Instructions (Quick Start Guide)
- Software license notice
- rekordbox dj license key card
- rekordbox dvs license key card
- rekordbox video license key card

[1] Only one USB cable is included with this unit.

To connect two units, use a cable conforming to USB 2.0 standards.

[2] Products for Europe only. (The corresponding information is provided on the back cover of "Operating Instructions (Quick Start Guide)" for Japan, and on the last page of both the English and French versions of the "Operating Instructions (Quick Start Guide)" for the North American region.)

Cautions

The license key cannot be reissued. Be careful not to lose it.

About rekordbox

- rekordbox
rekordbox is a composite software that enables track management and DJ performances.
- rekordbox dj
The DJ performance function of rekordbox is called rekordbox dj. Enter the license key shown on the rekordbox dj license key card included with this product to use rekordbox dj.
- rekordbox dvs
The DVS function, which is a function that can be added to rekordbox dj to perform deck operations using control signals played with CDJ or a turntable, is called rekordbox dvs. Entering the license key shown on the license key card included with this product allows this function to be added to rekordbox dj.
- rekordbox video
This is a video function that called rekordbox video that can be added to rekordbox dj, and provides playback of video and image files, and performance. Entering the license key shown on the license key card included with this product allows rekordbox dj to be added to this function.

Minimum operating environment

Supported operating systems	CPU and required memory
Mac OS X: 10.11/10.10/10.9 (latest update)	Intel® processor Core™ i5 2.5 GHz or greater 8 GB or more of RAM
Windows: Windows 10, Windows 8.1, Windows 8.1 Pro (latest service pack), Windows 7 Home Premium, Professional, Ultimate (latest service pack)	Intel® processor Core™ i5 2.5 GHz or greater 8 GB or more of RAM

Others

USB port	A USB 2.0 port is required to connect the computer with this unit.
Display resolution	Resolution of 1280 x 768 or greater

Internet connection An Internet connection is required for registering the rekordbox user account and downloading the software.

- rekordbox is compatible with 64-bit operating systems (Windows/Mac) only.
- For information on the latest system requirements, compatibility, and supported operating systems of rekordbox, see [System Requirements] on the rekordbox.com site below.
<http://rekordbox.com/>
- Operation is not guaranteed on all computers, even if all the required operating environment conditions indicated here are fulfilled.
- Depending on the computer's power-saving settings, etc., the CPU and hard disk may not provide sufficient processing capabilities. For notebook computers in particular, make sure the computer is in the proper conditions to provide

- constant high performance (for example by keeping the AC power connected) when using rekordbox.
- Use of the Internet requires a separate contract with a provider offering Internet services and payment of provider fees.
 - Use the latest version/service pack of the operating system.

Viewing the Operating Instructions of rekordbox

1 Launch a web browser on the computer and access the rekordbox product site below.

<http://rekordbox.com/>

2 Click [Support].

3 Click [Manual].

4 Click the required language of the manual.

- This Operating Instructions of rekordbox dvs and rekordbox video can be downloaded from the rekordbox product site. If necessary, download and read them.

Install rekordbox

Before installing rekordbox

The rekordbox software is not included.

Access the rekordbox product site and download the software.
<http://rekordbox.com/>

- The user is responsible for preparing the computer, network devices, and other elements of the Internet usage environment required for a connection to the Internet.

❖ Obtaining the rekordbox software

1 Access the rekordbox product site

<https://rekordbox.com/ja/store/>

- The page content is subject to change without notice.

2 Check the Get Started guide and then click [Free To Download].



3 Carefully read the Software End User License Agreement and select the [Agree] check box if you agree.

When you select the check box, [Download] becomes clickable.

4 Click [Download].

Downloading of rekordbox starts.

About the installation procedure

The installation procedure depends on the operating system (OS) on the computer you are using.

❖ Installation procedure (Mac OS X)

Do not connect this unit and the computer until installation is completed.

- If any other programs are running on the computer, quit them.

1 Unzip the downloaded rekordbox software file.

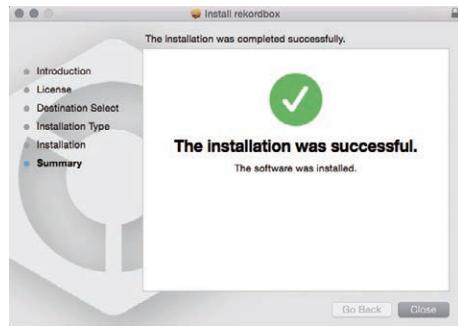
2 Double-click the unzipped software file to launch the installer.

3 Read the terms of the license agreement carefully, and if you agree, click [Agree].



- If you do not agree to the contents of the license agreement, click [Disagree] to quit installation.

4 If the installation completion screen appears, click [Close] to close the rekordbox installer.



❖ Installation Procedure (Windows)

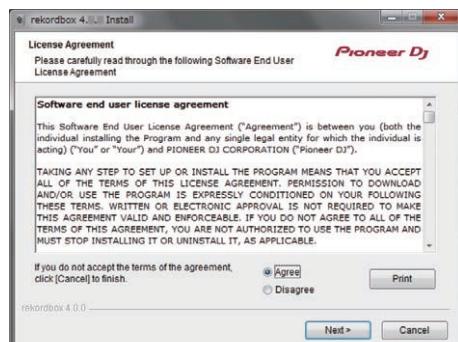
Do not connect this unit and the computer until installation is completed.

- Log on as the user which was set as the computer's administrator before installing.
- If any other programs are running on the computer, quit them.

1 Unzip the downloaded rekordbox software file.

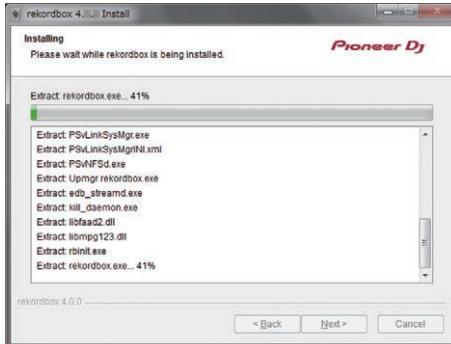
2 Double-click the unzipped software file to launch the installer.

3 Read the terms of the license agreement carefully, and if you agree, select [I agree to the license terms and conditions], then click [Next].



- If you do not agree to the contents of the license agreement, click [Close] to cancel installation.

After the installation destination is specified, the installation starts.



The message of successful installation appears once installation is completed.

4 Click [Close] to quit the rekordbox installer.



The installation is now complete.

- To use rekordbox dj, rekordbox dvs, and rekordbox video, activation (license authentication) is required. For details, see the rekordbox, rekordbox dvs or rekordbox video Operating Instructions.
<https://rekordbox.com/ja/support/manual.php>

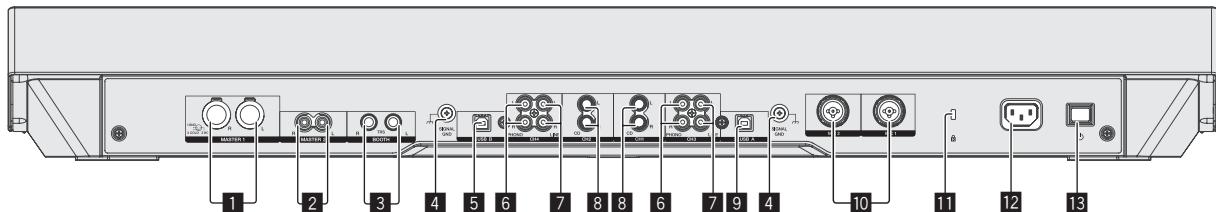
Connections and part names

Connections

- Connect the power cord after all the connections between devices have been completed.
Be sure to turn off the power and unplug the power cord from the power outlet whenever making or changing connections.
Refer to the operating instructions for the component to be connected.
- Be sure to use the included power cord.
- Be sure to use the USB cable included with this product or the one that conforms to USB 2.0.

Names of Parts

❖ Rear panel



1 MASTER 1 terminals

Connect powered speakers, etc., here.

- Compatible with XLR connector type balanced outputs.
- **Do not connect the terminal that can supply phantom power.**

2 MASTER 2 terminals

Connect to a power amplifier, etc.

- Compatible with RCA pin-jack type unbalanced outputs.

3 BOOTH terminals

Output terminals for a booth monitor, compatible with balanced or unbalanced output for a TRS connector.

The master channel sound can be output from the [BOOTH] output terminals regardless of the audio level set for the master channel. The volume level can be adjusted with the [BOOTH MONITOR] control.

- The sound will be distorted if the level is raised too high when using unbalanced outputs.

4 SIGNAL GND terminal

Connects an analog player's ground wire here. This helps reduce noise when the analog player is connected.

5 USB-B terminal

Connect to a computer.

- Connect this unit to your computer directly via a USB cable included with this product or the one that conforms to USB 2.0.
- A USB hub cannot be used.

6 PHONO terminals

Connect to a phono level (MM cartridge) output device. Do not input line level signals.

- You need to set the [LINE, PHONO, USB] selector switch on top of the unit to [PHONO] beforehand.

7 LINE terminals

Connect to a DJ player or other line level device.

- You need to set the [LINE, PHONO, USB] selector switch on top of the unit to [LINE] beforehand.

8 CD terminals

Connect to a DJ player or other line level device.

- You need to set the [CD, USB] selector switch on top of the unit to [CD] beforehand.

9 USB-A terminal

Connect to a computer.

- Connect this unit to your computer directly via a USB cable included with this product or the one that conforms to USB 2.0.
- A USB hub cannot be used.

10 MIC1/MIC2 terminals

Connects a microphone here.

- Either an XLR connector or a phones plug (Ø 6.3 mm) can be used.

11 Kensington security slot

12 AC IN terminal

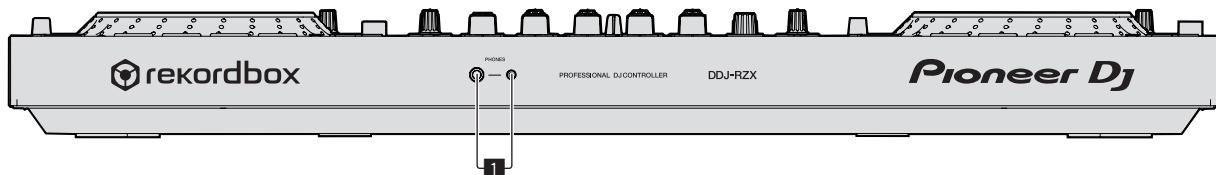
Connect the power cord after all the connections between devices have been completed.

Be sure to use the included power cord.

13 ⓧ switch

This switches this unit's power between on and standby.

❖ Front panel



1 PHONES jacks

Connect headphones here.

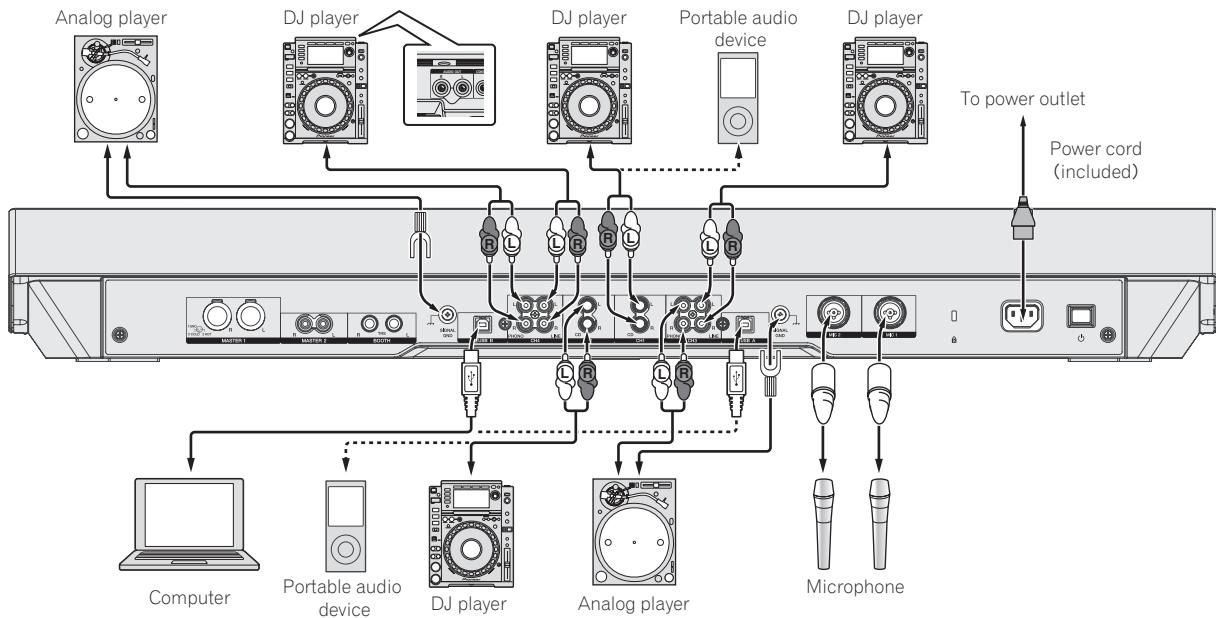
Both stereo phone plugs (Ø 6.3 mm) and stereo mini phone plugs (Ø 3.5 mm) can be used.

- There are two output terminals (one for a stereo phone jack and one for a mini-phone jack), but do not use both terminals simultaneously. If one is connected or disconnected while the other one is being used, the volume of the other one in use may increase or drop suddenly.

Connecting the input/output terminals

❖ Connecting input terminals

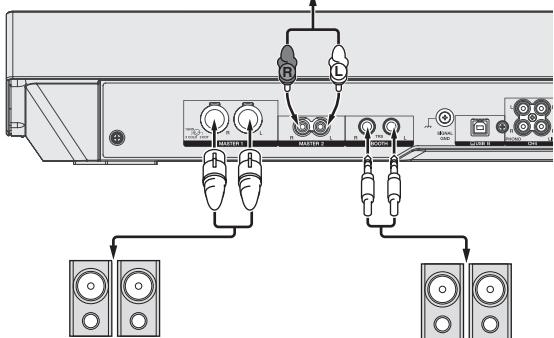
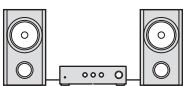
Rear panel



❖ Connecting output terminals

Rear panel

Component, amplifier,
powered speaker, etc.



Power amplifier,
powered speakers, etc.^①

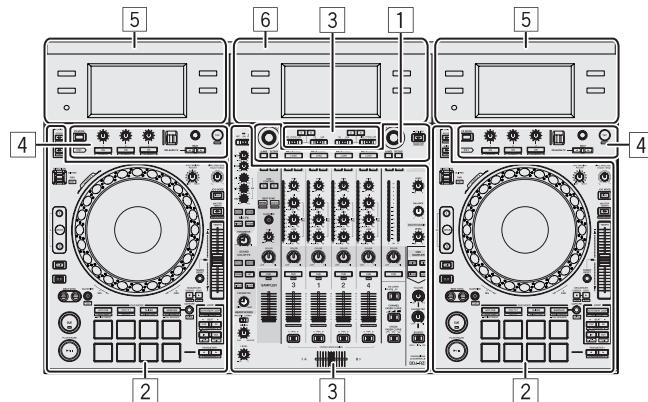
Power amplifier (for booth monitor),
powered speakers, etc.

**[①] Do not connect the terminal that can supply phantom power to
the [MASTER 1] terminal.**

Front panel



Part names and functions



1 Browser section

2 Deck section

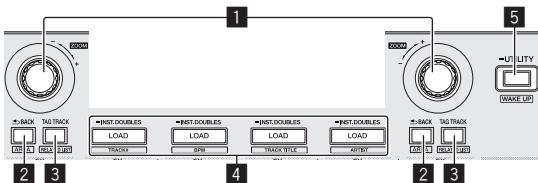
3 Mixer section

4 Effect section

5 Display section (deck)

6 Display section (mixer)

Browser section



1 Rotary selector

Turn:

Moves the selection cursor in the DJ application.

[SHIFT] + turn:

Enlarges or reduces the enlarged waveform display shown on the display section (mixer) when there is a rekordbox dj connection.

Right turn enlarges the waveform display, and left turn reduces it.

Press:

Moves between the tree view area and track list area of rekordbox dj.

[Tree View] → [Track] list → [Tree View] → ...

- When [Tag List], [Palette bank1], and [Related Tracks] are displayed, also moves between these areas.

2 BACK button

Press:

Moves between the tree view area and track list area of rekordbox dj.

[Tree View] → [Track] list → [Tree View] → ...

- When [Tag List], [Palette bank1], and [Related Tracks] are displayed, also moves between these areas.

[SHIFT] + press:

Switches the display of the browse section of rekordbox dj.

3 TAG TRACK button

Press:

Registers or deletes the selected track to/from [Tag List].

[SHIFT] + press:

Displays [Related Tracks] if hidden and hides it if displayed.

No display → [Related Tracks] displayed → No display → ...

Also, when [Related Tracks] is displayed, the cursor moves to the [Related Tracks] area.

4 LOAD button

Press:

Loads the selected track to the deck.

Press twice:

Loads the track loaded in the deck not being operated to the deck on the operation side.

The playback position is also loaded in the same state.

[SHIFT] + press:

Sorts the library track list.

• [SHIFT] + LOAD button (DECK1): Sorts by BPM.

• [SHIFT] + LOAD button (DECK2): Sorts by track title in alphabetical order.

• [SHIFT] + LOAD button (DECK3): Sorts by track number.

• [SHIFT] + LOAD button (DECK4): Sorts by artist.

5 WAKE UP (UTILITY) button

(During normal operation)

Press for over 1 second:

Displays the utilities screen on the center screen.

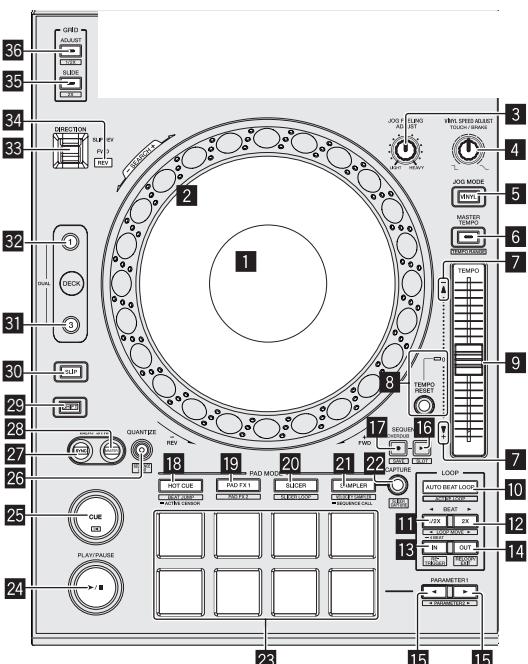
(During standby)

Press:

The standby mode is canceled.

Deck section

This section is used to control the four decks. The buttons and controls for operating decks 1 and 3 are located on the left side of the controller, those for operating decks 2 and 4 are located on the right side of the controller.



1 Jog dial display section

⇒ *Jog dial display section (p.13)*

2 Jog dial

Turn top when VINYL mode is on:
Performs scratching operation.

Turn outer section or turn top when VINYL mode is off:
The pitch bend operation (adjustment of the playing speed) is possible.

[SHIFT] + Turn top:
Fast-forwards or fast-reverses.

3 JOG FEELING ADJUST control

This adjusts the load applied when the jog dial is spun.
The load gets heavier when turned clockwise, lighter when turned counterclockwise.

4 VINYL SPEED ADJUST TOUCH/BRAKE control

Adjusts the speed at which playback is slowed to the stopped state when the stop operation is performed during playback.

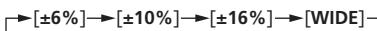
5 JOG MODE button

Press:
Turns the vinyl mode on and off.

6 MASTER TEMPO button

Press:
Turns the master tempo function on or off.
When the master tempo function is on, the key does not change even when the playback speed is changed with the [TEMPO] slider.

[SHIFT] + press:
The [TEMPO] slider's range of variation switches each time the button is pressed.

**7 Takeover indicator**

When decks are switched, the sync function is off, or the master is switched while synchronizing, the position of the controller's [TEMPO] slider may not match the software's tempo (pitch). To regain control of the tempo from the controller, adjust using the takeover indicator as reference. Slowly move the [TEMPO] slider in the direction in which the takeover indicator lights. When moved to the position at which the takeover indicator turns off, it matches the software's tempo (pitch) and the tempo can once again be controlled with the [TEMPO] slider.

8 TEMPO RESET button and TEMPO RESET indicator

Press:
Turns TEMPO RESET on and off.
When TEMPO RESET is turned on, track plays at the original playback speed regardless of the position of the [TEMPO] slider.
When TEMPO RESET is turned on, the indicator lights.

9 TEMPO slider

Use this to adjust the track playing speed.

10 AUTO BEAT LOOP button

Press:
Turns manual loop and auto beat loop on or off.

[SHIFT] + press:
The loop registered in [rekordbox] can be set as the active loop.

Setting an active loop

- If pressing the [SHIFT] and [AUTO BEAT LOOP] buttons when a loop is registered in rekordbox and a track for which an active loop is not set is loaded, the closest loop in a clockwise direction can be set as an active loop.
- The function is invalid when a track which a loop is not registered to is loaded.

Cancelling the active loop setting

- If pressing the [SHIFT] and [AUTO BEAT LOOP] buttons when a track for which an active loop is set is loaded, the set active loop can be canceled.

11 LOOP 1/2X button

Press:
Selects the auto loop beat.
During loop playback, the length of loop playback is split in half each time this button is pressed.

[SHIFT] + press:

During loop playback, moves the loop to the left by the amount equal to its length. (Loop Move)

12 LOOP 2X button

Press:
Selects the auto loop beat.
During loop playback, the loop length is doubled each time this button is pressed.

[SHIFT] + press:

During loop playback, moves the loop to the right by the amount equal to its length. (Loop Move)

13 LOOP IN button

Press:
Loop In Point is set.
When this button is pressed during loop playback, the loop in point can be fine-adjusted using the jog dial.

[SHIFT] + press:

Moves to the loop in point.

Press for over 1 second:

Starts 4-beat looping.

14 LOOP OUT button

Press:
The loop out point is set, and loop playback begins.
When this button is pressed during loop playback, the loop out point can be fine-adjusted using the jog dial.

[SHIFT] + press:

Cancels loop playback. (Loop Exit)

After loop playback is canceled, playback returns to the previously set loop in point and loop playback resumes. (Reloop)

15 PARAMETER◀ button, PARAMETER▶ button

These set the various parameters for when using the performance pads.

⇒ *Using the performance pads (p.24)*

16 SEQUENCER START button

Press:
Starts playback of the recorded performance information (sequence). When this button is pressed again during playback of a sequence, the playback pauses. When this button is pressed while recording a sequence, new sequence is overdubbed onto the sequence being played back.

[SHIFT] + press:

Selects and calls out a saved sequence.

17 SEQUENCER OVERDUB button

Press:
Turns the overdub function on.
Enters the standby state for recording and starts recording performance information when a pad is operated.

[SHIFT] + press:

Saves the recorded performance information to the sequencer.

18 HOT CUE mode button

Press:
Sets the hot cue mode.
⇒ *Using hot cues (p.24)*

[SHIFT] + press:

Sets the beat jump mode.

⇒ *Using beat jump (p.24)*

Press twice:
Sets the active sensor.
⇒ *Using the active sensor* (p.27)

19 PAD FX1 mode button

Press:
Sets the pad FX1 mode.
⇒ *Using the pad FX* (p. 24)

[SHIFT] + press:
Sets the pad FX2 mode.
⇒ *Using the pad FX* (p. 24)

20 SLICER mode button

Press:
Sets the slicer mode.
⇒ *Using the Slicer function* (p. 25)

[SHIFT] + press:
Sets the slicer loop mode.
⇒ *Using the Slicer function* (p. 25)

21 SAMPLER mode button

Press:
Sets the sampler mode.
⇒ *Using the sampler function* (p. 25)

[SHIFT] + press:
Sets the velocity sampler mode.
⇒ *Using the velocity sampler* (p.26)

Press twice:
Sets the sequence call mode.
⇒ *Using sequence calling* (p.27)

22 CAPTURE button

Press:
Registers the loop being played to the sampler pad.

- This is enabled when looping is in a set state.

[SHIFT] + press:
Loads the sections in the target area of slicer or slicer loop to separate sampler slots.

- This is enabled in slicer mode or slicer loop mode.
- For detailed instructions on slicer and slicer loop, see the rekordbox software's manual.

23 Performance pads

Various performances can be achieved using the pads.
⇒ *Using the performance pads* (p.24)

24 PLAY/PAUSE ▶/II button

Press:
Use this to play/pause tracks.

25 CUE button

Press:
Sets, plays and calls out cue points.

- When the [CUE] button is pressed during pause, the cue point is set.
- When the [CUE] button is pressed during playback, the track returns to the cue point and pauses. (Back Cue)
- When the [CUE] button is pressed and held after the track returns to the cue point, playback continues as long as the button is pressed. (Cue Sampler)

[SHIFT] + press:
Returns to the beginning of the track.

26 QUANTIZE button

Press:
Turns the quantize function on.
For example, when the quantize function is turned on, the point is automatically set to the nearest beat position when a hot cue is set.

- The resolution of the quantized beat can be selected in the [Preferences] of rekordbox.

[SHIFT] + press:
Loads the currently playing sequence into the deck as a track.

27 SYNC button

Press:
Switches between synchronizing and not synchronizing (SYNC ON/OFF) to the tempo of the master deck.

28 MASTER button

Press:
Use this to set the track loaded in this unit as the master for the beat sync function.

29 SHIFT button

When another button is pressed while pressing the [SHIFT] button, a different function is called out.

30 SLIP button

Press:
Turns the slip mode on and off.
⇒ *Using the slip mode* (p.27)

31 DECK 3 button

Switches the deck to be operated to deck 3.

32 DECK 1 button

Switches the deck to be operated to deck 1.

33 DIRECTION FWD REV lever

Tilt the lever towards the front:
Turns on reverse playback.

Tilt the lever towards the back:
Turns on reverse playback in the slip state.

- Reverse playback is up to 8 beats. Reverse playback is automatically canceled and playback becomes normal playback when 8 beats elapse.

Set the lever to the center:
Turns off reverse playback.

34 REV indicator

This lights when playing in the reverse direction.

35 GRID SLIDE button

Press:
When the jog dial is turned while pressing the [GRID SLIDE] button, the overall beat grid can be slid to the left or right.

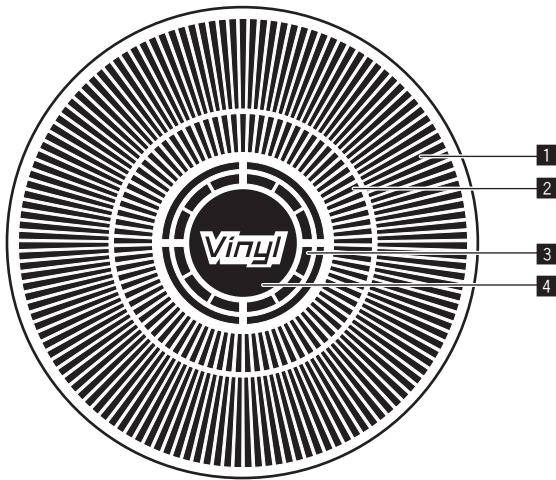
[SHIFT] + press:
Doubles the interval for beat grids.

36 GRID ADJUST button

Press:
When the jog dial is turned while pressing the [GRID ADJUST] button, the beat grid interval can be adjusted.

[SHIFT] + press:
Halves the interval for beat grids.

Jog dial display section



1 Operation display

This works in synchronization with the rotation display of the rekordbox dj deck.

2 Cue point display

Displays the cue point.

- You can switch between the current cue display and hot cue countdown display in the environment settings of rekordbox.

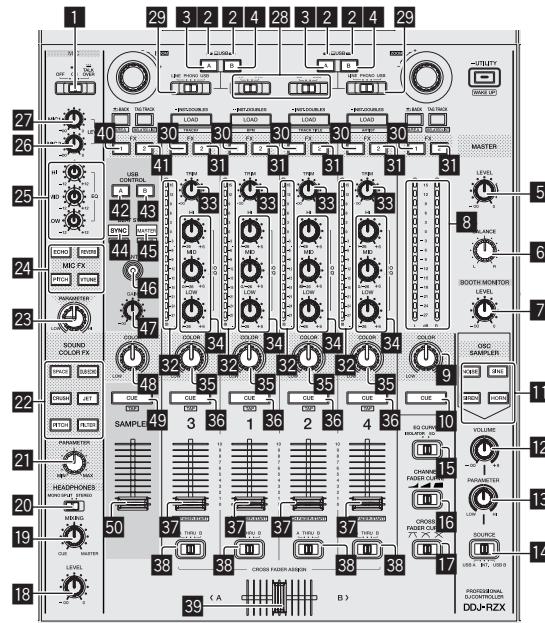
3 Jog touch detection display

The display lights when the jog dial top is pressed when VINYL mode is on.

4 VINYL

The display lights when VINYL mode is on.

Mixer section



1 OFF, ON, TALK OVER selector switch

Turns the microphone on/off.

2 USB connection indicator

Displays the connection status between the **USB-A** terminal and **USB-B** terminal.

Lights: When the computer is connected to the terminal and the driver is installed

Flashes: When the computer is connected to the terminal and the driver is not installed

Lights out: When the computer is not connected to the terminal

3 USB (A) button

When lights, the **USB-A** terminal is used in communication with the computer.

- The [**USB (A)**] button and [**USB (B)**] button located at the left side are used to control the USB communication for deck 1 or deck 3. The [**USB (A)**] button and [**USB (B)**] button located at the right side are used to control USB communication for deck 2 or deck 4.
- When the [**USB (A)**] button or [**USB (B)**] button located on the left side is flashing, it means the deck 1 or deck 3 audio is on air. Flashing stops when the channel fader of deck 1 or deck 3 is moved to the frontmost position. When the [**USB (A)**] button or [**USB (B)**] button located on the right side is flashing, it means deck 2 or deck 4 audio is on air. Flashing stops when the channel fader of deck 2 or deck 4 is moved to the frontmost position. (When the USB terminal is switched, sound is also switched instantaneously. Therefore, when the button is flashing, before switching the USB terminal, make sure that the deck is not used by another user.)

4 USB (B) button

When lights, the **USB-B** terminal is used in communication with the computer.

- The [**USB (A)**] button and [**USB (B)**] button located at the left side are used to control the USB communication for deck 1 or deck 3. The [**USB (A)**] button and [**USB (B)**] button located at the right side are used to control USB communication for deck 2 or deck 4.
- When the [**USB (A)**] button or [**USB (B)**] button located on the left side is flashing, it means the deck 1 or deck 3 audio is on air. Flashing stops when the channel fader of deck 1 or deck 3 is moved to the frontmost position. When the [**USB (A)**] button or [**USB (B)**] button located on the right side is flashing, it means deck 2 or deck 4 audio is on air. Flashing stops when the channel fader of deck 2 or deck 4 is moved to the frontmost position. (When the USB terminal is switched, sound is also switched instantaneously. Therefore, when the button is flashing, before switching the USB terminal, make sure that the deck is not used by another user.)

5 MASTER LEVEL control

Adjusts the master sound level output.

6 MASTER BALANCE control

Adjusts the balance for the left and right of the master output sound.

7 BOOTH MONITOR control

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

8 Master level indicator

Displays the master output's audio level.

9 MASTER OUT COLOR control

Changes the SOUND COLOR FX parameter applied to the master output sound.

10 MASTER CUE button

Turns monitoring of the master output's sound on and off.

11 OSC SAMPLER SELECT button

Generates oscillator sound (NOISE, SINE, SIREN, and HORN).

⇒ Using the oscillator function (p.31)

12 OSC SAMPLER VOLUME control

Adjusts the sound level of oscillator sound.

13 OSC SAMPLER PARAMETER control

Adjusts the quantitative parameters of oscillator sound.

14 OSC SAMPLER SOURCE selector switch

Selects the oscillator sound source.

15 EQ CURVE selector switch

Switches the function of the [EQ (HI, MID, LOW)] controls.

16 CHANNEL FADER CURVE selector switch

Switches the channel fader's curve characteristics.

17 CROSS FADER CURVE selector switch

This switches the crossfader curve characteristics.

18 HEADPHONES LEVEL control

Adjusts the sound level output from the headphones.

19 HEADPHONES MIXING control

Adjusts the balance of the monitor volume between the sound of the channels for which the headphones [CUE] button is pressed and the sound of the master channel.

20 HEADPHONES MONO SPLIT / STEREO selector switch

Switches how the monitor sound output from the headphones is distributed.

21 SOUND COLOR FX PARAMETER control

Adjusts the SOUND COLOR FX parameter.

22 SOUND COLOR FX SELECT buttons

These turn the SOUND COLOR FX effects on/off.

23 MIC FX PARAMETER control

Changes the MIC FX parameter.

24 MIC FX SELECT button

Turns MIC FX on/off.

25 MIC EQ (HI, MID, LOW) controls

These adjust the tone quality of the [MIC1] and [MIC2] channels.

26 MIC2 control

Adjusts the sound level output from the [MIC2] channel.

27 MIC1 control

Adjusts the sound level output from the [MIC1] channel.

28 CD, USB selector switch

Selects the input source of each channel from the components connected to this unit.

- [CD]: Select this to use a line level output device (DJ player, etc.) connected to the [CD] terminals.
- [USB]: Select this to use the track loaded in the rekordbox dj deck.

29 LINE, PHONO, USB selector switch

Selects the input source of each channel from the components connected to this unit.

- [LINE]: Select this to use a line level output device (DJ player, etc.) connected to the [LINE] input terminals.
- [PHONO]: Select this to use a phono level (for MM cartridges) output device (analog player, etc.) connected to the [PHONO] input terminals.
- [USB]: Select this to use the track loaded in the rekordbox dj deck.

30 FX 1 assign button

Turns effect unit FX1 on and off for the respective channel.

31 FX 2 assign button

Turns effect unit FX2 on and off for the respective channel.

32 Channel Level Indicator

Displays the sound level of the respective channels before passing through the channel faders.

33 TRIM control

Adjusts the level of audio signals input in each channel.

34 ISO/EQ (HI, MID, LOW) controls

Boosts or cuts frequencies for the different channels.

35 COLOR control

This changes the parameters of the SOUND COLOR FX of the different channels.

36 Headphones CUE button

Press:

The sound of channels for which the headphones [CUE] button is pressed is output to the headphones.

- When the headphones [CUE] button is pressed again, monitoring is canceled.

[SHIFT] + press:

The track's tempo can be set by tapping the button. (Tap function)

37 Channel fader

Move:

Adjusts the level of audio signals output in each channel.

[SHIFT] + move:

Use the channel fader start function.

- Using the channel fader start function (p. 29)

38 Crossfader assign selector switch

Assigns the channel output to the crossfader.

[A]: Assigns to [A] (left) of the crossfader.

[B]: Assigns to [B] (right) of the crossfader.

[THRU]: Selects this when you do not want to use the crossfader. (The signals do not pass through the crossfader.)

39 Crossfader

Outputs the sound assigned with the crossfader assign switch.

[SHIFT] + move:

Uses the crossfader start function.

- Using the crossfader start function (p.29)

40 SAMPLER CH FX 1 assign button

Turns effect unit FX1 on/off for the sampler channel.

41 SAMPLER CH FX 2 assign button

Turns effect unit FX2 on/off for the sampler channel.

42 SAMPLER CH USB (A) button

Selects the sampler channel of rekordbox connected to the **USB-A** terminal side.

43 SAMPLER CH USB (B) button

Selects the sampler channel of rekordbox connected to the **USB-B** terminal side.

44 SAMPLER SYNC button

Press:

Switches between synchronizing and not synchronizing (SYNC ON/OFF) the sampler sound to the tempo of the master deck.

[SHIFT] + press:

Reduces the BPM of the sampler sound.

45 SAMPLER MASTER button

Sets the sampler sound source as the master for the beat sync function.

[SHIFT] + press:

Increases the BPM of the sampler sound.

46 SAMPLER QUANTIZE button

Turns quantize on/off for the sampler sound.

47 SAMPLER GAIN control

Adjusts the level of the sound input to the sampler channel.

48 SAMPLER COLOR control

Changes the SOUND COLOR FX parameter of the sampler channel.

49 SAMPLER CUE button

Press:

Turns monitoring of the sampler sound on or off.

[SHIFT] + press:

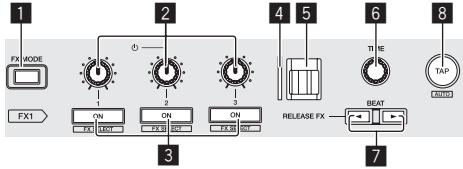
Calculates the BPM value used as the base for the sampler from the interval at which the button is tapped with a finger. (Tap function)

50 SAMPLER VOLUME fader

Adjusts the sound level of sampler.

Effect section

This section is used to control the two effect units (FX1 and FX2). Controls and buttons used to operate the FX1 unit are located on the left side of the controller, those used to operate the FX2 unit are located on the right side of the controller. The channels to which the effect is to be applied are set using the effect assign buttons on the mixer section.



1 FX MODE button

Switches the beat FX mode.

2 Effect parameter controls

Adjusts the beat FX parameter.

3 Effect parameter buttons

Press:

Turns the beat FX on and off or switches the parameters.

[SHIFT] + press:

Switches the effect type.

4 RELEASE FX indicator

This is lit when RELEASE FX is on. The lighting state changes depending on the position of the [RELEASE FX] lever.

5 RELEASE FX lever

Use this to adjust the RELEASE FX effect.

6 TIME control

Adjusts the beat FX time.

7 BEAT◀ button, BEAT▶ button

BEAT◀ button

Press:

Reduces the beat interval for applying beat FX.

BEAT▶ button

Press:

Increases the beat interval for applying beat FX.

8 TAP button

Press:

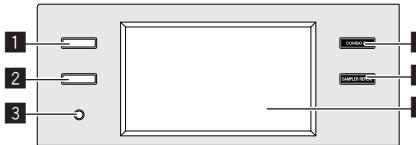
Calculates the BPM value used as the base for beat FX from the interval at which the button is tapped with a finger. (Tap function)

[SHIFT] + press:

Returns the tempo of beat FX to BPM of the deck.

Display section (deck)

This is a touch display provided on the left and right of this unit. It displays information on the audio or video tracks loaded into the decks, performance pad information, and effect information.



1 VIEW (PAD INFO / DECK VIDEO) button

Press:

Displays the performance pad information or video track information for each deck.

Each press of the button switches between the performance pad information and video track information.

The pad information corresponding to the performance pad mode is displayed for the performance pad information.

The video of each deck before mixing is displayed for the video track information.

⇒ *PAD INFO* (p.16)

⇒ *Displaying video on the touch display (deck section) (DECK VIDEO)* (p.33)

2 TRACK INFO button

Press:

Displays information on the track loaded into each deck.

Each press of the button switches between the track information for two decks and the track information for one deck.

⇒ *TRACK INFO* (p.17)

Press for over 1 second:

Displays the memory cue information.

⇒ *MEMORY CUE INFO* (p.18)

3 TIME MODE button

Press:

Switches the display method of the playback time (remaining time display or elapsed time display).

Press for over 1 second:

Turns auto cue on/off.

4 COMBO FX button

Press:

Switches to the COMBO FX screen (display of X and Y axes).

The effects assigned to the X axis and Y axis can be operated simultaneously on the touch display.

Press twice:

Switches to the effect selection screen. The effects to assign to the X axis and Y axis can be selected.

⇒ *COMBO FX* (p.18)

5 SAMPLER REPEAT button

Press:

Switches to the SAMPLER REPEAT screen (display of X and Y axes).

The effect assigned to the Y axis and the beat interval assigned to the X axis can be operated simultaneously on the touch display.

⇒ *SAMPLER REPEAT* (p.18)

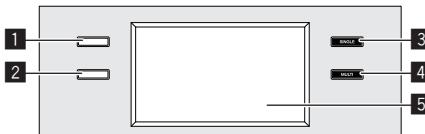
Press twice:

Switches to the effect selection screen. The effect to assign to the Y axis can be selected.

6 Touch display (deck)

⇒ *Touch display (deck section)* (p.16)

Display section (mixer)



1 VIEW (WAVEFORM / MASTER VIDEO) button

Press:

Displays the detailed waveform of the track playing on each deck or the video output after mixing.

Each press of the button switches between the detailed waveform screen and video output after mixing screen.

⌚ *WAVEFORM* (p.19)

⌚ *Displaying video on the touch display (mixer section) (MASTER VIDEO)* (p.33)

Press for over 1 second:

Switches all (center, left, and right) LCD screens to video information display.

Press twice:

Switches to a screen that displays the detailed waveform and video after mixing at the same time.

⌚ *Displaying video and waveforms (DUAL DISPLAY)* (p.34)

2 2DECK/4DECK button

Press:

Switches between the detailed waveform display for two decks and the detailed waveform display for four decks.

Press for over 1 second:

Switches between the vertical detailed waveform display and the horizontal detailed waveform display.

3 SOUND COLOR FX SINGLE MODE button

Press:

Displays the SINGLE MODE setting screen of SOUND COLOR FX. SINGLE MODE is a mode for using SOUND COLOR FX assigned common to all channels.

4 SOUND COLOR FX MULTI MODE button

Press:

Displays the MULTI MODE setting screen of SOUND COLOR FX. MULTI MODE is a mode for using SOUND COLOR FX assigned individually to each channel.

5 Touch display (mixer)

⌚ *Touch display (mixer section)* (p.19)

Touch display (deck section)

PAD INFO

If the [VIEW (PAD INFO / DECK VIDEO)] button is pressed, the PAD INFO screen is displayed.

If the [VIEW (PAD INFO / DECK VIDEO)] button is pressed while the PAD INFO screen is displayed, the DECK VIDEO screen is displayed. The PAD INFO screen consists of the three FX, PAD, and TRACK areas.



1 FX area

2 PAD area

3 TRACK area

FX area

Displays information regarding BEAT FX and RELEASE FX. An effect type and parameter can be selected by touching ▼.

❖ MULTI MODE

Allows up to three effects to be used simultaneously.



❖ SINGLE MODE

Allows up to three types of parameters to be used simultaneously for one effect.



PAD area

Displays the mode name of the selected PAD MODE and the PAD state in each PAD MODE.

❖ HOT CUE MODE

Displays the setting state, comment information, and in point time of Hot Cue/Loop of each PAD.

You can switch to the COLOR setting state of HOT CUE by touching the [COLOR] button. Touching a PAD in the COLOR setting state allows you to change the color set for that PAD.



❖ BEAT JUMP MODE

Displays the number of movement beats of Beat Jump assigned to each PAD.



❖ PAD FX1 MODE / PAD FX2 MODE

Displays the name of the effect assigned to each PAD and the Level/Depth value, Parameter value, Hold state, and ReleaseFX setting state of each corresponding PAD.

You can switch to the PAD FX setting state by touching the [EDIT] button. Touching a PAD in the PAD FX setting state allows you to change the effect type, parameter, and level/depth for that PAD.



❖ SLICER MODE / SLICER LOOP MODE

Displays the slicer range (SLICE LENGTH) and slicer loop playback length (SLICE ROLL).

You can change the playback position of SLICER by touching the [<] button or [>] button.



❖ SAMPLER MODE / VELOCITY SAMPLER MODE

Displays the setting state, name, playback state, SYNC state, and playback mode of the SAMPLER assigned to each PAD.

In addition, the BANK number, BPM value, QUANTIZE setting state, and SYNC setting state of the displayed SAMPLER are displayed.



❖ SEQUENCE CALL MODE

Displays the name, playback state, BANK number, and bar position of the pattern assigned to each PAD.

In addition, the QUANTIZE setting state, SYNC setting state, and MASTER setting state of the displayed sequence are displayed.



❖ ACTIVE SENSOR MODE

Displays the names and parameter values of the effects assigned to each PAD.

In addition, edit and clear of the specification range and ON/OFF state of ACTIVE SENSOR are displayed.



TRACK area

Displays information on the track loaded into the DECK currently being operated.

❖ TRACK information display

The information and setting information of the track playing in the deck being operated are displayed in the TRACK area.
Touching the waveform section plays from that position.

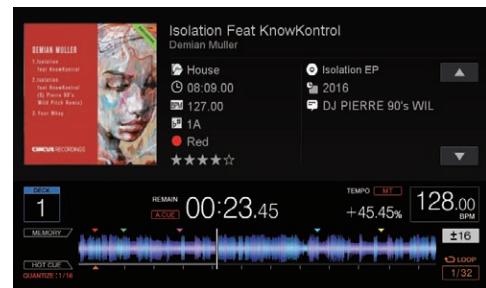


TRACK INFO

If the [TRACK INFO] button is pressed, the TRACK INFO screen is displayed. The TRACK INFO screen displays detailed information on the track loaded into the deck.

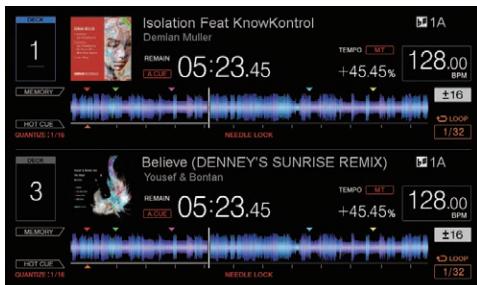
1-deck display

Displays information on the deck currently being operated.



2-deck display

Displays both information on the deck currently being operated and information on the deck not being operated.



MEMORY CUE INFO

If the [TRACK INFO] button is pressed and held, MEMORY CUE INFO is displayed. MEMORY CUE INFO displays information on the memory cue of the track loaded into the deck.

MEMORY CUE INFO display

Displays information regarding the memory cue of the track loaded into the deck currently being operated.

MEMORY CUE INFO is displayed instead of the PAD area in the PAD INFO screen.



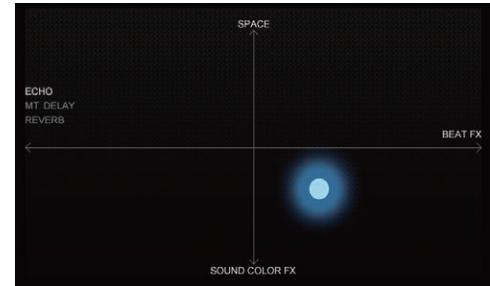
COMBO FX

If the [COMBO FX] button is pressed, the COMBO FX screen is displayed. In the COMBO FX screen, you can operate two types of effects simultaneously.

COMBO FX screen

BEAT FX is assigned to the X axis and SOUND COLOR FX is assigned to the Y axis of the X and Y coordinates, and they can be operated simultaneously by sliding a finger on the touch display.

If [COMBO FX] is pressed twice, the screen switches to the effect setting screen. In the effect setting screen, you can change the type of effect and the setting for whether or not the effect continues even when you release your finger from the COMBO FX screen.



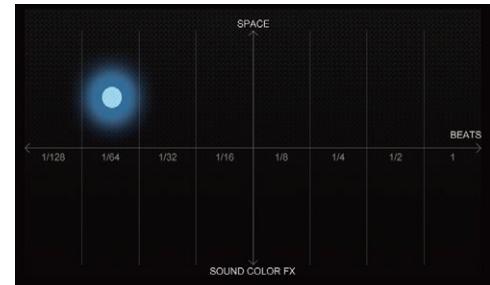
SAMPLER REPEAT

If the [SAMPLER REPEAT] button is pressed, the SAMPLER REPEAT screen is displayed. In the SAMPLER REPEAT screen, the sound source of SAMPLER can be played repeatedly matched to the beat and the effect can be operated simultaneously.

SAMPLER REPEAT screen

BEAT is assigned to the X axis and SOUND COLOR FX is assigned to the Y axis of the X and Y coordinates, and they can be operated simultaneously by sliding a finger on the touch display.

If [SAMPLER REPEAT] is pressed twice, the screen switches to the effect setting screen. In the effect setting screen, you can change the type of effect and the setting for whether or not the effect continues even when you release your finger from the SAMPLER REPEAT screen.



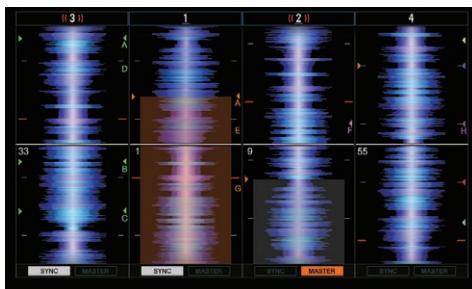
Touch display (mixer section)

WAVEFORM

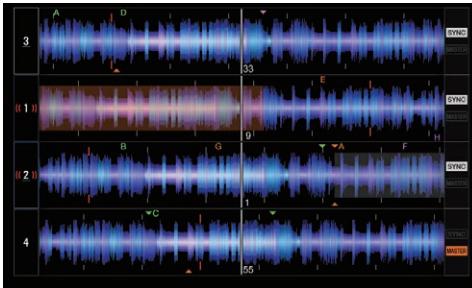
If the [VIEW (WAVEFORM / MASTER VIDEO)] button is pressed, the WAVEFORM screen is displayed.

The WAVEFORM screen displays the detailed waveform, SYNC/MASTER setting, and On Air state information of the track loaded into each deck. If the [2DECK/4DECK] button is pressed, you can switch between displaying detailed waveforms for just two decks and for four decks. If the [2DECK/4DECK] button is pressed and held, you can switch between displaying detailed waveforms vertically and horizontally. Furthermore, if you move to the detailed waveform area of another deck while touching the detailed waveform of a certain deck with a finger and then release the finger from the display, the same track can be copied to the other deck.

❖ WAVEFORM screen (VERTICAL)



❖ WAVEFORM screen (HORIZONTAL)



BROWSE

The BROWSE screen displays results of operation using the browser section.

The BROWSE screen can be turned on and off using rekordbox. Select [Preferences] > [Controller] > [Others] in rekordbox (PERFORMANCE mode), and change the setting.

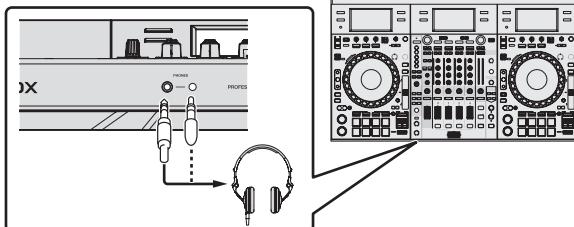
BROWSE screen



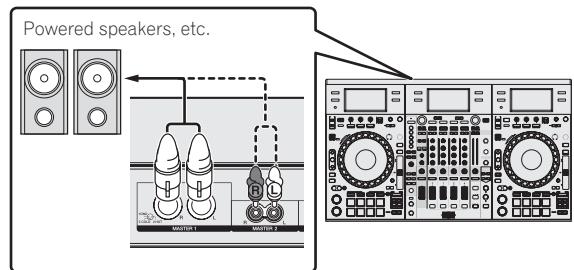
Basic Operation

Connecting this unit and computer

1 Connect headphones to one of the [PHONES] terminals.

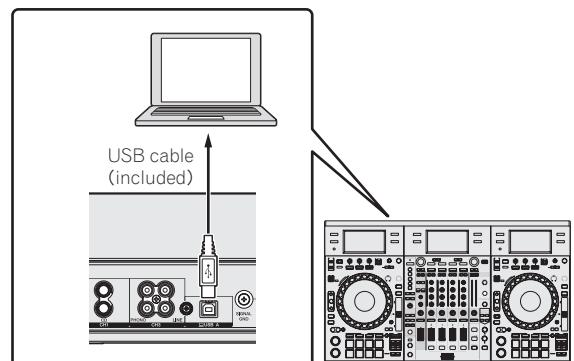


2 Connect devices such as powered speakers, a power amplifier, and components to the [MASTER 1] or [MASTER 2] output terminals.



- To output the sound from the [BOOTH] output terminals, connect devices such as speakers to the [BOOTH] output terminals.
- For details on the connections of the input/output terminals, see *Connections* (p.7).

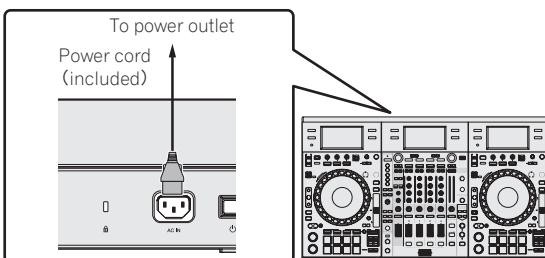
3 Connect this unit to your computer via a USB cable.



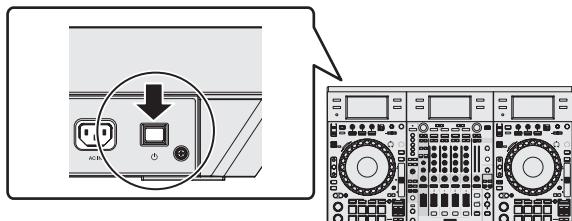
This product satisfies electromagnetic noise regulations when it is connected to other equipment through shielded cables and connectors.
Use only the furnished accessory connecting cables.

D44-8-2_A1_En

5 Connect the power cord.



6 Press the [Ø] switch on this unit's rear panel to turn this unit's power on.



Turn on the power of this unit.

- For Windows users
The message [**Installing device driver software**] may appear when this unit is first connected to the computer or when it is connected to a different USB port on the computer. Wait a while until the message [**Your devices are ready for use**] appears.

7 Turn on the power of the devices connected to the output terminals (powered speakers, power amplifier, components, etc.).

- When a microphone, DJ player or other external device is connected to input terminals, the power of that device also turns on.

4 Turn on the computer's power.

Starting the system

Launching rekordbox

Account registration for KUVO and activation work for rekordbox dj, rekordbox dvs, and rekordbox video are required at first startup. For details on each work procedure, access the rekordbox product site below and see the rekordbox, rekordbox dvs, or rekordbox dj Operating Instructions in [Support].
<http://rekordbox.com/>

For Windows 10/8.1

From [Apps view], click the [rekordbox] icon.

For Windows 7

From the Windows [Start] menu, click the [rekordbox] icon under [All Programs] > [Pioneer] > [rekordbox X.X.X].

For Mac OS X

Open the [Applications] folder in Finder, then double-click the [rekordbox] icon.

A connection may not be able to be established with rekordbox video depending on the security software used on your computer or settings of the operating system.

If this occurs, it will be necessary to clear your settings for any programs and communications ports that are blocked.

Activate rekordbox dj.

Account registration for KUVO and activation work for rekordbox dj are required at first startup of the rekordbox software.

1 Prepare the license key.

The rekordbox dj license key provided with this unit is required to activate rekordbox dj.

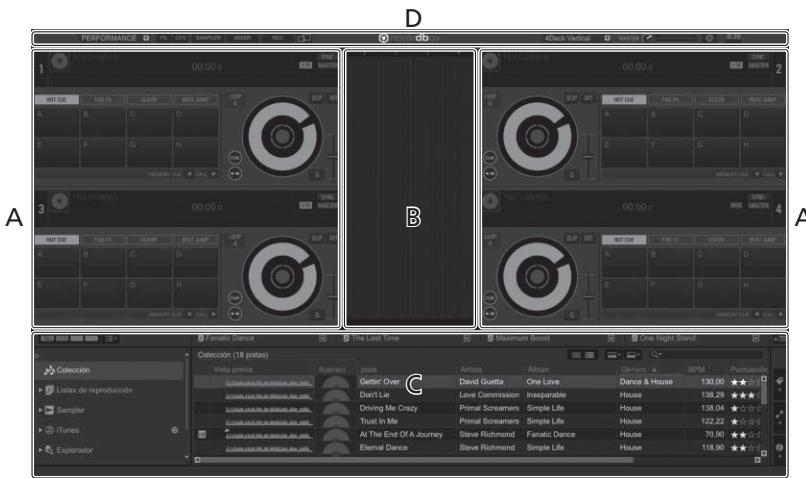
- There is no need for this product's users to purchase the rekordbox dj license key separately.

2 Activate rekordbox dj.

For the activation method for rekordbox dj, see the rekordbox Operating Instructions.

rekordbox dj screen on the computer after the activation

- If this screen does not appear, select [PERFORMANCE] from the menu at the top of the screen.



A Track deck section

The track information (the name of the loaded track, artist name, BPM, etc.), the overall waveform and other information is displayed here.

B Enlarged waveform section

The loaded track's waveform is displayed here.

C Browse section

Displays the track list, tree view, and playlist palette.

D Global section

Displays the display status of effect panel and sampler panel, and the level of the master sound, etc.



Note

Separate activation work is also required for rekordbox dvs and rekordbox video. For details, see the Operating Instructions of each of them.

Adding music files to [Collection]

[Collection] is a screen for displaying a list of the music files managed by rekordbox.

Registering the music files on the computer as the music collection of rekordbox and then analyzing them enables those tracks to be used with rekordbox.



a Tree View

b Track list

1 Click [Collection] in the tree view.

A list of the tracks registered in [Collection] is displayed.

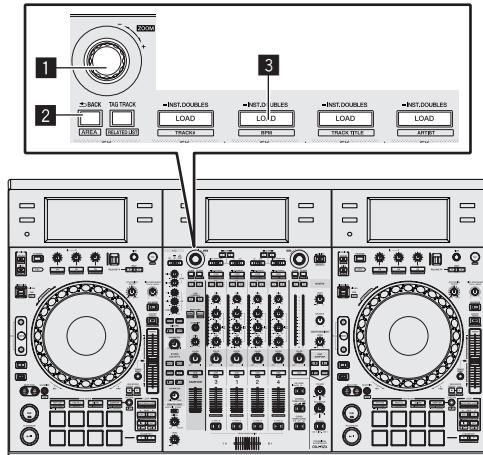
2 Open Finder or Windows explorer, then drag and drop music files or folders including music files to the track list.

The music files are added to the [Collection] and the tag information of the music files is read and then displayed.

This manual consists mainly of explanations of functions of this unit as hardware. For detailed instructions on operating rekordbox dj, see the rekordbox software's manual.

Loading tracks and playing them

The following describes the procedure for loading tracks onto deck 1 as an example.



1 Rotary selector

2 BACK button

3 LOAD button

1 Select the [Collection] or a playlist or other item and then press the unit's rotary selector to move to the track list.

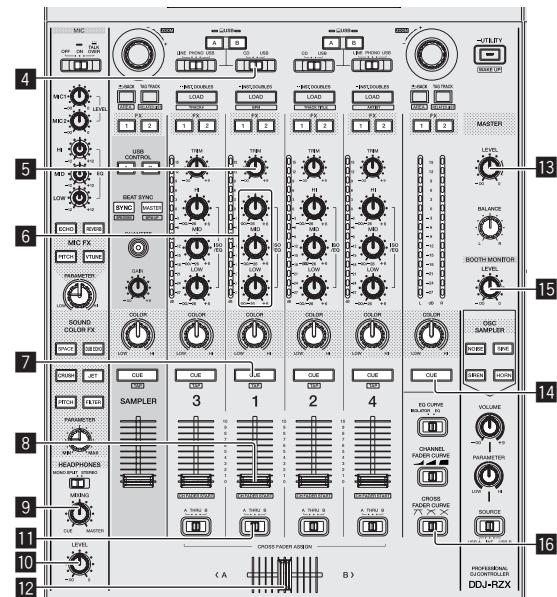
2 Turn the rotary selector and select the track.

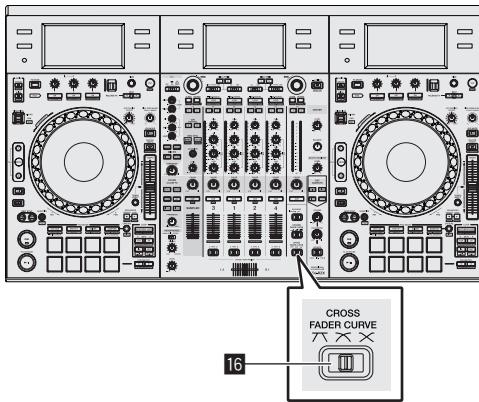
3 Press the [LOAD] button to load the selected track onto the deck.

Playing tracks and outputting the sound

The following describes the procedure for outputting the channel 1 sound as an example.

- Set the volume of the devices (power amplifier, powered speakers, etc.) connected to the [MASTER 1] and [MASTER 2] output terminals to an appropriate level. Note that very loud sound will be output if the volume is set too high.





4 CD, USB selector switch

5 TRIM control

6 ISO/EQ (HI, MID, LOW) controls

7 Headphones CUE button

8 Channel fader

9 HEADPHONES MIXING control

10 HEADPHONES LEVEL control

11 Crossfader assign selector switch

12 Crossfader

13 MASTER LEVEL control

14 MASTER CUE button

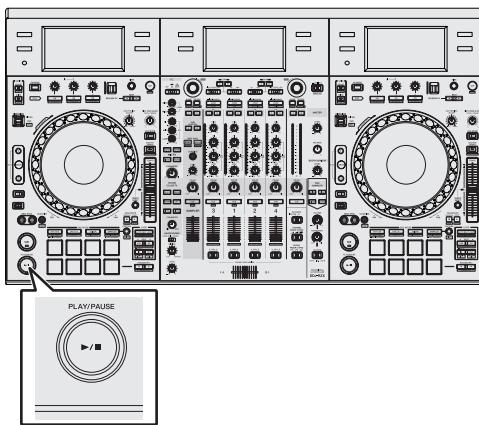
15 BOOTH MONITOR control

16 CROSS FADER CURVE control

1 Set the positions of the controls, etc., as shown below.

Names of controls, etc.	Position
MASTER LEVEL control	Turned fully counterclockwise
CD, USB selector switch	[USB] position
TRIM control	Turned fully counterclockwise
ISO/EQ (HI, MID, LOW) controls	Center
Channel fader	Moved forward
Crossfader assign selector switch	[THRU] position

2 Press the [PLAY/PAUSE▶/II] button to play the track.



3 Turn the [TRIM] control.

Adjust the [TRIM] control so that the channel level indicator's orange indicator lights at peak level.

4 Move the channel fader away from you.

5 Turn the [MASTER LEVEL] control to adjust the audio level of the speakers.

Adjust the level of the sound output from the [MASTER 1] and [MASTER 2] output terminals to an appropriate level.

Monitoring sound with headphones

Set the positions of the controls, etc., as shown below.

Names of controls, etc.	Position
HEADPHONES MIXING control	Center
HEADPHONES LEVEL control	Turned fully counterclockwise

1 Press the headphones [CUE] button for the channel 1.

2 Turn the [HEADPHONES LEVEL] control.

Adjust the sound level output from the headphones to an appropriate level.



Note

This unit and rekordbox dj include many functions to allow for more individualistic DJ performances. For details on each function, see the rekordbox Operating Instructions.

- This Operating Instructions of rekordbox can be downloaded from the rekordbox product site. For details, see *Viewing the Operating Instructions of rekordbox* (p.5).

Quitting the system

1 Quit rekordbox.

2 Press the [○] switch on this unit's rear panel to set this unit's power to standby.

3 Disconnect the USB cable from your computer.

Advanced Operation

Using the performance pads

Use the performance pads with the hot cue, beat jump, pad FX, slicer, sampler, and velocity sampler functions.

The function of the performance pads can be switched with the pad mode buttons.

Using hot cues

This function allows playback to be started instantaneously from the position at which a hot cue or hot loop is set.

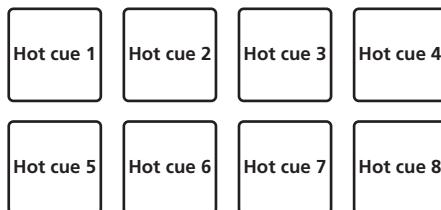
- Up to eight hot cue points or hot loop points can be set and saved per track.

1 Press the [HOT CUE] mode button.

Switches to hot cue mode.

2 In the play or pause mode, press a performance pad to set the hot cue point.

The hot cue points are assigned to the respective performance pads as shown below.



A hot loop can be assigned to a performance pad by pressing the pad during loop playback.

3 Press the performance pad with the hot cue point or hot loop point set.

Playback starts from the hot cue point or hot loop point.

- Set hot cue points can be cleared by pressing a performance pad while pressing the [SHIFT] button.

Using beat jump

The playback position can be moved instantaneously without breaking the rhythm of the track being played back.

1 Press the [HOT CUE] mode button while pressing the [SHIFT] button.

The mode switches to the beat jump mode.

2 Press the [PARAMETER◀] or [PARAMETER▶] button.

The movement amount (number of beats or number of bars) of the playback position assigned to the performance pad changes each time a button is pressed.

The following nine settings can be made.

page1	FINE/1/8 beat/1/4 beat/1/2 beat
page2	1/8 beat/1/4 beat/1/2 beat/1 beat
page3	1/4 beat/1/2 beat/1 beat/2 beats
page4	1/2 beat/1 beat/2 beats/4 beats
page5	1 beat/2 beats/4 beats/8 beats
page6	2 beats/4 beats/8 beats/16 beats
page7	4 beats/8 beats/16 beats/8 bars
page8	8 beats/16 beats/8 bars/16 bars
page9	16 beats/8 bars/16 bars/32 bars

For example, when set to "1 beat from 1/8 beat", the pad's setting is as shown below.



- If a button is pressed while pressing [SHIFT], only [page1], [page5], and [page9] can be selected.

3 Press pad 1, pad 3, pad 5, or pad 7.

The playback position moves in the reverse direction by the number of beats or number of bars assigned to the pad that was pressed.

4 Press pad 2, pad 4, pad 6, or pad 8.

The playback position moves in the forward direction by the number of beats or number of bars assigned to the pad that was pressed.

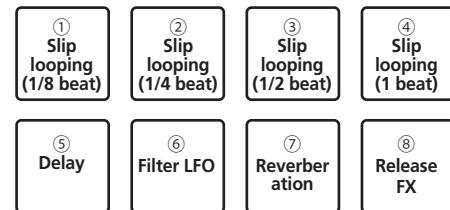
Using the pad FX

A wide range of effect performances are possible with just the simple operation of pressing and releasing performance pads.

1 Press the [PAD FX1] mode button.

The mode switches to pad FX mode 1.

By default, effects are assigned to the performance pads as shown below.



- If the [PAD FX1] mode button is pressed while pressing the [SHIFT] button, the mode changes to pad FX mode 2.

By default, effects are assigned to the performance pads as shown below.



- The effects assigned to performance pads can be customized. Touch the [EDIT] button on a display of this unit to switch to the PAD FX setting state. Touching a pad in the PAD FX setting state allows you to change the type, parameter, and level/depth of the effect assigned to that pad.

- The type of release FX assigned to pad 8 cannot be changed by turning the unit's [RELEASE FX] control.

To change the type of release FX assigned to pad 8, you need to make the change in rekordbox dj. For details, see the rekordbox software's manual.

2 Press and hold one of the performance pads.

The effect turns on according to the effect and number of beats settings assigned to the pad that was pressed.

3 Press the [PARAMETER◀] button or [PARAMETER▶] button while pressing the performance pad.

The number of beats setting for the effect temporarily increases or decreases.

- Depending on the type of effect, changing the setting may not be possible even by pressing the button.

4 Release your finger from the performance pad.

The effect turns off.

❖ Using the release FX of the pad FX

1 Press and hold one of performance pads 1 to 7.

The effect turns on according to the effect and number of beats settings assigned to the pad that was pressed.

2 Press performance pad 8.

The pad FX effect that was on up until now turns off and the release FX effect is added.

Using the Slicer function

The specified range is divided into eight equal sections, and these eight sliced sections are assigned to the respective performance pads. While one of the performance pads is pressed, the sound for the section assigned to that pad is played in a loop.

During loop playback of the pad's sound, normal playback with the original rhythm continues in the background. When the pad is released and loop playback ends, playback resumes from the position reached at that point.

- The slicer function cannot be used with tracks for which no beatgrid is set. For details on setting beatgrids, see the rekordbox software manual.
- Beatgrids can also be set using this unit's [GRID ADJUST] and [GRID SLIDE] buttons. (p.12)

1 Press the [SLICER] mode button.

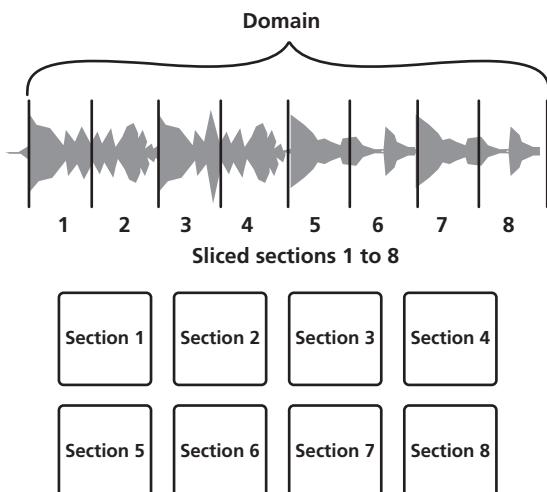
Switches to slicer mode.

- While pressing the [SHIFT] button, pressing the [SLICER] mode button switches the mode to slicer loop mode.
- For details, see *About slicer mode and slicer loop mode* on page 25.

2 Press the [PARAMETER◀] or [PARAMETER▶] button while pressing the [SHIFT] button.

Set the slicer range. The slicer range changes each time a button is pressed while pressing the [SHIFT] button.

Each of the sections resulting from dividing the slicer range into eight is assigned to the respective performance pad as shown below.



3 Press the [PARAMETER◀] or [PARAMETER▶] button.

Set the loop playback length for the slicer. The setting value for the loop playback length changes each time the button is pressed.

The length of loop playback while a pad is pressed can be changed with the loop playback length setting. For example, when the loop playback length is set to "1", the entire section assigned to the pad is played in a loop, and when the loop playback length is set to "1/2", only the first half of the section assigned to the pad is played in a loop.

4 Press and hold one of the performance pads.

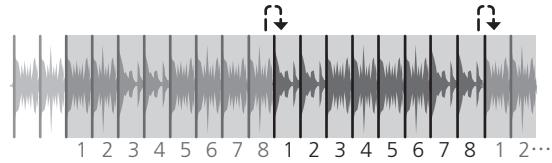
When the pad is pressed and held, the sound is played in a loop.

When the pad is released, the track returns to the position that is playing in the background.

❖ About slicer mode and slicer loop mode

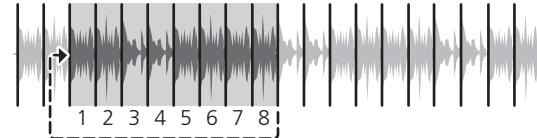
Slicer mode

When the playback position advances to the end of the range that has been sliced into eight equal sections, the range shown on the display switches to the next eight sliced sections, and these sliced sections are assigned to the respective pads, replacing the previously assigned sections.



Slicer loop mode

When the playback position advances to the end of the range that was sliced into eight equal parts, the playback position returns to the beginning of the range that was sliced into eight equal parts.



Using the sampler function

This procedure can be used to play tracks loaded in the sampler's sampler slots using the performance pads.

❖ Load the track in a sampler slot.

1 Press the [SAMPLER] mode button.

Switches to the sampler mode.

2 Press the rotary selector or [BACK] button to move the cursor to the track list.

3 Turn the rotary selector.

Select the track you wish to load in a sampler slot.

4 Press the performance pad while pressing the [SHIFT] button.

The selected track is loaded into the sample slot.

- Loading by overwriting an already loaded sampler slot may not be possible depending on the preferences of rekordbox.

❖ Loading a loop in a sampler slot.

1 Press the [AUTO BEAT LOOP] button or [LOOP IN] button and then press the [LOOP OUT] button.

Loop playback starts.

2 Press a performance pad while pressing the [CAPTURE] button.

The pad mode is temporarily switched to the sampler mode and the loop is loaded in a sampler slot.

- Loading by overwriting an already loaded sampler slot may not be possible depending on the preferences of rekordbox.

❖ Loading the slicer target area in sampler slots

1 Press the [SLICER] mode button while pressing the [SHIFT] button.

The mode switches to the slicer loop mode.

- Alternatively, press the [SLICER] mode button to switch to the slicer mode.

2 Press the [CAPTURE] button while pressing the [SHIFT] button.

Each of the sections of the slicer target area is loaded in a separate sampler slot.

- With the default settings of rekordbox, the slicer target area is loaded in sampler bank 4.
If there is even one sampler slot already loaded in sampler bank 4, loading may not be possible.

❖ Using the performance pads to play the sampler

1 Press the [SAMPLER] mode button.

Switches to the sampler mode.

2 Press the [PARAMETER◀] or [PARAMETER▶] button.

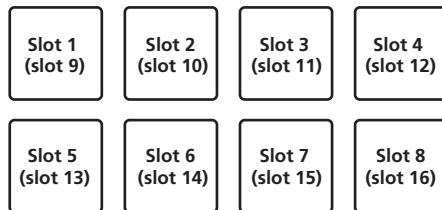
The sampler bank is switched. The sampler has four banks and each bank has sixteen slots.

3 Turn the [SAMPLER VOLUME] control clockwise.

4 Press a performance pad.

The sound for the slot assigned to the pad that was pressed is played.

- When the pad mode of deck 1 or deck 3 is the sampler mode (the slots in parentheses are when the pad mode of deck 2 or deck 4 is the sampler mode)



5 During playback, press a performance pad.

Playback continues by returning to the beginning.

6 Press a performance pad while pressing the [SHIFT] button during playback.

The sound of the slot that is currently playing stops.

Using the velocity sampler

In the velocity sampler mode, the sample volume level changes according to the amount of force used to tap the performance pads. The volume level increases when the performance pads are tapped strongly and decreases when they are tapped weakly.

❖ Switching to the velocity sampler mode

When the [SAMPLER] mode button is pressed while pressing the [SHIFT] button, the mode switches to the velocity sampler mode. When the [SAMPLER] mode button is pressed, the mode switches to the normal sampler mode.

Using the sequencer

Sampler performances can be recorded and played back.

The sequencer function can be used to achieve a variety of performances, such as superimposing an original rhythm loop or vocal loop created in advance on the track that is playing or changing the arrangement of an impromptu finger drum performance by adding sound using the overdub recording function or removing and adding sound using the mute function.

The following explains the basic operations of the sequencer. For sequencer application examples, see the rekordbox software's manual.

❖ Preparing to use the sequencer

1 Displaying the sampler panel on the rekordbox dj screen

- For details, see the rekordbox software's manual.

2 Press the [SAMPLER] mode button.

The unit's pad mode switches to the sampler mode.

❖ Recording a sequence

1 Press the [PARAMETER◀] or [PARAMETER▶] button.

Select the bank of the sampler to be used for the performance.

2 Click the part indicated as [1 Bar] on the sampler panel of rekordbox dj.

Select a length for recording the sequence from 1 bar, 2 bars, and 4 bars in the pull-down menu that appears.

3 Press the [SEQUENCER OVERDUB] button.

The sequencer switches to the recording standby state.

4 Create a performance using the performance pads.

Recording of the sequence begins.

- Only a sampler slot with the PLAY mode of the sampler set to [One Shot] can record a sequence.
- When [QUANTIZE] of the sampler panel is on, the operation timing of the performance pads is quantized and the sequence is recorded.

5 Press the [SEQUENCER OVERDUB] button while pressing the [SHIFT] button.

The recorded sequence is saved.

❖ Calling out and playing a saved sequence

1 Press the [SEQUENCER START] button while pressing the [SHIFT] button.

Select the sequence you wish to call out.

2 Press the [SEQUENCER START] button.

The sequence plays.

- If the [SEQUENCER START] button is pressed again, the sequence stops.

❖ Using the sequence mute mode

In the sequence mute mode, you can control mute for each sampler slot with a performance pad.

This enables you to remove and add a kick, snare, or other drum sound to change the arrangement for a rhythm loop created with the sequencer.

1 Call out and play a sequence.

Calling out and playing a saved sequence (p. 26)

2 Press and hold the [PARAMETER◀] button.

rekordbox dj remains in the sequence mute mode while the [PARAMETER◀] button is pressed.

- If the [PARAMETER◀] button is released, the sequence mute mode is canceled.

3 Press a performance pad.

The sound of the slot assigned to the pad that was pressed is muted.

- If the same pad is pressed again, mute is canceled.

❖ Using the sequence erase mode

In the sequence erase mode, you can erase sequences on a sampler slot basis.

1 Call out and play a sequence.

Calling out and playing a saved sequence (p. 26)

2 Press and hold the [PARAMETER▶] button.

rekordbox dj remains in the sequence erase mode while the [PARAMETER▶] button is pressed.

- If the [PARAMETER▶] button is released, the sequence erase mode is canceled.

3 Press a performance pad.

The sequence of only the slot assigned to the pad that was pressed is erased.

Using sequence calling

Up to eight saved sequences can be called and played directly from a pad.

1 Press the [SAMPLER] button twice in a row.

The mode switches to the sequence call mode.

2 Press a performance pad.

The sequence saved to the pressed pad plays.

The eight sequences are the same for the left and right pads.

For details on saving sequences, see *Recording a sequence* on page 26.

3 During playback, press a performance pad.

Playback continues by returning to the beginning of the sequence.

4 Press a performance pad while pressing the [SHIFT] button during playback.

The playing sequence stops.

Using the active sensor

An effect can be added to a range specified in a track. When the playback position comes into that specified range, the effect is applied automatically.

1 Press the [HOT CUE] button twice in a row.

The mode switches to the active sensor mode.

Four types of effects and operation functions are assigned to each performance pad as shown below.



2 Press performance pad 5.

The start position is specified from the playback position.

3 Press performance pad 6.

The end position is specified at the playback position, and the specification range is confirmed.

4 Press performance pad 1 to pad 4.

The effect to apply during playback in the specified range is selected. If there are multiple specified ranges, the same effect is applied to all of the ranges.

5 Press performance pad 8.

The active sensor effect turns on or off.

6 Press performance pad 7.

The specified range at the playback position is cleared.

Calling out cue points

A cue point or loop point that was saved in rekordbox dj can be called out.

1 Press the [HOT CUE] mode button.

2 Press the [PARAMETER◀] or [PARAMETER▶] button.

If you wish to call out a cue point that is before the current playback position, press the [PARAMETER◀] button.

If you wish to call out a cue point that is after the current playback position, press the [PARAMETER▶] button.

The track cues to the called out point and pauses.

Using the slip mode

When the slip mode is turned on, normal playback with the original rhythm continues in the background during scratching, looping and hot cue playback. When scratching, looping or hot cue playback is canceled, normal playback resumes from the position reached up to the point at which the operation was canceled.

Various performances can be achieved without breaking the rhythm.

- The [SLIP] button lights when the slip mode is set and flashes while the sound is being played in the background.

Slip scratching

1 Press the [JOG MODE] button.

The unit switches to VINYL mode.

2 During playback, operate the top of the jog dial to scratch.

Normal playback continues in the background even while scratching.

3 Release your hand from the top of the jog dial.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Slip hot cue

1 Press the [HOT CUE] mode button.

Set the hot cue mode.

2 Set the hot cue.

Press a performance pad to set the hot cue.

3 Press the [SLIP] button.

The mode switches to the slip mode.

4 During playback, press and hold a performance pad.

Playback starts from the position at which the hot cue was set. Playback continues as long as the performance pad is pressed.

Normal playback continues in the background even while the hot cue is playing.

5 Release your finger from the performance pad.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Slip braking

1 Adjust the [VINYL SPEED ADJUST TOUCH/BRAKE] control.

The [VINYL SPEED ADJUST TOUCH/BRAKE] setting adjusts the speed, etc. at which the track stops from the play mode.

2 Press the [SLIP] button.

The mode switches to the slip mode.

3 During playback, press the [PLAY/PAUSE ▶/II] button.

Playback slowly stops while the button is being pressed. Normal playback continues in the background while playback is slowly stopping.

4 Press the [PLAY/PAUSE ▶/II] button again.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Slip auto beat loop

1 Press the [SLIP] button.

The mode switches to the slip mode.

2 Press the [LOOP 1/2X] or [LOOP 2X] button.

Select the auto loop beat.

3 Press the [AUTO BEAT LOOP] button.

A loop with the specified number of beats is set and loop playback starts. Normal playback continues in the background even during loop playback.

4 Press the [AUTO BEAT LOOP] button again.

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

- To cancel the slip mode, press the [SLIP] button again.

Manual slip looping

❖ Creating a loop and slipping it

1 Press the [SLIP] button.

The mode switches to the slip mode.

2 Press the [LOOP IN] button, then press [LOOP OUT] button.

Loop playback starts.

Normal playback continues in the background even during loop playback.

3 Press the [LOOP OUT] button while pressing the [SHIFT] button.

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

- To cancel the slip mode, press the [SLIP] button again.

Using the dual deck mode

The dual deck mode is a function allowing you to control both decks simultaneously when mixing two different tracks on deck 1 and deck 3 (or on deck 2 and deck 4).

The explanation below describes an example of the operation for controlling decks 1 and 3 simultaneously.

Turning the DUAL DECK mode on

Press the [DECK 3] button while pressing the [DECK 1] button or press the [DECK 1] button while pressing the [DECK 3] button.

DUAL DECK mode turns on and the [DECK] button, which was pressed first, flashes and the [DECK] button, which was pressed later, lights.

Status display in the dual deck mode

- When entering DUAL DECK mode, the deck status of the [DECK] button, which was pressed first, is displayed.

Turning the DUAL DECK mode off

Press the [DECK 1] or [DECK 3] button.

The dual deck mode turns off, and the [DECK] button lights.

The controller switches to the deck of the pressed [DECK] button.

Functions that can be controlled in the dual deck mode

The functions below can be controlled on the two decks simultaneously in the dual deck mode.

Button or control that is operated	Function
Jog dial	Pause, resume play, scratch, pitch bend, search, slip scratch
SLIP button	Slip mode on/off, VINYL mode on/off
MASTER TEMPO button	Master tempo on/off
AUTO BEAT LOOP button	Auto loop on, active loop on/off, slip auto loop
LOOP 1/2X button	Loop beat selection, loop half, loop move
LOOP 2X button	Loop beat selection, loop double, loop move
LOOP IN button	Loop in, loop in adjust, move to loop in point, 4-beat loop, slip manual loop
LOOP OUT button	Loop out, loop out adjust, reloop/eject, manual slip loop
HOT CUE mode button	Hot cue mode, beat jump mode
PAD FX1 mode button	Pad FX mode 1, pad FX mode 2
SLICER mode button	Slicer mode, Slicer loop mode
SAMPLER mode button	Sampler mode, velocity sampler mode
Performance pads	Hot cue trigger, hot cue deletion, slip hot cue, slicer trigger ^[1] , beat jump trigger, pad FX trigger ^[2]
PARAMETER◀ button, PARAMETER▶ button	Pad FX beat selection, slice roll beat selection, slice length selection, beat jump range switch ^[2]
PLAY/PAUSE ▶/II button	Start play, pause
CUE button	Current cue setting, cue back, cue sampler, move to start of track and play
SYNC button	Sync on/off
SLIP REVERSE button	Slip reverse, reverse playback on/off
Touch display (deck section)	Needle search
QUANTIZE button	Quantize on/off

[1] Except when the pad mode is the sampler mode or velocity sampler mode.

[2] Except when the pad mode is the hot cue mode.

Functions that are limited in the dual deck mode

For the following functions, only the deck that is displayed can be operated when in the dual deck mode.

Button or control that is operated	Function
SHIFT + MASTER TEMPO buttons	Change tempo range
TEMPO slider	Adjust tempo

Button or control that is operated	Function
MASTER button	Set target deck to beat sync master
CAPTURE button + pad	Load loop of target deck in sampler slot
SHIFT + CAPTURE buttons	Load slicer target area of target deck in sampler slots
PARAMETER button (in the hot cue mode)	Call out cue point or loop of loaded track

Deck status mirroring function

When the statuses below differ on the respective decks, they are automatically set to the same statuses as on the deck whose [DECK] button is lit.

- Vinyl mode status, pad mode status, slip mode status

Using the fader start function

Using the channel fader start function

1 Set the cue.

Pause at the position from which you want to start playback, then press the [CUE] button for the corresponding deck.

- Cues can also be set by moving the channel fader from the back to the position nearest you while pressing the [SHIFT] button in the pause mode.

2 While pressing the [SHIFT] button, move the channel fader from the position nearest you towards the back.

Playback of the track starts from the set cue point.

- When the channel fader is moved back to the position nearest you while pressing the [SHIFT] button during playback, the track moves instantaneously back to the set cue point and the pause mode is set. (Back Cue)

If no cue is set, playback starts from the beginning of the track.

When the channel fader is moved from the back to the position nearest you while pressing the [SHIFT] button when standing by at a cue, track playback starts from the set cue.

Using the crossfader start function

To use the crossfader start function, set the crossfader assign selector switch of the channel you want to move to [A] or [B].

1 Set the cue.

Pause at the position from which you want to start playback, then press the [CUE] button for the corresponding deck.

- Cues can also be set by moving the crossfader to the left edge or the right edge while pressing the [SHIFT] button in the pause mode.

2 Move the crossfader to the left edge or right edge position.

Set to the edge opposite the side on which the channel you want to use with the fader start function is set.

3 While pressing the [SHIFT] button, move the crossfader in the opposite direction from the left edge or right edge.

Playback of the track starts from the set cue point.

- When the crossfader is returned to the original position while pressing the [SHIFT] button during playback, the track moves instantaneously back to the set cue point and the pause mode is set (Back Cue).

If no cue is set, playback starts from the beginning of the track.

When the crossfader is moved from the left edge to the right edge (or from the right edge to the left edge) while pressing the [SHIFT] button when standing by at a cue, track playback starts from the set cue point.

Using effects

The effect functions of rekordbox dj can be roughly divided into three types: BEAT FX, SOUND COLOR FX, and RELEASE FX.

The following explains how to operate the three effect function types, BEAT FX, SOUND COLOR FX, and RELEASE FX.

For details on pad FX for operating these effects using the performance pads, see *Using the pad FX* on page 24.

Using the beat FX function

Beat FX can apply an effect matched to the tempo (BPM) of the track loaded in the deck.

Beat FX has the two effect units FX1 and FX2, and the deck assigned on each of these units can be freely set.

Also, beat FX has two FX modes: beat FX single mode and beat FX multi mode.

The beat FX single mode allows you to select one effect and use up to three parameters for one effect unit.

The beat FX multi mode allows you to use up to three effects for one effect unit simultaneously.

Using effects in the beat FX multi mode

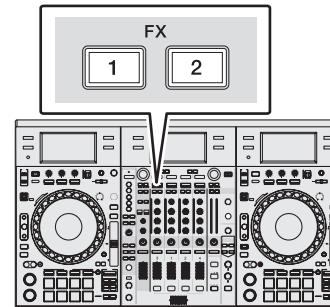
The following describes how to assign an effect unit to channel 1.

1 Press the [FX MODE] button to switch the FX mode of rekordbox dj to the beat FX multi mode.

The mode switches between the beat FX multi mode and beat FX single mode each time the buttons are operated.



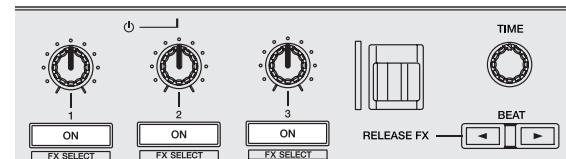
2 Press the [FX1] button or [FX2] button of channel 1 to select the effect unit to assign.



3 Press the effect parameter 1 button while pressing the [SHIFT] button to select the first effect type.

To select the second effect type, press the effect parameter 2 button while pressing the [SHIFT] button.

To select the third effect type, press the effect parameter 3 button while pressing the [SHIFT] button.

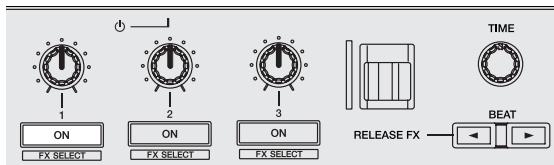


The currently selected effect type is displayed on the rekordbox dj screen.

4 Press the effect parameter 1 button to turn the first effect on.

Press the effect parameter 2 button to turn the second effect on.

Press the effect parameter 3 button to turn the third effect on.

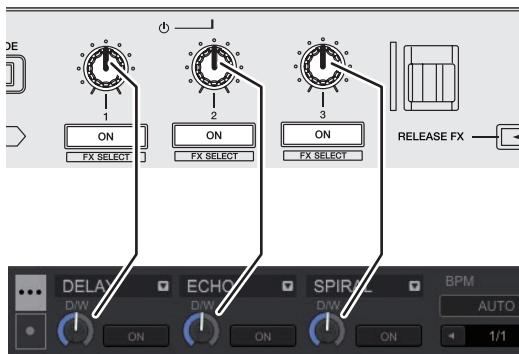


The [ON] key for the corresponding effect is highlighted on the rekordbox dj screen.

5 Operate the effect parameter 1 control to adjust the parameter of the first effect.

Operate the effect parameter 2 control to adjust the parameter of the second effect.

Operate the effect parameter 3 control to adjust the parameter of the third effect.



The balance between the original sound and effect sound can be adjusted.

6 Turn the [TIME] control.

Adjusts the effect time.

7 Press the [BEAT ▲/▼] button.

The beat interval for applying the effect can be adjusted.

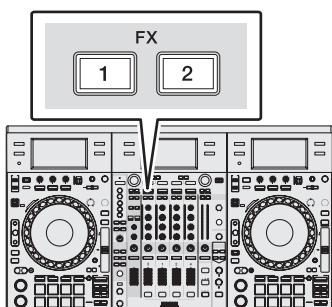
Using an effect in the beat FX single mode

The following describes how to assign an effect unit to channel 1.

1 Press the [FX MODE] button to switch the FX mode of rekordbox dj to the beat FX single mode.



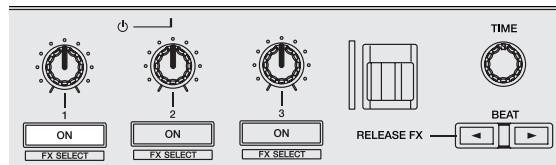
2 Press the [FX1] button or [FX2] button of channel 1 to select the effect unit to assign.



3 Press one of the effect parameter buttons while pressing the [SHIFT] button to select the effect type.

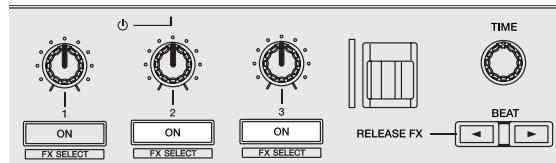
The selected effect is displayed on the rekordbox dj screen.

4 Press the effect parameter 1 button to turn the effect on.



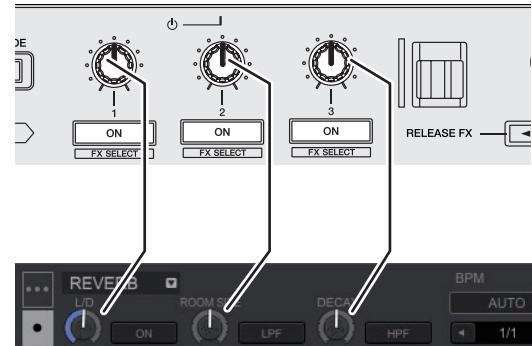
The [ON] button for the effect is highlighted on the rekordbox dj screen and the effect is enabled.

5 Operate the effect parameter 2 button or the effect parameter 3 button to switch the effect's parameter.



- The parameter button corresponding to the effect is highlighted on the rekordbox dj screen, the parameter is enabled, and the effect of the effect changes.

6 Operate the effect parameter control(s) to adjust the effect's parameter(s).



The parameters differ depending on the effect type.

7 Turn the [TIME] control.

Adjusts the effect time.

8 Press the [BEAT ▲/▼] button.

The beat interval for applying the effect can be adjusted.

Switching the effect's tempo mode

With rekordbox dj effects, there are two ways to set the beat FX tempo: with "BPM auto mode" and "BPM tap mode".

- By default, the BPM auto mode is set.

❖ BPM auto mode

The track's BPM value is used as the basis for the effect's tempo. If the [TAP] button is pressed while pressing the [SHIFT] button, the mode switches to the BPM auto mode.

❖ BPM tap mode

The BPM used as the base value for the effect is calculated by the interval at which the [TAP] button is tapped with a finger.

Using the release FX

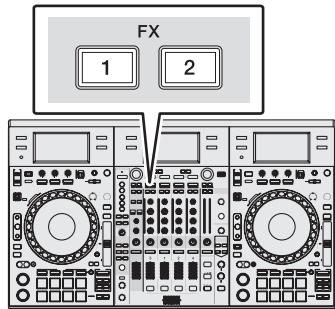
Release FX enables you to turn off the beat FX that was on up until now simultaneously with the adding of an effect.

The playing track and effect sound can be smoothly connected by using release FX.

One release FX per effect unit can be used in both the beat FX multi mode and beat FX single mode.

The following describes how to assign an effect unit to channel 1.

1 Press the [FX1] button or [FX2] button of channel 1 to select the effect unit to assign.



2 Select the release FX type on the touch display.

The currently selected effect type is displayed on the rekordbox dj screen.

3 Move the [RELEASE FX] lever towards you.

The effect of the selected FX changes depending on the position of the lever. The beat FX in the same effect unit that was on up until then turns off.

4 Release the [RELEASE FX] control.

Release FX turns off.

Using the SOUND COLOR FX function

These effects change in association with the [COLOR] controls for the different channels.

When the unit is connected with rekordbox dj, the SOUND COLOR FX included in rekordbox dj can be used.

This unit supports SINGLE MODE and MULTI MODE. SINGLE MODE is a mode that allows setting one type of FX for all channels. MULTI MODE is a mode that allows setting FX individually for each channel.

SOUND COLOR FX included in the unit can be used with external input.

1 Press one of the [SOUND COLOR FX SELECT] buttons.

This selects the type of effect.

The button that was pressed flashes.

- Even when one of the [SOUND COLOR FX SELECT] buttons is selected, if a different [SOUND COLOR FX SELECT] button is pressed, the newly pressed button is selected.
- The same effect is set for all channels.

2 Turn the [COLOR] control.

The effect is applied to the channel(s) for which the control(s) was (were) turned.

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

Cancelling the SOUND COLOR FX effect

Press the flashing [SOUND COLOR FX SELECT] button.

The effect is canceled.

Types of SOUND COLOR FX effects

rekordbox dj includes various SOUND COLOR FX.

When the software is connected with the unit, SPACE, DUB ECHO, JET, CRUSH, FILTER, and PITCH are selected by default.

Effects other than these can be used by changing the SOUND COLOR FX settings in rekordbox dj.

Switch SOUND COLOR FX of rekordbox dj to the [USER] mode to change the SOUND COLOR FX setting. You can set each effect to the desired effect.

Effect Name	Descriptions	[COLOR] control	[PARAMETER] control
SPACE	Applies a reverberation effect to the original sound.	Turn counterclockwise: Applies the reverberation effect to the mid- and low ranges. Turn clockwise: Applies the reverberation effect to the mid- and high ranges.	Turning the control to the right increases feedback.
DUB ECHO	Applies an echo effect, with the sound delayed slightly after the original sound output several times and gradually attenuated.	Turn counterclockwise: Applies the echo effect to the mid-range only. Turn clockwise: Applies the echo effect to the high range only.	Turning the control to the right increases feedback.
JET	The flanger effect is applied.	Counterclockwise: Applies a flanger effect, which emphasizes low-pitched sound. Clockwise: Applies a flanger effect, which emphasizes high-pitched sound.	Turning the control to the right increases feedback.
CRUSH	Changes the original sound to a crushed-like sound for output.	Turn counterclockwise: Increases the sound's distortion. Turn clockwise: The sound is crushed, then pass through the high pass filter.	The further the control is turned clockwise, the more the effect is stressed.
FILTER	Outputs sound that has passed through a filter.	Turn counterclockwise: Gradually descends the low-pass filter's cutoff frequency. Turn clockwise: Gradually rises the high-pass filter's cut-off frequency.	Turn to the right to increase resonance.
PITCH	Changes the sound pitch.	Turn counterclockwise: The pitch descends. Turn clockwise: The pitch rises.	Turning the control to the right increases the change amount of pitch.

Using the oscillator function

A built-in sound source can be added to the audio master output.

When the unit is connected with rekordbox dj, the sound sources of rekordbox dj and the sound sources included in the unit can be used.

The sound sources included in the unit can be used with external input.

1 Use the [OSC SAMPLER SOURCE] switch to select the channel to which you want to add oscillator sound.

- [USB-A]: Uses the sound sources of rekordbox dj installed on the PC connected to USB-A.
- [INT.]: Uses the sound sources of the controller unit.
- [USB-B]: Uses the sound sources of rekordbox dj installed on the PC connected to USB-B.

2 Turn the [OSC SAMPLER PARAMETER] control.

Turning the control clockwise or counterclockwise adjusts the oscillator sound tone.

3 Turn the [OSC SAMPLER VOLUME] control.

Adjusts the sound level of oscillator sound.

4 Press one of the [OSC SAMPLER SELECT] buttons.

This selects the type of oscillator sound.

The button that was pressed flashes.

- You can select more than one oscillator sound.
- The sound generating method differs depending on the [OSC SAMPLER SOURCE] switch.
- [INT.]: Sound continues to be output while the button is pressed.
- [USB-A]/[USB-B]: In the [Gate Mode] setting of the connected rekordbox, you can switch between outputting sound while the button is pressed and playing back to the end of the track if the button is pressed.
For details, see the rekordbox software's manual.

Quitting the oscillator function

When you release your finger from the [OSC SAMPLER SELECT] button, the released button changes from flashing to lit and the oscillator sound stops.

Type of oscillator sound

When the software is connected with the unit, the following sound sources are selected by default.

The oscillator of rekordbox dj can be changed to the desired sound source.

For how to change the sound source of the oscillator, see the rekordbox software's manual.

Effect Name	Descriptions	OSC SAMPLER PARAMETER control (when using sound sources included in the unit)
NOISE	Generates white noise.	Turn counterclockwise: The cut-off frequency of the filter through which the white noise passes gradually descends. Turn clockwise: The cut-off frequency of the filter through which the white noise passes gradually rises.
SINE	Generates sine wave sound.	Turn counterclockwise: Reduces the frequency of the sine wave. Turn clockwise: Increases the frequency of the sine wave.
SIREN	Generates a siren-like sound.	Turn counterclockwise: Reduces the reverberation time of the siren sound. Turn clockwise: Increases the reverberation time of the siren sound.
HORN	Generates a horn-like sound.	Turn counterclockwise: Reduces the reverberation time of the horn sound. Turn clockwise: Increases the reverberation time of the horn sound.

- When using the sound sources included in rekordbox dj, you can control the sound pitch with the OSC SAMPLER PARAMETER control. Left turn lowers the pitch, and right turn raises the pitch.

Using a microphone

1 Connect a microphone to the [MIC1] or [MIC2] terminal.

2 Set the [OFF, ON, TALK OVER] selector switch to [ON] or [TALK OVER].

- [ON]: The indicator lights.
- [TALK OVER]: The indicator flashes.
- When set to [TALK OVER], the sound of channels other than the [MIC1] channel is attenuated by -18 dB (default) when a sound of -10 dB or greater is input to the microphone.
- The sound attenuation level when [TALK OVER] is selected can be changed in the utilities screen. For instructions on changing it, see *Changing the talk over function level* on page 39.
- The talk over mode can be switched to the normal mode or the advanced mode. For instructions on changing it, see *Changing the talk over function setting* on page 39.

3 Turn the [MIC1] or [MIC2] control.

Adjust the level of the sound output from the [MIC1] channel.

- Pay attention that rotating to the extreme right position outputs a very loud sound.

4 Input audio signals to the microphone.

Adjusting the sound quality

Turn the [EQ (HI, MID, and LOW)] controls.

- [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)

Using MIC FX

1 Press one of the [MIC FX SELECT] buttons.

This selects the type of effect. The button that was pressed flashes.

- Even when one of the [MIC FX SELECT] buttons is selected, if a different [MIC FX SELECT] button is pressed, the newly pressed button is selected.

2 Turn the [MIC FX PARAMETER] control.

The effect is applied to the channel(s) for which the control(s) was (were) turned.

Quit MIC FX

Press the flashing [MIC FX SELECT] button.

The effect is canceled.

MIC FX types

Effect Name	Descriptions	[PARAMETER] control
ECHO	Applies an echo effect, with the sound delayed slightly after the original sound output several times and gradually attenuated.	Counterclockwise: The delay time of echo sound gradually becomes longer. Clockwise: The delay time of echo sound gradually becomes shorter.
REVERB	Applies a reverberation effect to the original sound.	Turn counterclockwise: The reverberation effect of a small space is applied. Turn clockwise: The reverberation effect of a large space is applied.
PITCH	Changes the sound pitch.	Turn counterclockwise: The pitch descends. Turn clockwise: The pitch rises.
V TUNE	Corrects the sound pitch automatically.	Turn counterclockwise: The pitch descends in semitone steps. Turn clockwise: The pitch rises in semitone steps.

Using external inputs

This unit is equipped with four sets of external inputs for connecting CD players, analog turntables, etc. This unit's 4-channel mixer can be used to mix externally input sound without passing through a computer. The mixer functions below can be used without a computer connected.



Notes

- For details on the respective items, see *Connections* (p.7) and *Part names and functions* (p.10).
- The functions of rekordbox dj do not work for external input.
- The values adjusted with the various controls for rekordbox dj differ from the values adjusted with the various controls for external input.

Mixing the sound of a DJ player, etc.

- 1 Connect the DJ player or other line level output device to the [CD] or [LINE] terminals.
- 2 Set the [LINE, PHONO, USB] selector switch or [CD, USB] selector switch to [LINE] or [CD].
- 3 Operate the [TRIM] control and channel fader to adjust the sound level output from each channel.

Mixing the sound of an analog turntable, etc.

- 1 Connect the analog player or other phono level (for MM cartridges) output device to the [PHONO] terminals.
- 2 Set the [LINE, PHONO, USB] selector switch to [PHONO].
- 3 Operate the [TRIM] control and the channel faders to adjust the audio level output from the respective decks.

Using SOUND COLOR FX with external input

The six **SOUND COLOR FX SELECT** types included in the unit can be used with external input.

For how to operate **SOUND COLOR FX SELECT**, see *Using the SOUND COLOR FX function* on page 31.

Using the oscillator function with external input

The four oscillator types included in the unit can be used with external input.

For how to operate the oscillator, see *Using the oscillator function* on page 31.

Using the video function

The functions of rekordbox video can be displayed on the displays and controlled.

You can perform operations such as the displaying of video, selection/operation of the types of effects to be used when mixing the images of each deck, on/off operation of the effect to be added to images after mixing, start/stop operation of a slide show, show/hide operation of the text function, show/hide operation of camera images, and enlarge operation

of video images. Furthermore, effects can be operated by sliding a finger on the screen while video effects are turned on.



Note

Activation of rekordbox video is required to use the functions of rekordbox video. For details on the activation procedure of rekordbox video, access the rekordbox product site below and see the rekordbox video Operating Instructions in **[Support]**.
<http://rekordbox.com/>

Displaying video

When the [VIEW] button is pressed while rekordbox with rekordbox video activated and the camera are connected, the video images in rekordbox are displayed on the displays of this unit.

❖ Displaying video on the touch display (deck section) (DECK VIDEO)

To display video on the display of a deck section, press the [VIEW] button on the deck section.



❖ Displaying video on the touch display (mixer section) (MASTER VIDEO)

To display video on the display of the mixer section, press the [VIEW] button on the mixer section.



- When rekordbox video has not been activated, please note that the switch will not occur even if the [VIEW] button is pressed.
- To cancel the display of video, press the [VIEW] button again.

❖ Displaying video on the touch displays (deck sections) and touch display (mixer section) simultaneously

All of the displays of this unit can be switched to video display by pressing the [VIEW] button on the mixer section for over 1 second.

❖ Displaying images enlarged

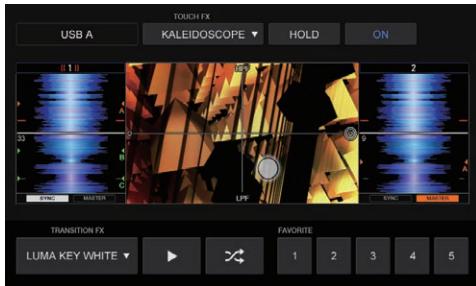
Video can be displayed enlarged by pressing in an LCD screen.



- To cancel the enlarged display of video, press in the LCD screen.

❖ Displaying video and waveforms (DUAL DISPLAY)

Video and waveforms can be displayed simultaneously by pressing the [VIEW] button on the mixer section twice.



- To cancel the display of video and waveforms, press the [VIEW] button again.

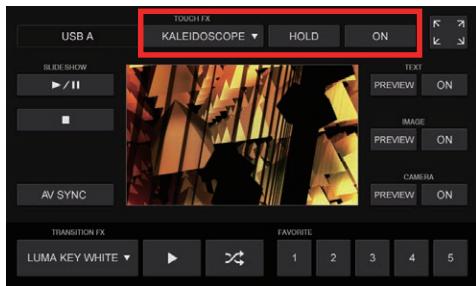
Applying effects to video

The effect functions of rekordbox video can be roughly divided into two types: TOUCH FX and TRANSITION FX.

The following explains how to operate the two effect function types, TOUCH FX and TRANSITION FX.

❖ Using TOUCH FX

An effect can be set in the DECK VIDEO screen and MASTER VIDEO screen. Furthermore, an effect can be operated by sliding a finger on the display screen.



1 Press the TOUCH FX selection button.

Select an effect from the effect list screen.



2 Press [ON] of TOUCH FX to enable the effect.

Grid lines appear on the LCD screen being operated.



3 Slide a finger in the image area in the LCD screen.

The effect can be operated by sliding a finger on the screen.

4 Press the [ON] button of TOUCH FX.

The grid lines disappear from the LCD screen and the effect is disabled.

Switching the HOLD setting

The setting can be changed by pressing the [HOLD] button in the screen.



HOLD ON: Maintains the effect even if you release your finger during effect operation.

HOLD OFF: Cancels the effect if you release your finger during effect operation.



Note

For details on the selectable effect candidates, see the rekordbox video Operating Instructions.

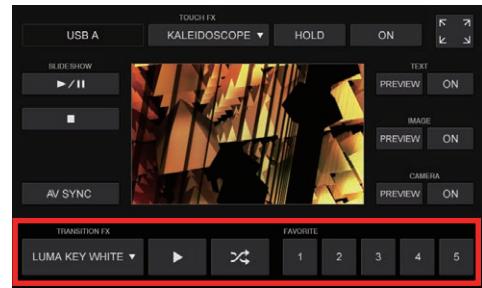
Access the rekordbox product site and see the rekordbox video Operating Instructions in [Support].

<http://rekordbox.com/>

❖ Using TRANSITION FX

The effect applied when switching Video Cross Fader can be set.

- This setting can be changed in the MASTER VIDEO screen.



An effect can be set by one of the following methods.

Selecting an effect directly

Press the TRANSITION FX selection button and select from the effect list.



Switching the effects in order and selecting

Press the [▶] button to switch the selection candidates in order and select an effect.



Switching the effects randomly and selecting

Press the button to switch the selection candidates randomly and select an effect.



Selecting an effect registered to FAVORITE

Select any of effects 1 to 5 registered in rekordbox.



When an effect is selected with any of these methods, the effect name display is switched.



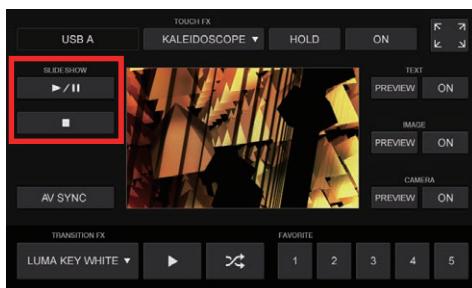
Note

For details on the selectable effect candidates and FAVORITE registration procedure, see the rekordbox video Operating Instructions. Access the rekordbox product site and see the rekordbox video Operating Instructions in [Support]. <http://rekordbox.com/>

Starting a slide show

A slide show set in rekordbox video can be started and stopped on an LCD screen of this unit.

- Slide show operations can be performed on the MASTER DECK screen.



1 Set the display target slide show in rekordbox video.

2 Press the [▶/II] button.

Playback of the slide show starts.

- The slide show can be paused by pressing the [▶/II] button again.

3 Press the [■] button.

The slide show is canceled.



Note

For details on the slide show setting procedure, see the rekordbox video Operating Instructions.

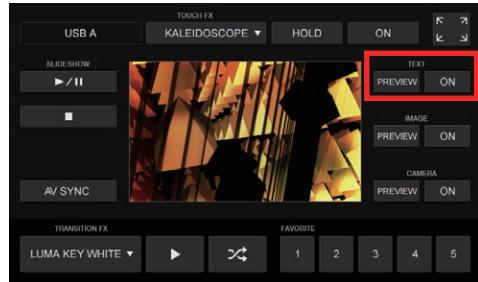
Access the rekordbox product site and see the rekordbox video Operating Instructions in [Support].

<http://rekordbox.com/>

Displaying text

Text information set in rekordbox video can be displayed on the MASTER VIDEO screen.

- Text display operations can be performed on the MASTER DECK screen.



Outputting to the output window of rekordbox video

- Set the display target text information in rekordbox video.
- Press the [ON] button.
The text information is displayed in the output video of rekordbox video.
— Pressing the [ON] button again returns to the hidden state.

Displaying a preview

Text display can be checked just on the MASTER VIDEO screen of this unit by pressing the [PREVIEW] button.

- It is not displayed in the output video of rekordbox video.



Note

For details on the text display setting procedure, see the rekordbox video Operating Instructions.

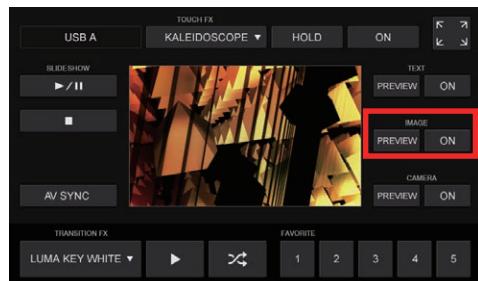
Access the rekordbox product site and see the rekordbox video Operating Instructions in [Support].

<http://rekordbox.com/>

Displaying a photo

A photo specified in rekordbox video can be displayed on the MASTER VIDEO screen.

- Photo display operations can be performed on the MASTER DECK screen.



Outputting to the output window of rekordbox video

- Specify the photo to be displayed in rekordbox video.
- Press the [ON] button.
The photo is displayed in the output video of rekordbox video.
— Pressing the [ON] button again returns to the hidden state.

Displaying a preview

Photo display can be checked just on the MASTER VIDEO screen of this unit by pressing the [PREVIEW] button.

- It is not displayed in the output video of rekordbox video.



Note

For details on the photo display setting procedure, see the rekordbox video Operating Instructions.

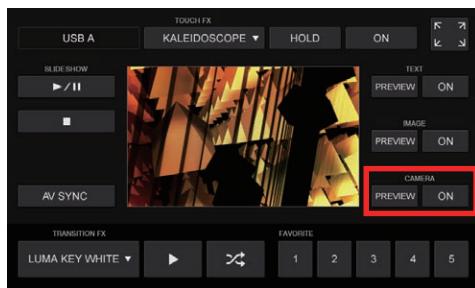
Access the rekordbox product site and see the rekordbox video Operating Instructions in [Support].

<http://rekordbox.com/>

Displaying camera images

The images captured with a camera device set in rekordbox video can be displayed on the MASTER VIDEO screen.

- Camera image display operations can be performed on the MASTER DECK screen.



Outputting to the output window of rekordbox video

- 1 Set the camera device to use in rekordbox video.
- 2 Press the [ON] button.
The images from the camera device are displayed in the output video of rekordbox video.
The images of the set camera are displayed on the MASTER VIDEO screen.
— Pressing the [ON] button again returns to the hidden state.

Displaying a preview

Display of images from a camera device can be checked just on the MASTER VIDEO screen of this unit by pressing the [PREVIEW] button.

- It is not displayed in the output video of rekordbox video.



Note

For details on the camera device setting procedure, see the rekordbox video Operating Instructions.

Access the rekordbox product site and see the rekordbox video

Operating Instructions in [Support].

<http://rekordbox.com/>

Other settings

❖ Selecting a connected computer

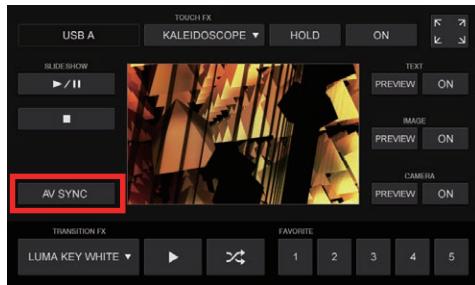
When two computers with rekordbox installed are connected to this unit, you can select the images of which computers to display on the display screen of this unit.

- When the [SHIFT] button and [2DECK/4DECK] button are pressed simultaneously, the selection is switched.

❖ Changing the settings of AV SYNC

Whether or not to link the operation of Video Cross Fader to match the operation of the crossfader of this unit can be set.

- This setting can be configured on the MASTER DECK screen.



AV SYNC ON: The operation of Video Cross Fader is linked to match the operation of the crossfader of this unit.

AV SYNC OFF: Even if the crossfader of this unit is operated, Video Cross Fader is not linked.

Using the DVS system

Digital music files on a computer can be played by connecting the computer^[1] and an analog player (or DJ player) to this unit and then playing a control disc^[2] with the analog player (or DJ player).

[1] Install rekordbox dj on your computer beforehand.

[2] A special record or CD containing the signals necessary for operating digital music files.

About the settings of rekordbox dj

For details on the settings of rekordbox for using DVS, see "rekordbox dvs Setup Guide" on the web page below.

<https://rekordbox.com/ja/support/manual.php>

Setting the control signals

Set the control signals depending on whether your device is an analog player or DJ player.

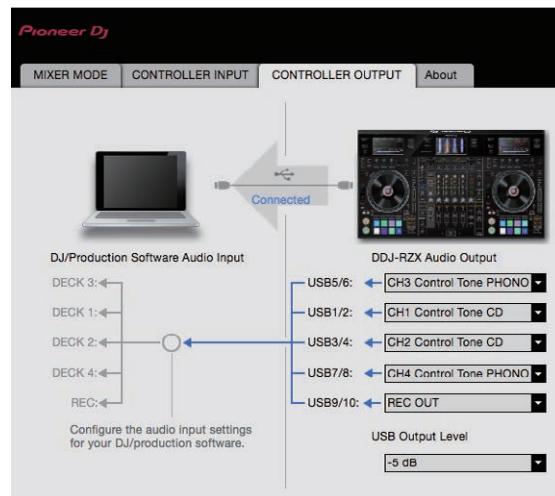
Set the control signals as described below.

1 Connect this unit to the computer with a USB cable.

2 Launching rekordbox

3 Click [Preferences] > [Input channel] > [Settings Utility] of rekordbox (PERFORMANCE mode).

The setting utility of this unit starts.



4 Select the [CONTROLLER OUTPUT] tab in the setting utility and then select as shown below from the [DDJ-RZX Audio Output] pull-down menu corresponding to the connected channel.

When analog player: [CH* Control Tone PHONO]

When DJ player: [CH* Control Tone LINE] or [CH* Control Tone CD]

Use each of an analog player and DJ player with a channel indicated in the table below.

	Analog player	DJ player
CH3	✓	✓
CH1	-	✓
CH2	-	✓
CH4	✓	✓

Changing the settings

Displaying the utilities screen

Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

Description of the screen



Changing the settings

1 Use the rotary selector to select the setting item.

2 Set the cursor to the item you want to change, then press the rotary selector.

The cursor moves to the setting.

3 Turn the rotary selector and change the setting.

4 Press the rotary selector to enter the setting.

The cursor returns to the setting.

When the [BACK] button is pressed before entering the setting, the change is aborted.

When closing the utilities screen, press the [WAKE UP (UTILITY)] button.

The following settings can be changed:

- MIDI controller setting
- Master output attenuator level setting
- Booth output attenuator level setting
- Setting of the auto standby function
- Setting of talk over function
- Setting of talk over function level
- Cut lag setting of crossfader
- Output setting of microphone to booth monitor
- Peak limiter setting
- Brightness setting of jog ring
- Unit display section brightness setting
- Demo mode and screen saver function setting
- Touch display correction setting
- Monaural/stereo setting of master output
- Monaural/stereo setting of booth output
- Operation setting of microphone sound low cut filter
- Limiter setting of microphone audio added to master output
- Limiter setting of microphone audio added to booth output

Forcefully using the unit as the general MIDI controller

The unit automatically changes operation as follows depending on whether rekordbox is running.

- When rekordbox is running, controller operation depends on the rekordbox functions.
- When rekordbox is not running, the unit operates as a general MIDI controller.

Even though rekordbox is running, you can forcefully operate the unit as a general MIDI controller.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIDI MODE].

3 Use the rotary selector to select and enter [AUTO] or [GENERAL].

- AUTO**: Operation automatically changes depending on whether or not rekordbox is running.
- GENERAL**: Regardless of whether or not rekordbox is running, this unit forcefully operates as a general MIDI controller.

Setting the master output's attenuator level

- The default is 0 dB.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MASTER ATT.].

3 Use the rotary selector to select and enter one of [0 dB], [-3 dB], [-6 dB], [-9 dB], and [-12 dB].

Setting the booth output attenuator level

- The default is 0 dB.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [BOOTH ATT.].

3 Use the rotary selector to select and enter one of [0 dB], [-3 dB], [-6 dB], [-9 dB], and [-12 dB].

Disabling the auto standby function

- When auto standby function is set to on, if 4 hours have passed while the following conditions are all met, the unit automatically enters standby status.
 - Buttons and controls of the unit except the [MIC1] control and [MIC2] control are not operated.
 - That no audio signals of -18 dB or greater are input to this unit's input terminals.

- If the [WAKE UP (UTILITY)] button is pressed, the standby mode is canceled.
- By default, the auto standby function is enabled.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [AUTO STANDBY].

3 Use the rotary selector to select and enter [ON] or [OFF].

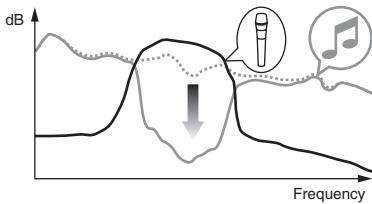
- ON:** Enables the auto standby function.
- OFF:** Disables the auto standby function.

Changing the talk over function setting

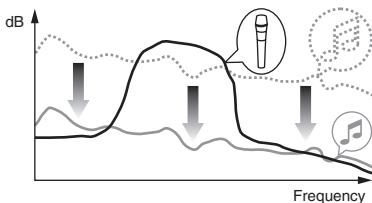
About talk over mode

The talk over function has the two modes described below.

Advanced talk over mode: Sound other than the microphone channel is output with only the midrange attenuated per the talk over level setting.



Normal talk over mode: Sound other than the microphone channel is output attenuated per the talk over level setting.



- By default, the advanced talk over mode is set.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIC TALK OVER MODE].

3 Use the rotary selector to select and enter [ADVANCED] or [NORMAL].

- ADVANCED:** Advanced talk over mode
- NORMAL:** Normal talk over mode

Changing the talk over function level

Sets the talk over function's sound attenuation level.

- By default, the level is set to -18 dB.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [TALK OVER LEVEL].

3 Use the rotary selector to select and enter one of [-6 dB], [-12 dB], [-18 dB], and [-24 dB].

Adjusting the crossfader cut lag

Adjust the play (cut lag) of both ends of the crossfader. Adjustment can be made from 0.5 mm to 3.7 mm in 0.1 mm increments.

- By default, the level is set to 1.0 mm.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [CROSS FADER CUTLAG].

3 Use the rotary selector to select and enter a value from [0.5 mm] to [5.7 mm].

Setting the microphone output of the booth monitor

- By default, it is set to output microphone sound from the [BOOTH] terminal.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIC OUT TO BOOTH].

3 Use the rotary selector to select and enter one of [OFF], [-18 dB], [-15 dB], [-12 dB], [-9 dB], [-6 dB], [-3 dB] and [0 dB].

Changing the peak limiter setting

Lessens sudden, unpleasant digital clipping of the master output.

- By default, the peak limiter is set to enabled.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [PEAK LIMITER].

3 Use the rotary selector to select and enter [ON] or [OFF].

- ON:** Enables peak limiter.
- OFF:** Disables peak limiter.

Adjusting the brightness of jog ring

You can adjust the brightness of the illumination around the jog dial.

- The same setting is applied to the jog dials on the left and right decks.
- By default, it is set to bright light.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [JOG BRIGHTNESS].

3 Use the rotary selector to select and enter one of [OFF], [1] (Dark), and [2] (Bright).

Setting the unit display section brightness

- By default, the level is set to 3.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [LCD BRIGHTNESS].

Use the rotary selector to select and enter a value from [1] (Dark) to [5] (Bright).

Changing the demo mode and screen saver function setting

On this unit, the demo mode is set if no operation is performed for 10 minutes under normal usage conditions. This demo mode can be changed.

- By default, demo mode starts when there is no operation for 10 minutes.
- When any control or button on this unit is operated while in the demo mode, the demo mode is canceled.
- The screen saver function setting can be selected instead of demo mode. The screen saver starts when there is no operation for 30 minutes.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [DEMO / SCREEN SAVER].

3 Use the rotary selector to select and enter one of the settings.

- DEMO (10 min):** Demo mode starts when there is no operation for 10 minutes.
- DEMO (5 min):** Demo mode starts when there is no operation for 5 minutes.
- DEMO (1 min):** Demo mode starts when there is no operation for 1 minute.
- SCREEN SAVER:** Enables the screen saver function.
- DISABLED:** Disables the demo mode and screen saver function.

Correct the alignment of touch display

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [TOUCH DISPLAY CALIBRATION].

3 Use the rotary selector to select and enter one of [CENTER], [LEFT], and [RIGHT].

- [CENTER]:** Center touch display
- [LEFT]:** Left touch display
- [RIGHT]:** Right touch display

4 Touch [+] displayed on the screen, in order.

Touch 4 places in all.

5 Press the rotary selector to enter.

The changed settings are stored.

- This unit has been shipped after calibration. Set the calibration again if you cannot touch properly.
- When setting the calibration, do not use a pointed object like a ball-pen.

Setting monaural/stereo of master output

- By default, stereo is set.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MASTER OUT].

3 Use the rotary selector to select and enter [MONO] or [STEREO].

- MONO:** Outputs the master sound in monaural.
- STEREO:** Outputs the master sound in stereo.

Setting monaural/stereo of booth output

- By default, stereo is set.

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [BOOTH OUT].

3 Use the rotary selector to select and enter [MONO] or [STEREO].

- MONO:** Outputs the booth sound in monaural.
- STEREO:** Outputs the booth sound in stereo.

Setting the operation of the microphone sound low cut filter

Set whether or not to apply a filter to attenuate sounds lower than the human voice to microphone sound.

- By default, the low cut filter is set to [ON (Enabled)].

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIC LOW CUT].

3 Use the rotary selector to select and enter [ON] or [OFF].

- ON:** Enables the low cut filter of microphone sound.
- OFF:** Disables the low cut filter of microphone sound.

Setting the limiter of microphone audio added to master output

- By default, the limiter is set to [OFF (Disabled)].

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIC LIMITER FOR MASTER].

3 Use the rotary selector to select and enter one of [OFF], [0 dB], [3 dB], [6 dB], [9 dB], [12 dB], and [15 dB].

Setting the limiter setting of microphone audio added to booth output

- By default, the limiter is set to [OFF (Disabled)].

1 Press the [WAKE UP (UTILITY)] button for over 1 second.

The utilities screen appears on a display of this unit.

2 Use the rotary selector to select and enter [MIC LIMITER FOR BOOTH].

3 Use the rotary selector to select and enter one of [OFF], [0 dB], [3 dB], [6 dB], [9 dB], [12 dB], and [15 dB].

Changing the settings with rekordbox

The settings required for the DJ player can be changed with rekordbox.

Change the setting items in [Controller] of [Preferences].

- The following settings can be changed only when rekordbox and this unit are connected.

Setting items of [Deck] tab in [Controller]

❖ Slip mode flashing

Changes the slip mode flashing setting.

- By default, this is enabled.
 - Enable: The buttons that can be operated only while slip mode is on ([HOT CUE], [AUTO BEAT LOOP], etc.) flash.
 - Disable: The buttons that can be operated only while slip mode is on do not flash.

❖ [SLIP] button lighting setting for when slip mode is on

Sets the lighting operation of the [SLIP] button for when slip mode is on. By default, this is set to On.

- On: The [SLIP] button is lit when slip mode is on and flashing during the slip mode operation.
- Flashing: The [SLIP] button is always flashing when slip mode is on.

Setting items of [Mixer] tab in [Controller]

❖ Fader Start setting

Changes the fader start function setting.

- By default, this is enabled.

When the [Activate the fader start when moving a channel fader or the cross fader while pressing the SHIFT button.] check box is selected, the function is enabled.

About the setting utility software

The setting utility can be used to make the checks and settings described below.

- Setting the Mixer Mode
- Checking the status of this unit's input selector switches
- Setting the audio data output from this unit to the computer
- Adjusting the buffer size (when ASIO is used)
- Checking the version of the driver software

Displaying the setting utility

For Windows

Click [All Programs] > [Pioneer] > [DDJ-RZX] > [Settings Utility] from the [Start] menu.

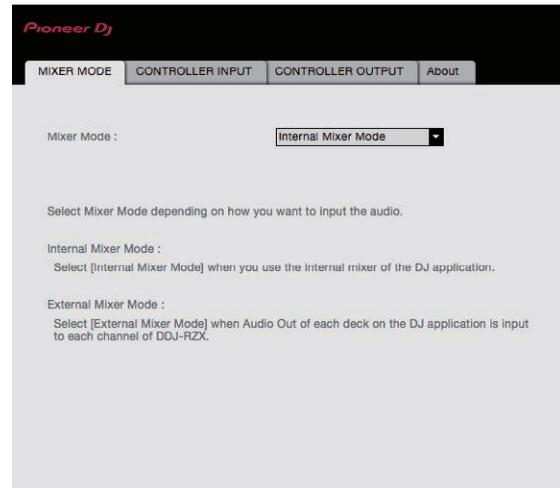
For Mac OS X

Click [Macintosh HD] icon > [Application] > [Pioneer] > [DDJ-RZX Settings Utility].

Setting the Mixer Mode

Display the setting utility before starting.

1 Click the [Mixer Mode] tab.



2 Click the pull-down menu.

Select Mixer Mode according to the operating environment.

Internal Mixer Mode

- Select this when using the DJ application internal mixer.

External Mixer Mode

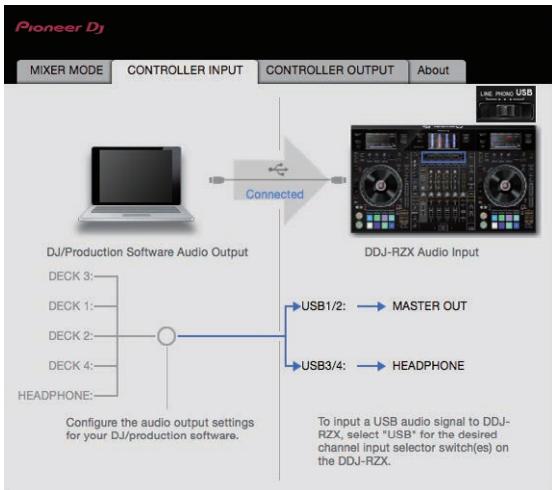
- Select this when inputting the audio output of each deck of the DJ application to each channel of DDJ-RZX.
- rekordbox dj operates as Internal Mixer Mode regardless of the Mixer Mode setting.
- When using rekordbox dj, set this to Internal Mixer Mode.

Checking the status of this unit's input selector switches

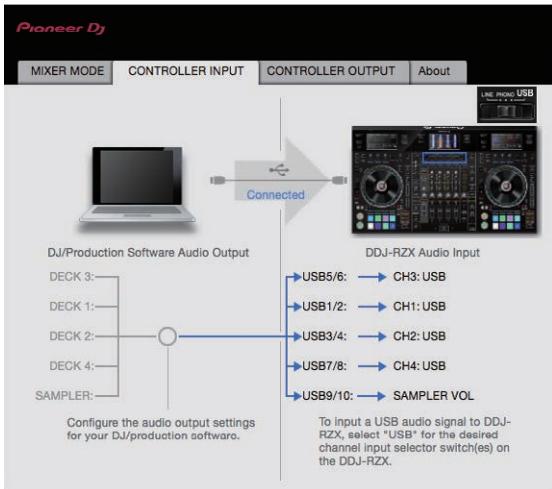
Display the setting utility before starting.

Click the [CONTROLLER INPUT] tab.

When Mixer Mode is Internal Mixer Mode



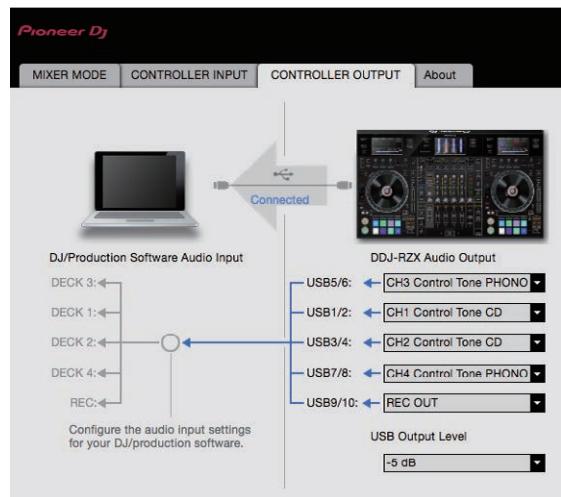
When Mixer Mode is External Mixer Mode



Setting the audio data output from this unit to the computer

When rekordbox is running and using this unit as the default audio device, set the audio data output in rekordbox.
Display the setting utility before starting.

1 Click the [CONTROLLER OUTPUT] tab.



2 Click the [DDJ-RZX Audio Output] pull-down menu.

Select and set the audio data to be output to the computer from the flow of audio signals inside this unit.

CH1 (USB1/2)	CH2 (USB3/4)	CH3 (USB5/6)	CH4 (USB7/8)	CH5 (USB9/10)
—	—	CH3 Control Tone PHONO ^①	CH4 Control Tone PHONO ^①	REC OUT ^②
CH1 Control Tone CD ^①	CH2 Control Tone CD ^①	CH3 Control Tone LINE ^①	CH4 Control Tone LINE ^①	REC OUT (NO MIC)
Post CH1 Fader ^②	Post CH2 Fader ^②	Post CH3 Fader ^②	Post CH4 Fader ^②	Cross Fader A ^②
Cross Fader A ^②	Cross Fader A ^②	Cross Fader A ^②	Cross Fader A ^②	Cross Fader B ^②
Cross Fader B ^②	Cross Fader B ^②	Cross Fader B ^②	Cross Fader B ^②	MIC
MIC	MIC	MIC	MIC	Post CH1 Fader ^②
—	—	—	—	Post CH2 Fader ^②
—	—	—	—	Post CH3 Fader ^②
—	—	—	—	Post CH4 Fader ^②

① The audio data is output with the same volume at which it is input to this unit, regardless of the [USB Output Level] setting.

② When using for applications other than recording, pay attention to the DJ application's settings so that no audio loops are generated. If audio loops are generated, sound may be input or output at unintended volumes.

- When there is a connection with rekordbox dj, the CH5 setting cannot be changed to other than [REC OUT] and [REC OUT (NO MIC)].

3 Click the [USB Output Level] pull-down menu.

Adjust the volume of the audio data output from this unit.

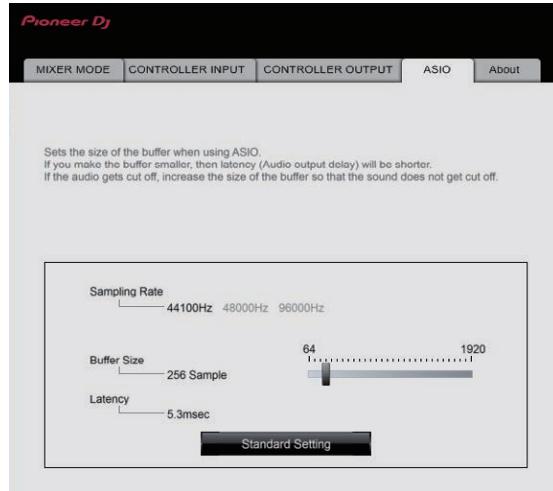
- The [USB Output Level] setting is applied equally to all audio data. However, when ① on the table at step 2 is selected, the audio data is output with the same volume at which it is input to this unit.
- If not enough volume can be achieved with the DJ software's volume adjustment alone, change the [USB Output Level] setting to adjust the volume of the audio data output from this unit. Note that the sound will be distorted if the volume is raised too high.

Adjusting the buffer size (when ASIO is used)

This function can only be used by those using a Windows operating system.

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

Click the [ASIO] tab.

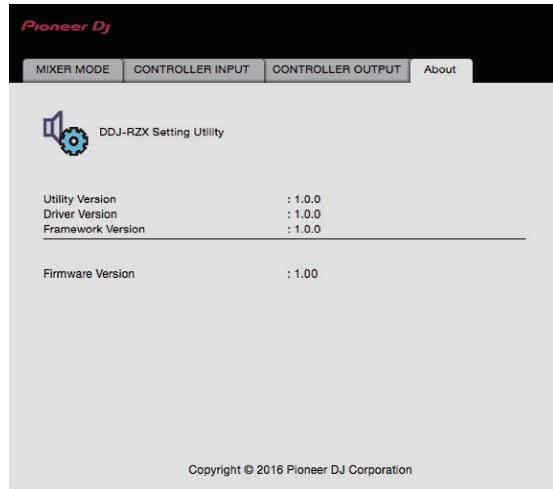


- If the buffer size is made large, drops in audio data (breaks in the sound) occur less easily, but the time lag due to the delay in the transfer of the audio data (latency) increases.

Checking the version of the driver software

Display the setting utility before starting.

Click the [About] tab.



Additional information

Troubleshooting

- If you think that there is something wrong with this unit, check the items below and access the Pioneer DJ site and check [FAQ] for the [DDJ-RZX]. Sometimes the problem may lie in another component. Inspect the other components and electrical appliances being used. If the problem cannot be rectified, ask your nearest service center or your dealer to carry out repair work.
- The player may not operate properly due to static electricity or other external influences. In such cases, normal operation may become possible if you turn the power off and then back on.

Problem	Check	Remedy
The power is not turned on.	Is the [Φ] switch of the power on? Is the power cord properly connected?	Turn the [Φ] switch of the power on. Plug in the power cord to an AC outlet. (page 7)
This unit is not recognized.	Is the included USB cable properly connected? Are you using a USB hub? Is the driver software installed?	Connect the included USB cable properly. USB hubs cannot be used. Connect the computer and this unit directly using the included USB cable. Install the driver software. (page 46)
No sound or small sound.	Are the [TRIM] control, channel fader, crossfader, the [LINE, PHONO, USB] selector switch (or the [CD, USB] selector switch) and the [MASTER] control set to the correct position? Are the connected powered speakers, etc., properly set? Are the connection cables properly connected? Are the terminals and plugs dirty? Is the driver software installed? Is the driver software properly set?	Set the [TRIM] control, channel fader, crossfader, the [LINE, PHONO, USB] selector switch (or the [CD, USB] selector switch) and the [MASTER] control to the correct position. Properly set the external input selection, volume, etc., on the powered speakers, etc. Connect the connection cables properly. Clean the terminals and plugs before making connections. Install the driver software. (page 46) Set the driver software properly. (page 41)
Distorted sound.	Is the [MASTER] control set to the proper position? Is the [TRIM] control set to the proper position?	Adjust the [MASTER] control so that the master level indicator's orange indicator lights at the peak level. Adjust the [TRIM] control so that the channel level indicator's orange indicator lights at the peak level.
Sound being played is interrupted when using DJ software.	Is the DJ software's latency value suitable?	Set the DJ software's latency to a suitable value.
Cannot output the microphone sound.	Are the [OFF, ON, TALK OVER] selector switches set to the proper position?	Set the [OFF, ON, TALK OVER] selector switches to the proper position.
Cannot output the sound of the external device.	Is the [LINE, PHONO, USB] selector switch (or [CD, USB] selector switch) set to the proper position?	Set the [LINE, PHONO, USB] selector switch (or [CD, USB] selector switch) to the proper position.
Sound is interrupted when the ASIO driver is set.	Has the ASIO driver been set with rekordbox running?	Set the ASIO driver before launching rekordbox. (page 43)
The indicator flashes and operation is strange.	—	Normal operation can sometimes be restored by unplugging the power cord, waiting at least 1 minute, then plugging the power cord back in. If the symptom persists, unplug the power cord and request repairs.
Operation of rekordbox dj becomes unstable.	Are you using the latest version of the software? Are you using softwares other than rekordbox at the same time? When other USB devices are connected to the computer. Are you using a USB hub? There is a problem with the USB port to which this unit is connected. Is this unit connected to a notebook computer running on its battery?	Free updates of rekordbox can be downloaded from the website. Use the most recent version. (page 5) Quit other applications to decrease the load on the computer. If operation continues to be unstable, try disabling the wireless network or other wireless connections, antivirus software, the screen saver, the low power mode, etc. (page 5) Disconnect other USB devices from the computer. When another USB audio device is connected to the computer at the same time, it may not operate or be recognized normally. USB hubs cannot be used. Connect the computer and this unit directly using the included USB cable. If your computer has multiple USB ports, try connecting this unit to a different USB port. Supply power to the notebook computer from an AC power supply. (Depending on the notebook computer's settings, the low power mode may be set when the computer is running on its battery, automatically reducing the performance of the computer itself.) (page 5)
The USB buffer size is too small.	The USB buffer size is too small.	Raise the USB buffer size. (page 43)
The jog dial illumination does not turn during playback. (It does turn when scratching.) The [TEMPO] slider does not work when the deck is switched while the sync mode is set. (The TAKEOVER indicator lights.)	Is the setting in the utilities screen incorrect?	In utilities screen, check that the unit is not set to be forcefully operated as a general MIDI controller.

Problem	Check	Remedy
The fader start function does not work.	Is a cue set?	Set a cue. (page 29)
	Is the fader start setting incorrect?	To enable the fader start setting, select the [Mixer] tab of [Preferences] > [Controller] in rekordbox and then select the [Fader Start] check box.
The USB connection indicator flashes.	Is the driver software installed?	Install the driver software. (page 46)
Nothing is displayed.	Is the auto standby function activated?	This unit is shipped with the auto standby function set to on. When you will not use the auto standby function, set [AUTO STANDBY] to [OFF] in the Utilities screen. (p.38)
There is no response when you touch the screen, or the response is bad. A position different from the actually touched location responds.	Calibration adjustment of touch display is deviating.	Adjust the touch display in the [TOUCH DISPLAY CALIBRATION] settings of the utilities screen.

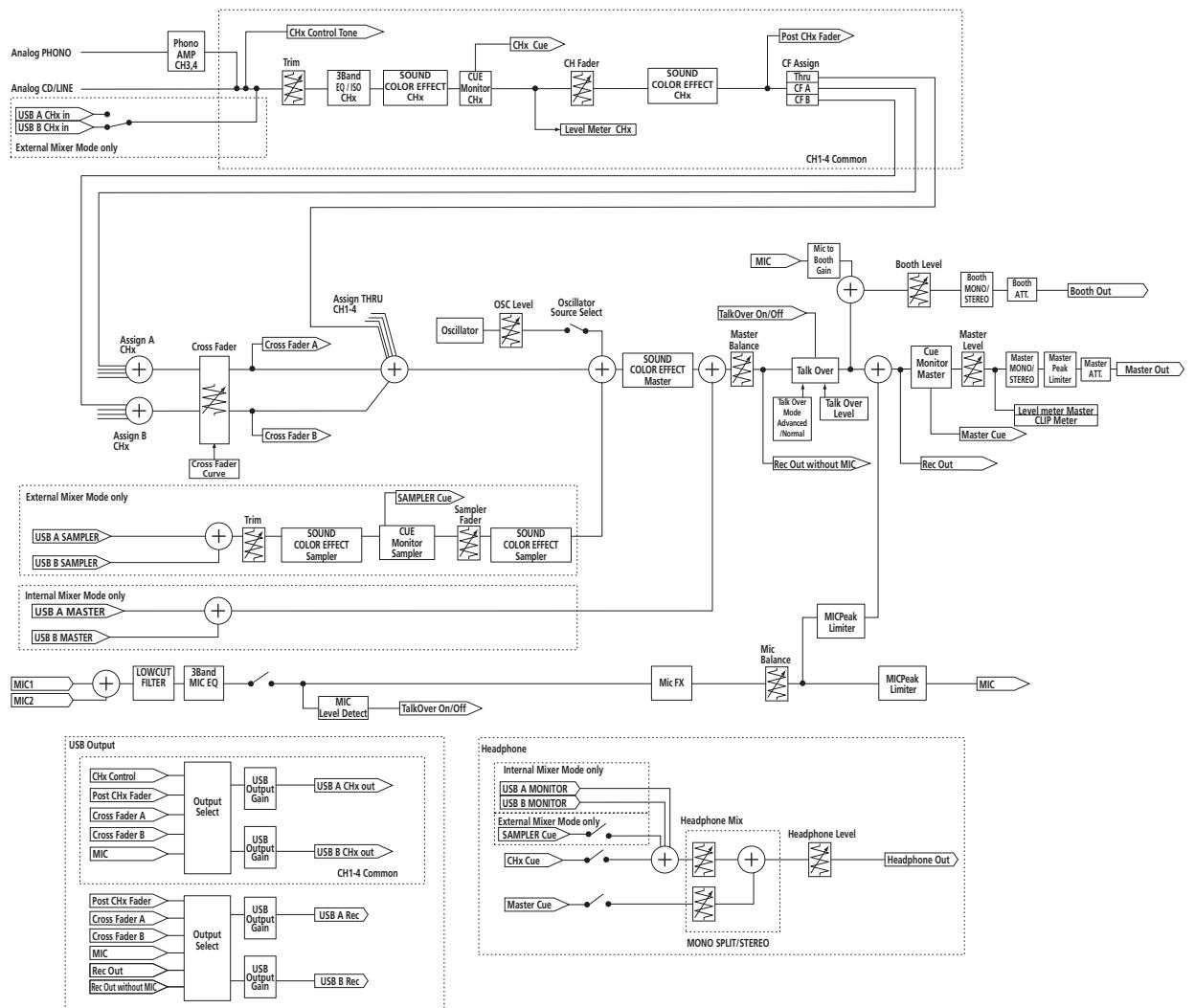
About the liquid crystal display

- Small black or shining points may appear on the liquid crystal display. This is a phenomenon inherent to liquid crystal displays; this is not a malfunction.
- When using in cold places, the liquid crystal display may be dark for a while after this unit's power is turned on. It will reach the normal brightness after a while.
- When the liquid crystal display is exposed to direct sunlight, the light will reflect off it, making it difficult to see. Block the direct sunlight.

Cleaning the touch display

Do not use organic solvents, acids or alkalis for cleaning the surface of the touch display. Wipe with a dry soft cloth or a cloth immersed in neutral detergent and squeezed properly.

Signal flow



Using as a controller for other DJ software

This unit also outputs the operating data for the buttons and controls in MIDI format. If you connect a computer with a built-in MIDI-compatible DJ software via a USB cable, you can operate the DJ software on this unit. The sound of music files being played on the computer can also be output from the DDJ-RZX.

To use as a controller to operate DJ software other than rekordbox, switch to the setting for using software other than rekordbox in the utilities screen. Also, set the DJ software's audio and MIDI related settings.

- For details, see your DJ software's operating instructions.

About MIDI messages

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

- "List of MIDI Messages" can be acquired from the following URL:
<http://www.pioneerdj.com/>

About the driver software

This driver software is an exclusive driver for outputting audio signals from a computer.

- First read the *Software end user license agreement* on page 47 carefully.

Operating environment

Supported operating systems

Mac OS X: 10.11/10.10/10.9 (latest update)



Windows: Windows 10, Windows 8.1, Windows 8.1 Pro (latest service pack), Windows 7 Home Premium, Professional, Ultimate (latest service pack)

32-bit version



64-bit version



Checking the latest information on the driver software

For the latest information on this unit's dedicated driver software, see the Pioneer DJ site below.

<http://www.pioneerdj.com/>

❖ Obtaining the driver software

1 Launch a web browser on the computer and access the Pioneer DJ site below.

<http://www.pioneerdj.com/>

2 Click [Support].

3 Click [Software & firmware updates].

4 Click [DDJ-RZX] in the [CONTROLLER] category.

5 After clicking [Drivers], download the latest driver software from the download page.

Download the driver for either Windows or Mac from the download page.

Installation procedure (Mac OS X)

Do not connect this unit and the computer until installation is completed.

- If any other programs are running on the computer, quit them.

1 Double-click the file for Mac (DDJ-RZX_M_X.X.X.dmg) downloaded in *Obtaining the driver software*.

The [DDJ-RZX_AudioDriver] menu screen appears.

2 Double-click [DDJ-RZXAudioDriver.pkg].

The driver software installation screen appears.

3 Check the details on the screen and click [Continue Anyway].

4 When the end user license agreement appears, read *Software end user license agreement* carefully, then click [Continue Anyway].

5 If you consent to the provisions of the *Software end user license agreement*, click [Agree].

If you do not consent to the provisions of the *Software end user license agreement*, click [Disagree] and stop installation.

6 Proceed with installation according to the instructions on the screen.

Installation procedure (Windows)

Do not connect this unit and the computer until installation is completed.

- Log on as the user which was set as the computer's administrator before installing.
- If any other programs are running on the computer, quit them.

1 Double-click the file for Windows (DDJ-RZX_VerX.X.X.exe) downloaded in *Obtaining the driver software*.

The driver software installation screen appears.

2 Carefully read the *Software end user license agreement* and if you consent to the provisions, put a check mark in [I agree.] and click [OK].

If you do not consent to the provisions of the *Software end user license agreement*, click [Cancel] and stop installation.

3 Proceed with installation according to the instructions on the screen.

If [Windows Security] appears on the screen while the installation is in progress, click [Install this driver software anyway] and continue with the installation.

When the installation program is completed, a completion message appears.

❖ Software end user license agreement

This Software End User License Agreement ("Agreement") is between you (both the individual installing the Program and any single legal entity for which the individual is acting) ("You" or "Your") and Pioneer DJ Corporation ("Pioneer DJ").

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