DDJ-1000 MAPPING - QUICKSTART

How can I learn this mapping?

Installation:

Step-by-step video (20 min)

Installation guide (50 pages)

FAQ (6 pages)

Survey:

DDDJ-1000 v7.2

Usage:

Quick Start (8 pages)

Manual (80 slides)

Step-by-step video, with index (90 min)

Link to Videos: https://www.youtube.com/user/djestrela2
Link to Survey: https://forms.gle/cf8kqpr91HHxMJcn8
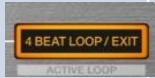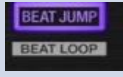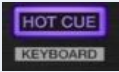
Basic Features:

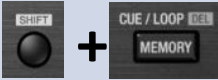| Button	How do I…	Answer
	Do a Quick Search?	Press "Shift"+"jog wheel"
	Zoom In?	Memory + turn the Browse encoder; If you press it goes to a default Zoom
	Listen a whole playlist?	Use "Shift"+"Memory"+"Search" to iterate the tracks one-by-one.
	Toggle Classic / Parallel?	Double click "deck select"
	Toggle Elapsed / Remain?	Double click "shift"
	Preview the tempo range?	"Shift" previews the tempo range. "Memory" for Loop/Move values. "Shift"+"Memory" for total length and base BPM
	Activate a coming Loop?	Long press "4 beat auto loop"
	Adjust the beatgrid?	Hold "key sync" + jogwheel for adjusting the BPM; Hold "Key reset"+jog for the beatmarker
	Move to Front?	Pres shift+Cue to move to Front
	Customize the Settings?	All configurations **always** use shift + memory + "something". To make this permant, change the BOME file itself
	Improve performance?	Raise the BOME clock using "Shift"+"Memory"+"Browser"

Advanced Features #1:

Button	Name	Inspiration	Explanation
BACK PLAYLIST	**Preview player**	**S4 MK3**	Fast way to preview and seek the tracks **in the browser**. No decks consumed, nor hand movement. Disables PFLs.
Adjust #1	**STEMS / Remix D.**	**S4MK3**	Change **separately** filter / Volume / mute / FX input of the STEM components, or Remix decks slots
SAMPLER CUE	**Pattern recorder**	**S4 MK3**	Record a **16-step sequence** of one-shots, and then play over it. Blink = recording; Solid = playing; Off = not playing
SEARCH	**Move by 1-beat**	**S4 MK3**	Corrects loops by **1-beat** like the S4 move encoder. If there is no loop active, beatjumps 1 beat instead.
	JogFX chains	**DJTT maps / Ean Golden**	Hear the turntable break effect. Deck A and B only. This effect requires a small delay on pause (ie, a lag).
COLOR LOW HI	**Resonant Filter**	**DJM-900**	Uses the filter in single FX mode with a lot **more resonance** than the standard MixerFX. Requires the 16x Filters enabled.
PLAY / PAUSE	**Turntable Off**	**CDJ-3000**	Familiar Turntable power off sound.
	Loop fine adjust	**CDJ-3000**	Use the CDJs to very finely adjust the Loops, manually. In = whole loop; out = only out point.

Advanced Features #2:

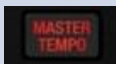| Button	Name	Inspiration	Explanation
	Instant doubles	**DDJ-1000**	Clones the right track to the currently selected left side, and vice-versa. Useful to always use your right hand to cue and scratch.
	Echo Out effect	**DDJ-SX2**	Tap "Slip reverse". If you Hold it, it makes "censor" instead
	Backwards Loops	**Virtual DJ**	Apply a loop backwards. In this mode you first **listen to the loop once**, and only then press shift+"auto loop"
	Loop IN point	**Virtual DJ**	Press shift+Loop IN/OUT to **manipulate the IN point**, while keeping the OUT point unchanged.
	Slicer	**Serato**	Break the loop into 8 slices. Best used with Slip mode. 3x modes available: full beat roll, front ½ roll, back ½ rool.
	Tone Play	**Serato PnP**	Change key up to 12 semitones. 3x modes: Cue and Play mode / Cue mode (=gate), play mode.
	Rolls	**Serato**	Repeat beat with different sizes. 2x modes: quantized and non-quantized
	Pad FX	**Rekordbox and DJTT**	21x instant gratification style padFX

Advanced features #3: DISABLED by default

These features are shipped <u>disabled</u> to avoid confusion.
To enable them, **you NEED to press** "shift+memory+button".
To make this permanent, change the bome config file.

Button	Name	Inspiration	Explanation
MASTER TEMPO	**Tempo Enlarger**	Rekordbox	Reaching the fader edge raises the tempo range **automatically.** Crossing "zero" sets the tempo to 6%
DECK SELECT 3/1	**Auto Layout**	Rekordbox	Suitable for **small screens**. Automatically opens decks 3&4 when you access them.
PLAY/PAUSE	**TurnTable Break**	CDJs	Adds a **turntable break** effect on pause. Deck A and B only. This effect requires a small delay on pause (ie, a lag).
SAMPLER VOL	**TurnTable duration**	CDJs	Set the **duration** of the pause for doing the break effect (left = 0s; right = 2seconds)
SOUND COLOR FX	**Super knobs**	RMX-1000	The filter knobs have two different effects **on each side.** One for the left, another for the right
SOUND COLOR FX	**16x Filters**	VirtualDJ (modern EQ)	Deck 3&4 Filters control Effects of deck 1&2 **instead.**
BEAT SYNC MASTER	**Sync Aid**	Serato	Intermediate setting between BeatSync and TempoSync. Turing the jog **disables** sync; pressing Cue **enables** sync
1 CUE TAP	**External CUE**	Rekordbox PC Master out	Enables traktor internal cue volume and cue mix. Enable when using another soundcard (eg **laptop internal**)
BOME clock	**BOME clock**		Calibrates the mapping **CPU requirements**. Low values = fast CPUs; High values = slow CPUs.

SHIFT + CUE / LOOP DEL MEMORY +

Differences to Rekordbox shortcuts

Very Important: some features use different shortcuts than Rekordbox.
Reasons are being too dangerous, or compatibility with SX2/SZ mapping

What	Rekordbox		Traktor Mapping	Reason
Preview Player	*(use mouse-only)*		BACK + (knob)	(not mappable in Rekordbox)
Tree Browse	BACK		SHIFT + (knob)	(Simpler usage)
Quick Search	SEARCH + (jog)		SHIFT + (jog)	(compatibility with SX2/SZ mapping)
Beat Grid	SHIFT + (jog)		KEY SYNC / KEY RESET + (jog)	(shortcut was too dangerous)
Deck Zoom	SHIFT + (knob)		CUE / LOOP DEL MEMORY + (knob)	(shift+knob = browse tree in traktor)
Next Track / Prev Track	(tap) SEARCH		SHIFT + CUE / LOOP DEL MEMORY + SEARCH	(shortcut was too dangerous)
Loop Adjust	SHIFT + (buttons)		(long press) (buttons)	(matches CDJs, and is easier to use)
Key Sync / Key Reset	KEY SYNC / KEY RESET		*(use mouse only)*	(buttons taken with beatgrid)

There are 3 different shifts!

Main shift

Second shift

Config shift

There are 8x Pad Modes:

HOT CUE (Cancel JogFX)	PAD FX (twice = cycle)	BEATJUMP / ADV MOVE	REMIX DECKS

(+shift)

KEYBOARD	16X FILTERS	SLICER	JOG FX

GUI LAYOUT: overview

2-decks

4-decks

Parallel

Classic

(Double tap)

Deck A	
Deck B	
Deck A	Deck B
Browser	

Deck A	
Deck B	
Deck A	Deck B
Deck C	Deck D
Browser	

Deck A	Deck B
Browser	

Deck A	Deck B
Deck C	Deck D
Browser	
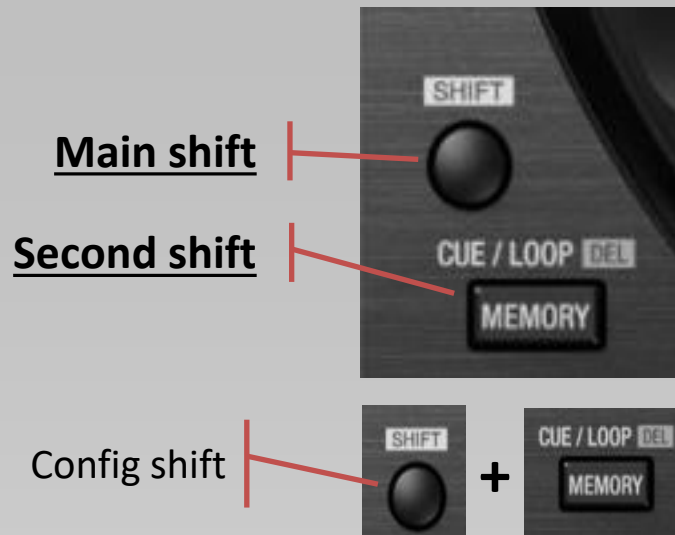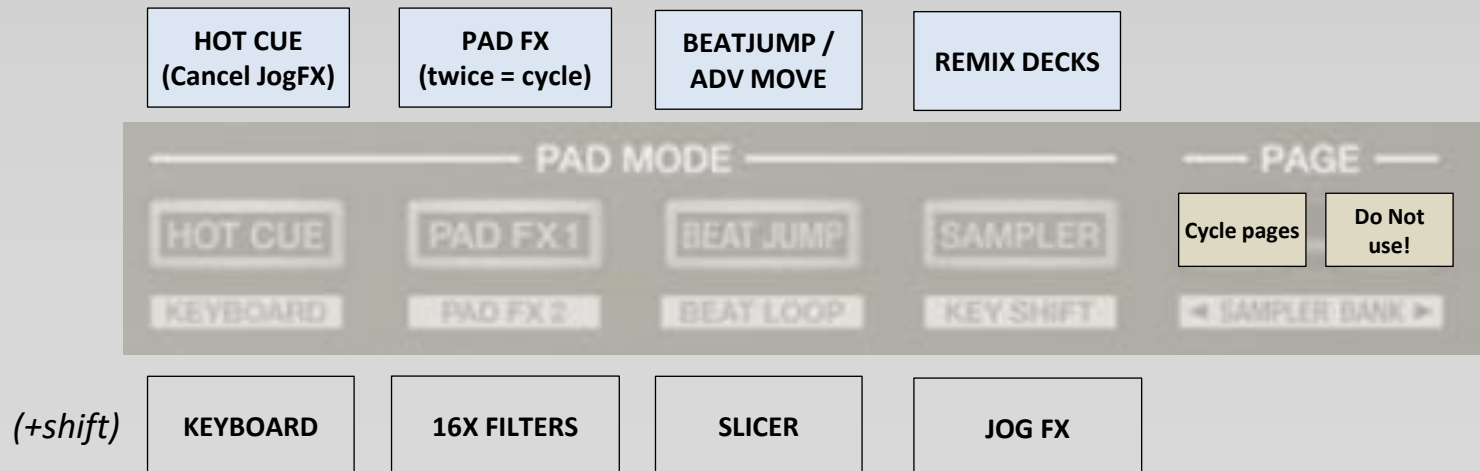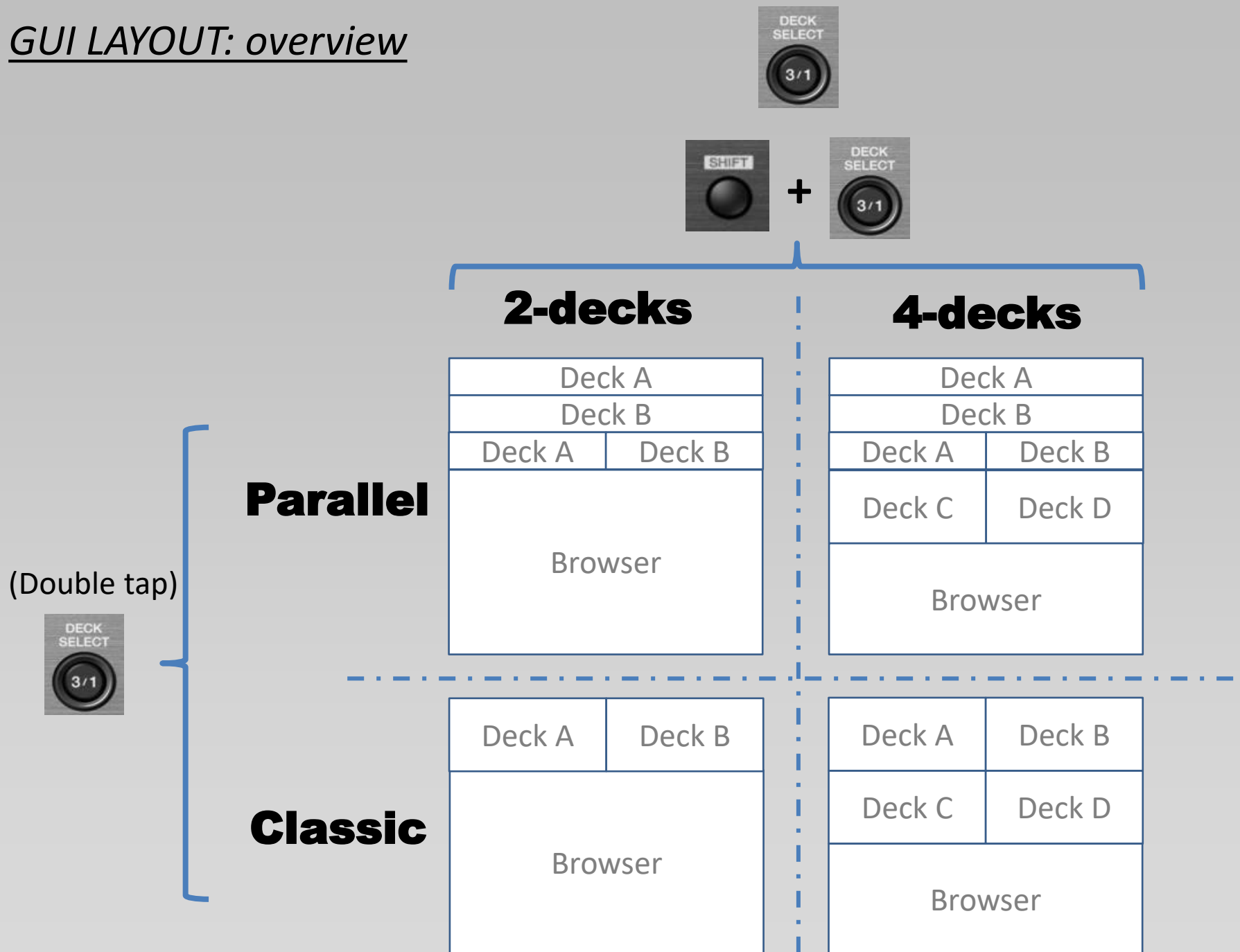
4x Filters mode (Deck A/B/C/D)

SELECTION:

Dual Delay

Flanger

Noise

(normal) Filter

SOUND COLOR FX

D.ECHO PITCH
NOISE FILTER

COLOR
LOW HI
1

=

COLOR
LOW HI
1
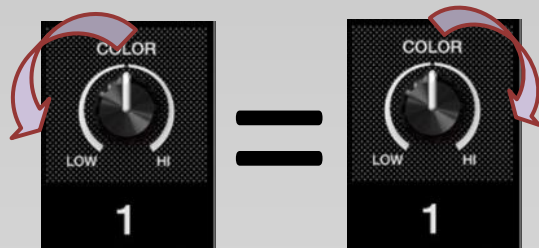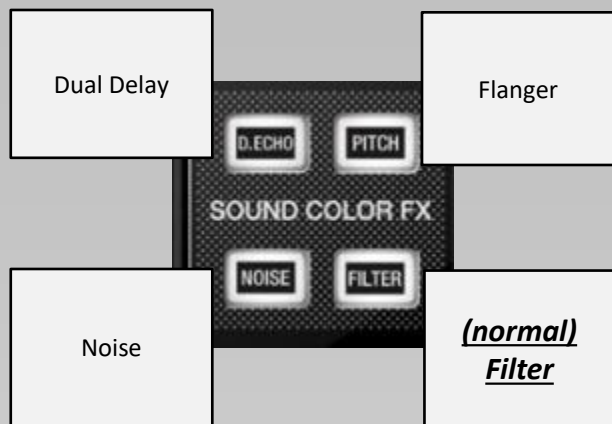
- *In normal mode:*
  - *Each button selects one filter*
  - *Each knob works the normal way*

- *As such: 4 (buttons) x 1 (sides) x 1 (knobs) = 4x effects*

DDJ-1000:

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16x Filters mode (Deck A and B only)

Traktor GUI:

SELECTION:

I: Wormhole
II: Polarwind
III. Dot Delay
IV. BarberPole

I: FlightTest
II: EventHorizon
III: Dual Delay
IV: BarberPole

SOUND COLOR FX

D.ECHO | PITCH | NOISE | FILTER

I: LaserSlicer
II: Zzuurp
III: Reverb
IV: Noise

I: Resonant Filter
III: Bit Crush
IV: Time Gater

COLOR ≠ COLOR !!

DDJ-1000:

- *In 16x filters mode:*
  - *Each button selects four effects*
  - *Each knob has two sides (RMX-1000 style)*
  - *Knobs 3&4 control Deck 1&2 instead*

- *As such: 4 (buttons) x 2 (sides) x 2 (knobs) = 16x effects*

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7x JogFX: chain a three effects controlled by the Jogwheel

JOG FX:

(cancel)	**Mode 6**		

Jog FX | JogRing blinks

Beatmasher Digital filter Gater	Beatmasher Filter Reverb	EventHorizon (none) Gater	Gater Beatmasher Reverb
Flanger (None) Gater	Beatmasher Peak filter Gater	FormatFilter Peak filter Flightest	*Echo out*

FX Unit #3

Initial State

Jog Touch

Jog Turn

Jog Release

3 : DRY / WET ⌄FORMAN ⌄PEAK FIL ⌄FLIGHT1

3 : DRY / WET ⌄BEATMA ⌄FILTER ⌄REVERB

Which effects runs in which FX Units?

FX1

TTFX Deck1   MacroFX Deck1

FX2

TTFX Deck2   MacroFX Deck2

FX   1 : DRY / WET   ⌄TURNTAE⬤   ⌄NO EFFE   ⌄ POLARV⬤

2 : DRY / WET   ⌄TURNTAE⬤   ⌄NO EFFE   ⌄PEAK FIL⬤   FX

3 : DRY / WET   ⌄BEATMA ⬤   ⌄FILTER ⬤   ⌄REVERB ⬤

4 : DRY / WET   ⌄DELAY ⬤   ⌄NO EFFE   ⌄NO EFFE
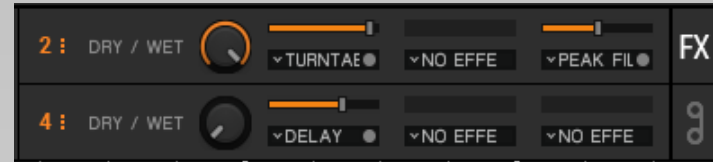
JogFX (all decks)   **EchoOut (all decks)**   **Per-channel effects (<u>all decks, except master</u>!)**

FX3

FX4

When doing an automated effect, look at the screen to see what runs on the FX units.
Do not forget you need to import the mapping <u>twice</u> to have the correct FX list.

<u>Safety:</u> Moving the selector to the <u>Sample position </u>cancels all effects.