DDJ-1000 MAPPING - QUICKSTART

How can I learn this mapping?

Installation:

Step-by-step video (20 min)

Installation guide (50 pages)
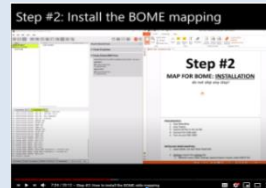
BOME+Traktor installation guide for Pioneer DDJ controllers

FAQ (6 pages)

Survey:

DDJ-1000 Traktor Mapping Survey

DDJ-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
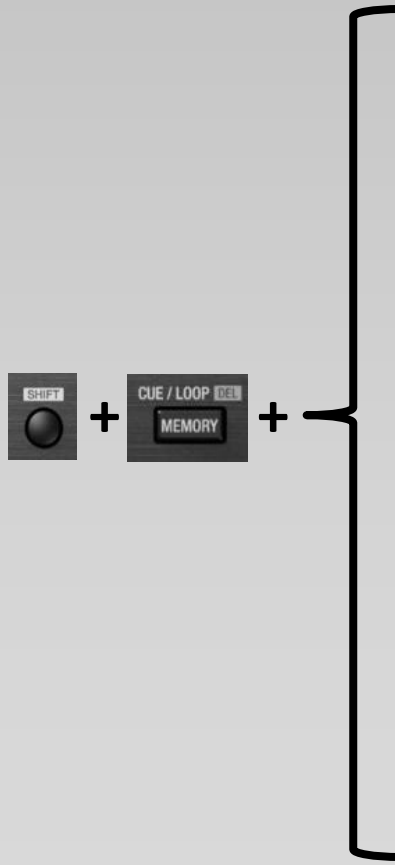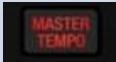
How to enable Advanced features

Very Important: All automatic features are shipped **DISABLED** by default.

To enable these features, **you NEED to press** "shift+memory+button".
To make this permanent, change the bome config file.

SHIFT + CUE / LOOP MEMORY +

Button	Name	Explanation
MASTER TEMPO	**Tempo Enlarger**	Reaching the fader edge raises the tempo range **automatically.** Crossing "zero" sets the tempo to 6%
PLAY / PAUSE	**TurnTable Break**	Hear the turntable break effect. Deck A and B only. This effect requires a small delay on pause (ie, a lag).
SAMPLER VOL	**TurnTable duration**	Set the duration of the turntable break effect
DECK SELECT 3/1	**Auto Layout**	Suitable for **small screens**. Automatically opens decks 3&4 when you access them.
SOUND COLOR FX	**Super knobs**	Use the filter knob to select 2x effects (**RMX-1000 style**). Also, knobs 3&4 control macroFX for deck 1&2.
BEAT SYNC MASTER	**Sync Aid**	Intermediate setting between BeatSync and TempoSync. Turing the jog **disables** sync; pressing Cue **enables** sync
1 CUE TAP	**External CUE**	Enables traktor internal cue volume and cue mix. Enable when using another soundcard (eg **laptop internal**)
LOAD	**BOME clock**	Calibrates the mapping **CPU requirements**. Low values = fast CPUs; High values = slow CPUs.

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)	
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 / LOOPS	REMIX DECKS

HOT CUE	PAD FX 1	BEAT JUMP	SAMPLER	Cycle pages	Do Not use!
KEYBOARD	PAD FX 2	BEAT LOOP	KEY SHIFT	◄ SAMPLER BANK ►	

(+shift)	KEYBOARD	16X FILTERS	SLICER	JOG FX
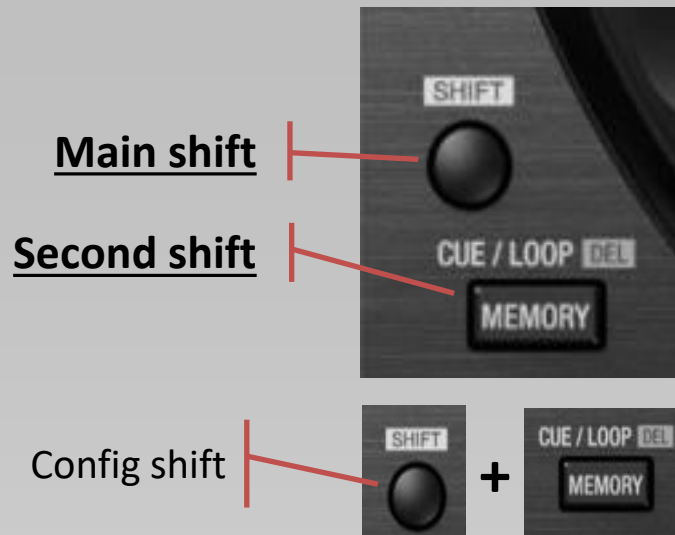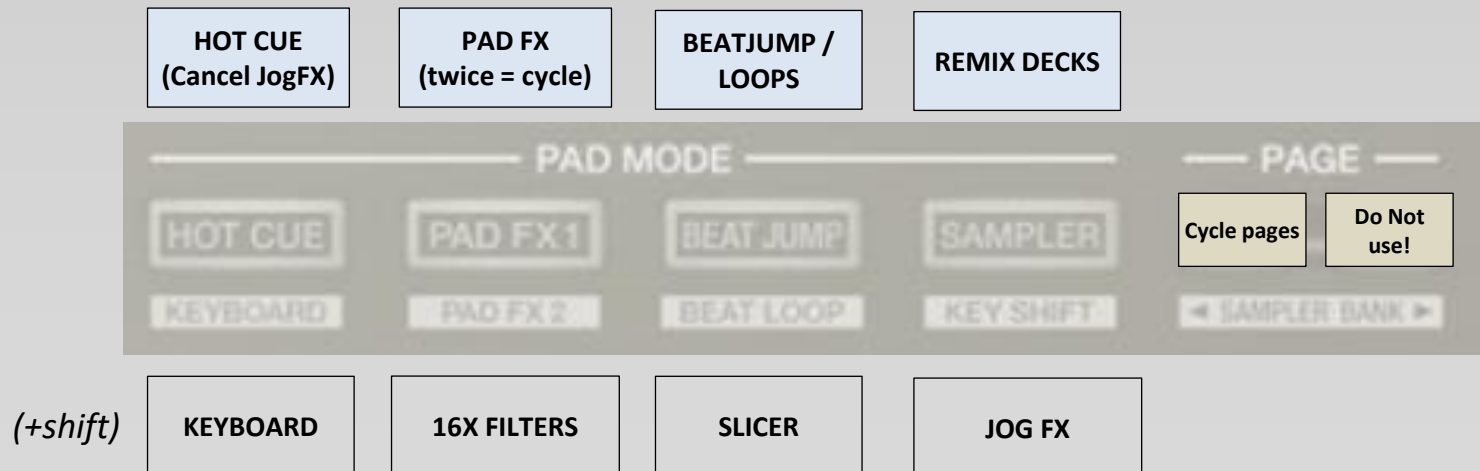
16x Filters for Deck A and B:

- Knobs 3&4 are routed to Deck 1&2!
- Each knob has two sides (RMX-1000 style)

Traktor GUI

DDJ-1000:
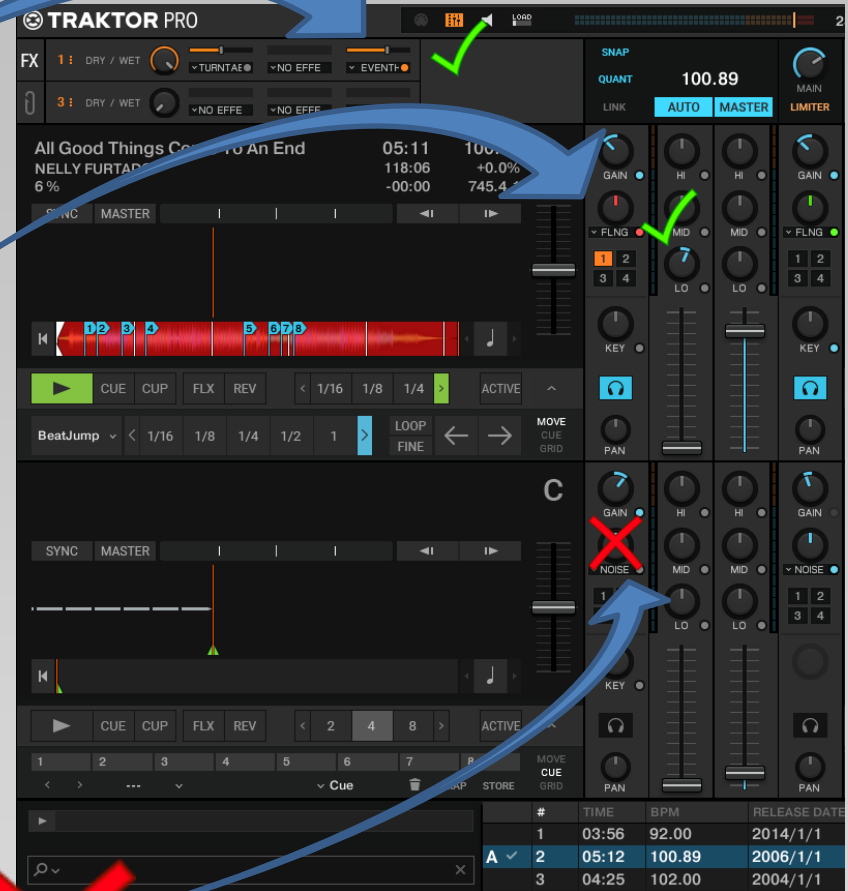
16x Filters for Deck A and B:

SELECTION:

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

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

D.ECHO PITCH

SOUND COLOR FX

NOISE FILTER

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

I: Resonant Filter
III: Bit Crush
IV: Time Gater
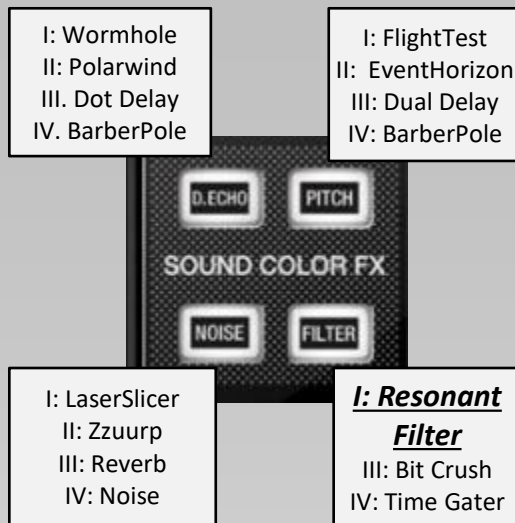
- Each button selects four different effects:
  - Each knob has two different sides (RMX-1000 style)
  - Knobs 3&4 are routed to Deck 1&2 instead

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

USAGE:

Left Effect deck 1
(NOT deck 3!!!)

Right Effect deck 1
(NOT deck 3!!!)

Left Filter deck 1

Right Filter deck 1

COLOR   COLOR
LOW HI LOW HI
3   1

Left Filter deck2

Right Filter deck2

Left Effect deck2
(NOT deck 4!!!)

Right Effect deck 2
(NOT deck 4!!!)

COLOR   COLOR
LOW HI LOW HI
2   4

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

JOG FX:

(cancel)	**Mode 6**

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*

Jog FX

JogRing blinks

FX Unit #3

Initial State

Jog Touch

Jog Turn

Jog Release

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 ● |
| | 3 : | DRY / WET | | ˅BEATMA ● | ˅FILTER ● | ˅REVERB ● |

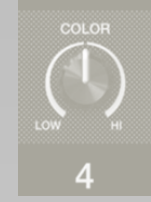| 2 : | DRY / WET | | ˅TURNTAE ● | ˅NO EFFE | ˅PEAK FIL ● | FX |
| 4 : | DRY / WET | | ˅DELAY ● | ˅NO EFFE | ˅NO EFFE | |

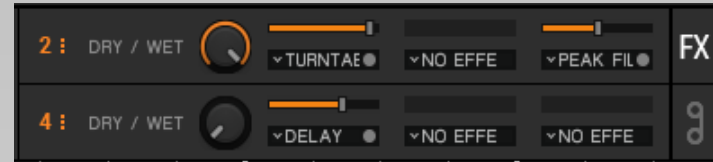JogFX (all decks)   EchoOut (all decks)   Per-channel effects (<u>all decks, except master!</u>)

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.