



Multiplayer

CDJ-2000NXS2

TRAKTOR PRO 2 Connection Guide

Introduction

The CDJ-2000NXS2 is equipped with an interface that enables high-precision control for TRAKTOR PRO 2 software manufactured by Native Instruments. Connecting these products to TRAKTOR PRO 2 provides USB-HID control of the series without using a control disc.

These products can also be used as audio output devices for TRAKTOR PRO 2.

These guidelines explain the basic operations when the products are connected to TRAKTOR PRO 2. Refer to the instruction manuals provided with TRAKTOR PRO 2 for further details on operation methods.

Connecting to TRAKTOR PRO 2

Preparations

- To connect to TRAKTOR PRO 2, update the firmware of your multiplayer to the latest version.

Please see our support page (<http://www.pioneerdj.com/support/>) for details of firmware upgrades.

- Update TRAKTOR PRO 2 to the latest version. Please see the Native Instruments website (<http://www.native-instruments.com/>) for details on system requirements.
- One USB cable is necessary per multiplayer to connect your PC/Mac to a multiplayer.
- When using a multiplayer as an audio output device for TRAKTOR PRO 2, the followings are required.

Windows: installation of the driver software

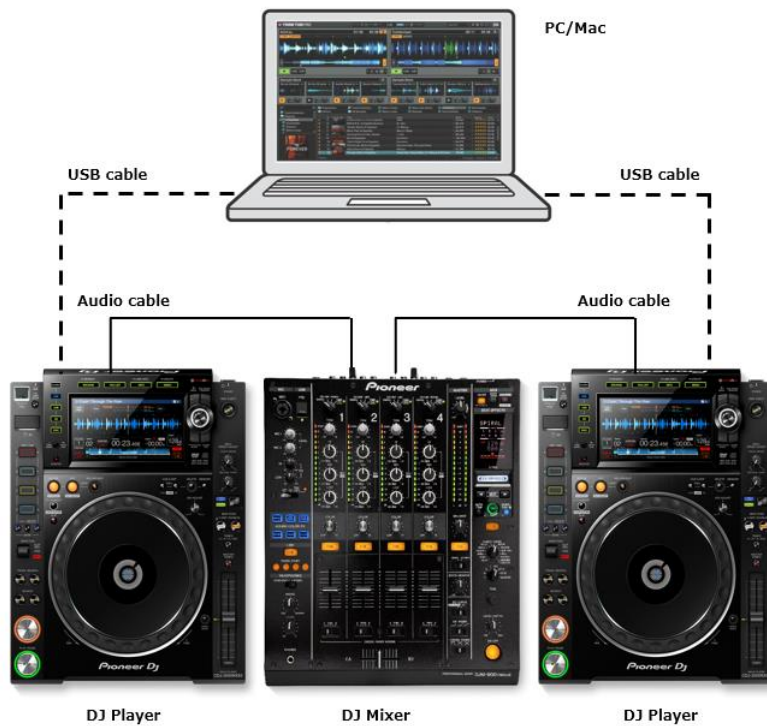
Mac: installation of the Mac OS tool

For details, please refer to the page 8 of this guide.

Connection Procedures

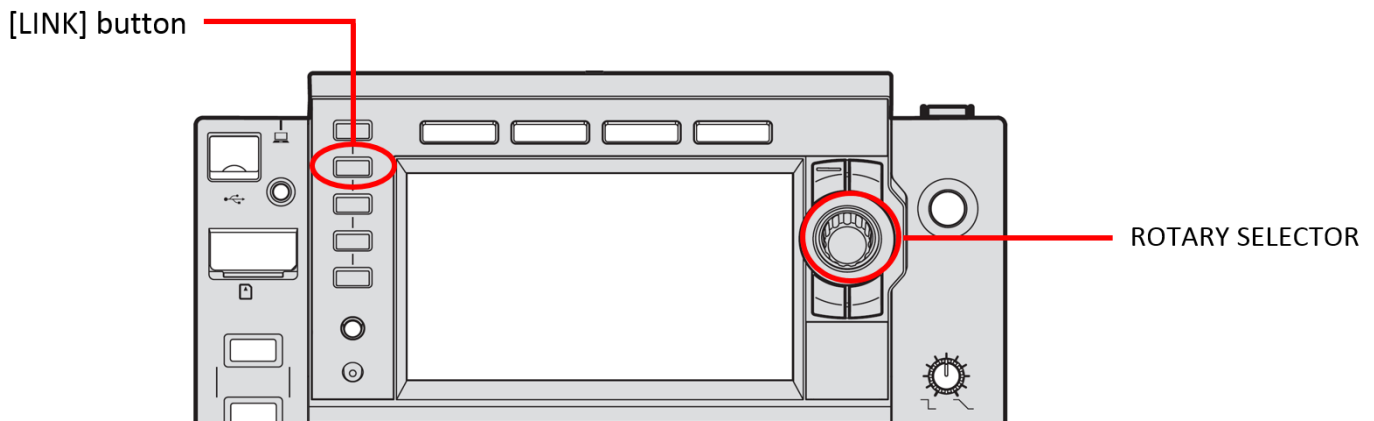
Connect the multiplayer (or multiplayers*, if more than one are to be connected) to your PC/Mac using a USB cable per multiplayer.

*Up to 4 multiplayers can be connected for TRAKTOR PRO 2.



Using the Multiplayers as TRAKTOR PRO 2 Controllers

Switch on all the units once the connections have been made. Then, follow the instructions below to set up each multiplayer.



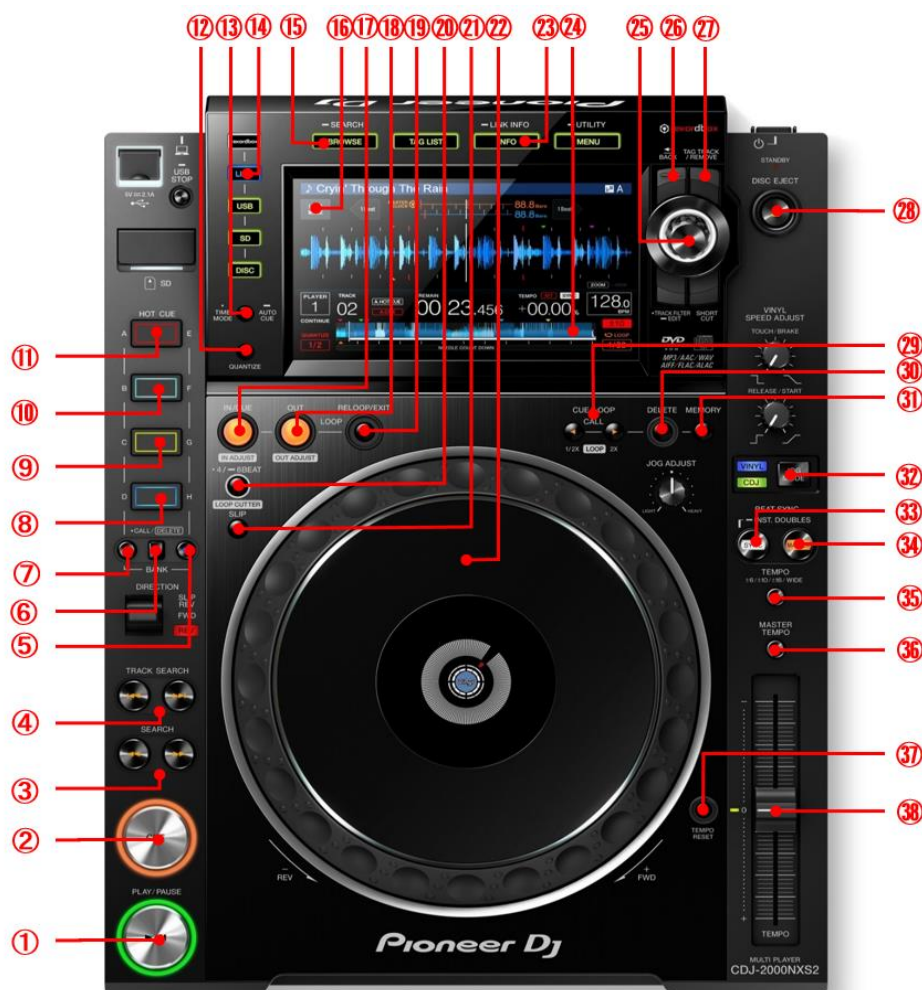
- 1 Press the [LINK] button on the multiplayer and then select [USB MIDI] for the [CONTROL MODE]. Press the rotary selector to fix it. The multiplayer is now recognized by TRAKTOR PRO 2.
- 2 [Turn SELECTOR to choose TRAKTOR deck] is displayed on the multiplayer's main unit display. Turn the rotary selector to select the deck to control (A to D). Press the rotary selector to fix it.

The multiplayer can now control TRAKTOR PRO 2.

Operating TRAKTOR PRO 2 with Multiplayer's Buttons and Other Controls

The default settings are shown below.

■ CDJ-2000NXS2



| CDJ-2000NXS2 buttons | | TRAKTOR PRO 2 functions |
|----------------------|--------------|-------------------------|
| 1 | PLAY/PAUSE | PLAY/PAUSE |
| 2 | CUE | CUE |
| 3 | SEARCH | Seek (L/R) |
| 4 | TRACK SEARCH | Prev Track / Next Track |
| 5 | BANK(E-H) | Cue Point E-H Switch |
| 6 | CALL/DELETE | Shift Modifier |
| 7 | BANK(A-D) | Cue Point A-D Switch |

| | | |
|----|------------------|--|
| 8 | HOTCUE D/H | Cue Point D/H CALL/DELETE (6) + HOTCUE D/H (8) to delete cue point |
| 9 | HOTCUE C/G | Cue Point C/G CALL/DELETE (6) + HOTCUE C/G (9) to delete cue point |
| 10 | HOTCUE B/F | Cue Point B/F CALL/DELETE (6) + HOTCUE B/F (10) to delete cue point |
| 11 | HOTCUE A/E | Cue Point A/E CALL/DELETE (6) + HOTCUE A/E (11) to delete cue point |
| 12 | QUANTIZE | QUANTIZE |
| 13 | TIME MODE | Remaining / Elapsed Time |
| 14 | LINK | Connect to PC/Mac |
| 15 | BROWSE | Display the BROWSE screen |
| 16 | LOOP MODE | Loop Length Adjust |
| 17 | IN/CUE | Loop In 2nd Function: Loop In Adjust (when loop is active) |
| 18 | LOOP OUT | Loop Out 2nd Function: Loop Out Adjust (when loop is active) |
| 19 | RELOOP/EXIT | Reloop / Exit |
| 20 | 4/8BEAT | Auto Loop, LOOP/2 (when active) 2nd Function: CALL/DELETE (6) + 4/8BEAT (19) : LOOP*2 (when active) |
| 21 | SLIP | Flux Mode |
| 22 | JOG DIAL | Scratch (Vinyl) / Pitch Bend 2nd Function: SEARCH (3) + JOG DIAL (21) : Fast Seek |
| 23 | INFO | Display the INFORMATION screen |
| 24 | WAVEFORM | Seek |
| 25 | ROTARY SELECTOR | Rotate : Scroll Tree/List Push : Select/Load Long press : Reassign Deck |
| 26 | BACK | Back |
| 27 | TAG TRACK/REMOVE | Show Tracks |
| 28 | DISC EJECT | Unload |
| 29 | CUE/LOOP CALL | Prev / Next Cue/Loop 2nd Function: CALL/DELETE (6) + CUE/LOOP CALL (27) : LOOP *0.5 / *2 (when active) |
| 30 | DELETE | Delete Cue / Loop |
| 31 | MEMORY | Store Cue / Loop |
| 32 | JOG MODE | Jog Mode |
| 33 | SYNC | Sync |
| 34 | MASTER | Master |
| 35 | TEMPO | Tempo $\pm 6/\pm 10/\pm 16/\pm 100$ |
| 36 | MASTER TEMPO | Key Lock |
| 37 | TEMPO RESET | Tempo Reset |
| 38 | TEMPO | Tempo |

By changing the mapping, TRAKTOR PRO 2 functions can be assigned to the multiplayer's buttons and other controls. See the operation manuals of TRAKTOR PRO 2 for further details.

Using the Multiplayers as TRAKTOR PRO 2 Audio Devices

To use the multiplayers as TRAKTOR PRO 2 audio output devices, follow the instructions below to set up your PC/Mac and TRAKTOR PRO 2.

■ For Windows

1. Install the driver software to your PC.
Please download the latest version of the driver for your multiplayer from our support page.
(<http://www.pioneerdj.com/support/>)
2. Open TRAKTOR PRO 2, go to [File] -> [Audio Setup] and choose [Pioneer CDJXDJ ASIO] for your [Audio Device].
3. The multiplayer will be automatically selected as the audio output device.
If it is not selected automatically, go to [File] -> [Audio Setup] -> [Output Routing] and select it manually.

■ For Mac OS

To use multiple multiplayers as audio devices, it is not necessary to install the driver software, however, you will need to set up an aggregated device. We have provided a Mac OS tool called CDJ/XDJ Aggregator, which simplifies this procedure.

Download the CDJ/XDJ Aggregator from the “Software & firmware updates” from our support page.
(<http://www.pioneerdj.com/support/>)

If the downloaded file is still a zip file, double-click it to unzip.

Follow the steps below for TRAKTOR PRO 2 setup.

1. Connect the multiplayer (or multiplayers, if more than one are to be connected) to your Mac using a USB cable per multiplayer.
2. Double click the [CDJ/XDJ_Aggregator] to create an aggregated device [Pioneer CDJ/XDJ].
3. Open [File] -> [Audio Setup] on TRAKTOR PRO 2 and select [Pioneer CDJ/XDJ] created in the above step 2.
4. The multiplayer will be automatically selected as an audio output device.
If not, go to [File] -> [Audio Setup] -> [Output Routing] and select it manually.

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