DDJ-1000 MAPPING - QUICKSTART

How can I learn this mapping?

Installation:

Step-by-step video (20 min)

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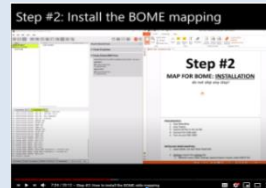
BOME+Traktor installation guide for Pioneer DDJ controllers

Installation video: https://youtu.be/MbGP_ECnWiQ
Installation pdf: https://bit.ly/351FtCe

FAQ (6 pages)

Survey:

DDJ-1000 Traktor Mapping Survey

DDJ-1000 v7.2

Usage:

Quick Start (8 pages)

Manual (80 slides)
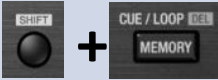
Step-by-step video, with index (90 min)

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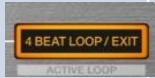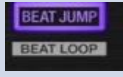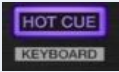
Basic Features:

Button	How do I…	Answer
SHIFT	**Do a Quick Search?**	Press "Shift"+"jog wheel"
CUE / LOOP DEL MEMORY	**Zoom In?**	Memory + turn the Browse encoder; If you press it goes to a default Zoom
SEARCH	**Listen a whole playlist?**	Use "Shift"+"Memory"+"Search" to iterate the tracks one-by-one.
3 / 1	**Toggle Classic / Parallel?**	Double click "deck select"
SHIFT	**Toggle Elapsed / Remain?**	Double click "shift"
SHIFT	**Preview the tempo range?**	"Shift" previews the tempo range. "Memory" for Loop/Move values. "Shift"+"Memory" for total length and base BPM
4 BEAT LOOP / EXIT ACTIVE LOOP	**Activate a coming Loop?**	Long press "4 beat auto loop"
KEY RESET	**Adjust the beatgrid?**	Hold "key sync" + jogwheel for adjusting the BPM; Hold "Key reset"+jog for the beatmarker
PLAY / PAUSE	**Move to Front?**	Pres shift+Cue to move to Front
SHIFT + CUE / LOOP DEL MEMORY	**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:

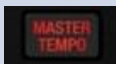| Button	Name	Inspiration	Explanation
	Instant doubles	**DDJ-1000**	Clones the right track to the currently selected left side, and vice-versa. Useful to always use your right hand to cue and scratch.
	Echo Out effect	**DDJ-SX2**	Tap "Slip reverse". If you Hold it, it makes "censor" instead
	Backwards 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		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

PAD MODE — **PAGE**

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

GUI LAYOUT: *overview*

2-decks

4-decks

Parallel

(Double tap)

Classic

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***

DDJ-1000:

- In <u>normal mode</u>:
  - Each button selects one filter
  - Each knob works the normal way

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

16x Filters mode (Deck A and B only)

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
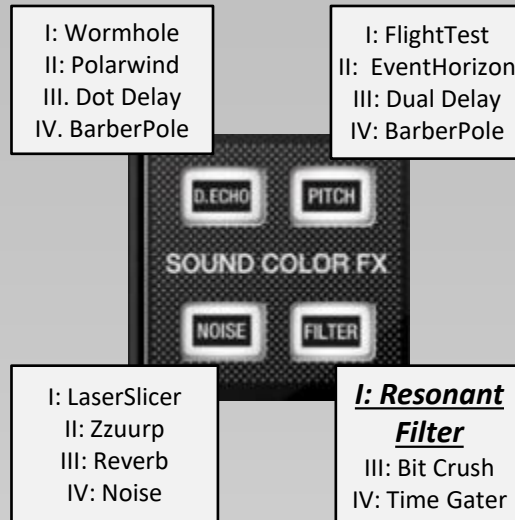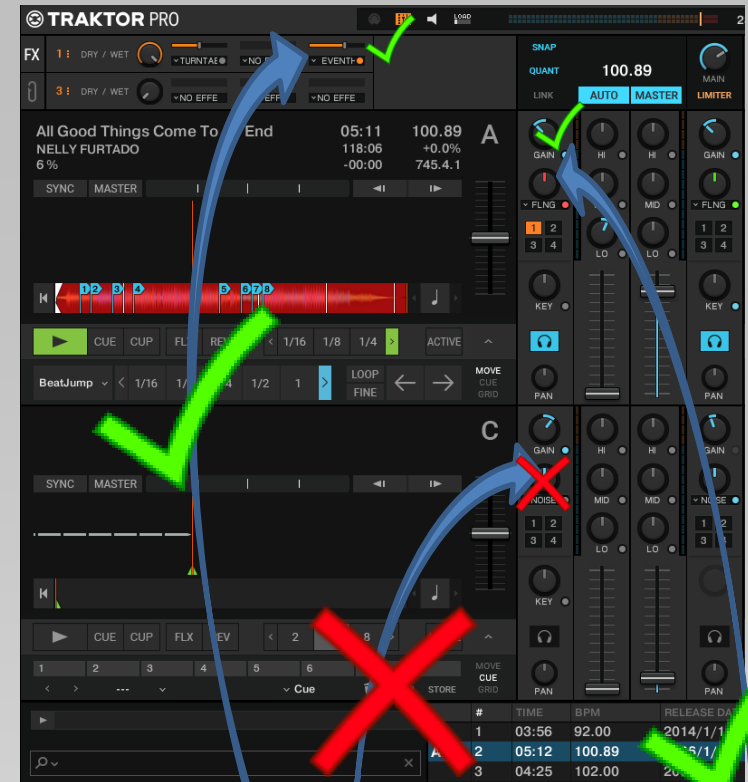
DDJ-1000:

- 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

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

FX2

TTFX Deck1   MacroFX Deck1   TTFX Deck2   MacroFX Deck2
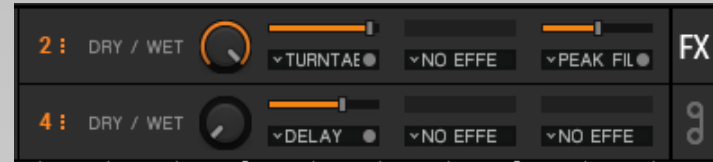
JogFX (all decks)   EchoOut (all decks)   **Per-channel effects (all decks, except master!)**

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.