

Pioneer Dj

Multi Player Series

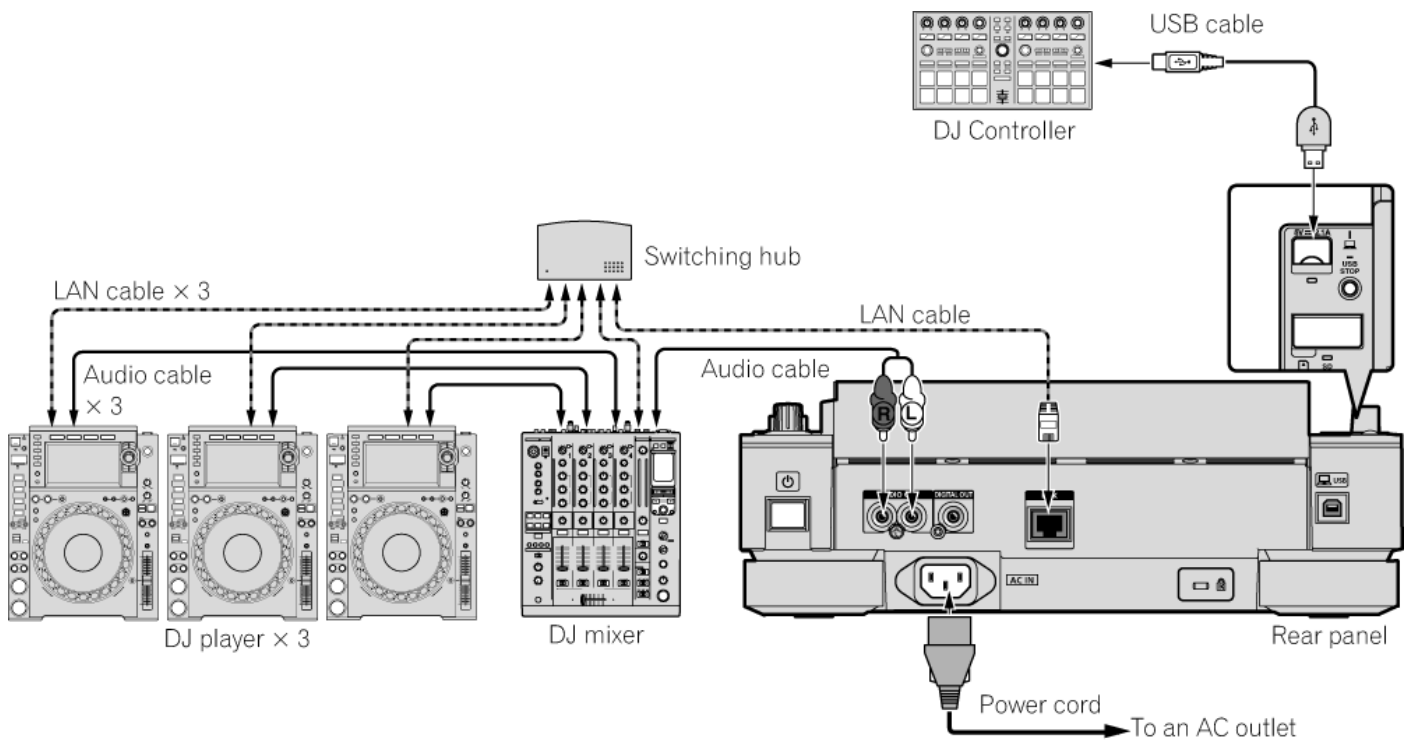
DJ Controller Hardware Diagram

Using a DJ controller

If you use a USB cable to connect a DJ Player and a DJ controller, you can use the DJ controller to control some of the performance functions of the DJ Player.

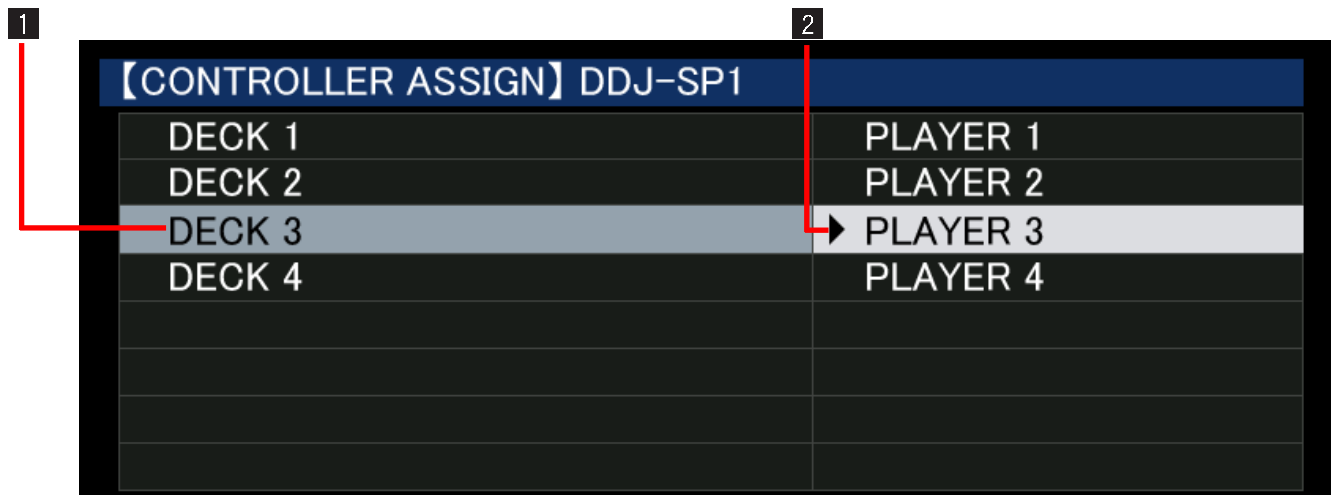
Furthermore, one DJ controller can be used to control up to four players connected with PRO DJ LINK.

* Only players that support connecting a DJ controller can be controlled.



Switching the player to use

Description of the screen



1 Deck number of the DJ controller

2 Player number

Changing the player you wish to control

1 Connect players and a DJ controller using USB cables.

2 Press the [USB] button on the player connected to the DJ controller.

The [CONTROLLER ASSIGN] screen is displayed.

3 Use the rotary selector to select the deck number of the DJ controller you wish to control.

4 Set the cursor to the deck number you wish to change, then press the rotary selector.

The cursor moves to the player section.

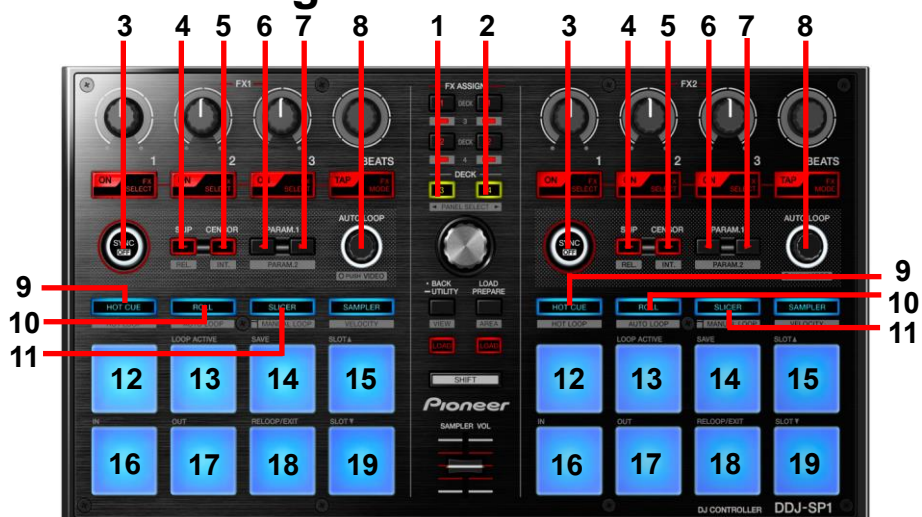
5 Turn the rotary selector and change the player.

6 Press the rotary selector to select the player.

The cursor returns to the deck section.

When the [BACK] button is pressed before selecting the player, the change is aborted.

DDJ-SP1 Hardware Diagram

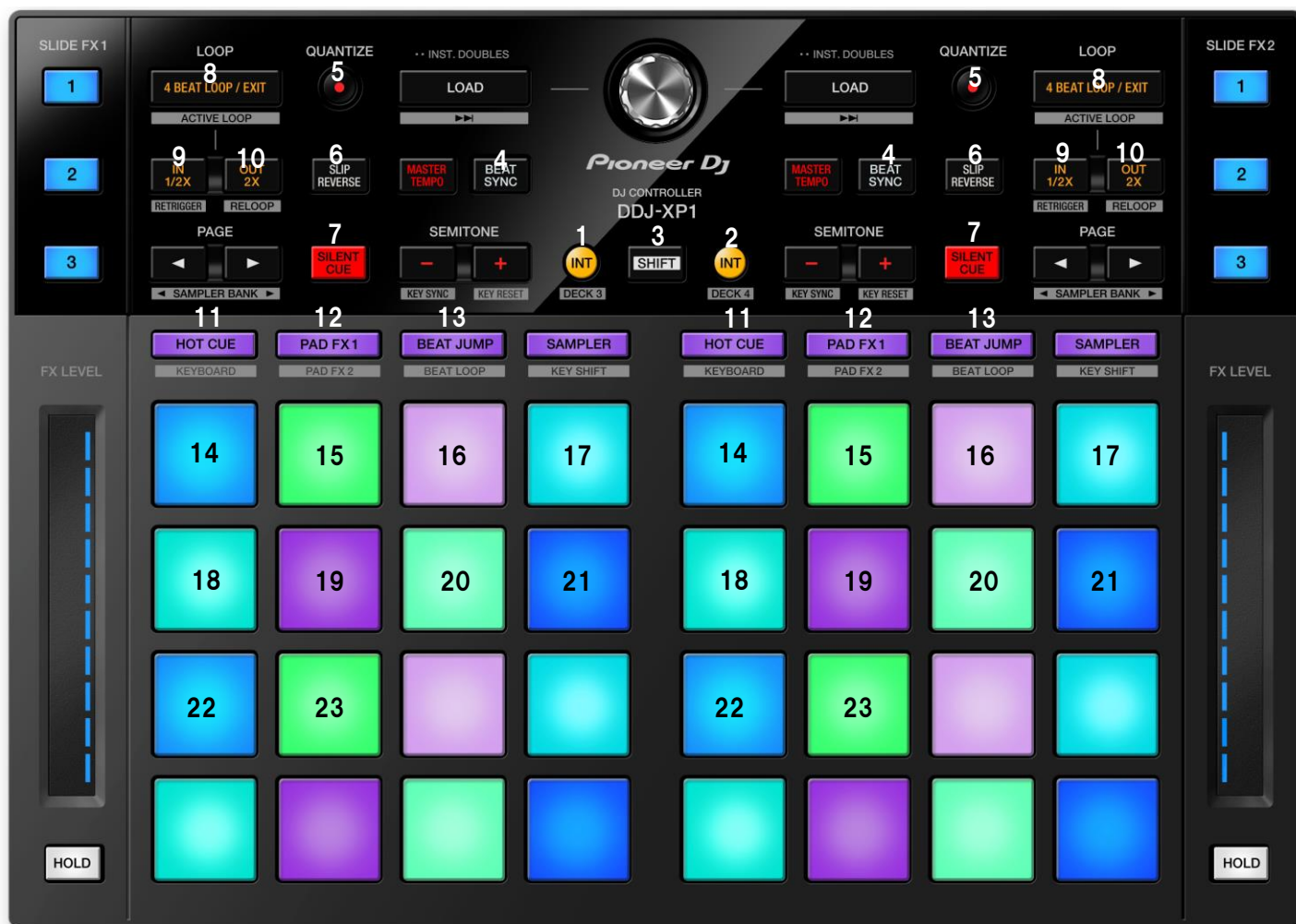


| No. | Name | Function | (+SHIFT) | |
|--------------------|-------------|---|------------------|---|
| 1 | DECK 3 | Switch Player 1/3 | - | |
| 2 | DECK 4 | Switch Player 2/4 | - | |
| 3 | SYNC | SYNC (Press and hold) INSTANT DOUBLES | MASTER | |
| 4 | SLIP | SLIP | QUANTIZE | |
| 5 | CENSOR | SLIP REVERSE | - | |
| 6 | PARAM.1 [<] | LOOP CUTTER | - | |
| 7 | PARAM.1 [>] | LOOP DOUBLE | - | |
| 8 | AUTO LOOP | LOOP CUTTER / DOUBLE 4 BEAT LOOP / LOOP EXIT | - | |
| No. 9 HOT CUE MODE | | | | |
| 12 | PAD 1 | Set/Play Hot Cue A | Delete Hot Cue A | |
| 13 | PAD 2 | Set/Play Hot Cue B | Delete Hot Cue B | |
| 14 | PAD 3 | Set/Play Hot Cue C | Delete Hot Cue C | |
| 15 | PAD 4 | Set/Play Hot Cue D | Delete Hot Cue D | |
| 16 | PAD 5 | Set/Play Hot Cue E | Delete Hot Cue E | |
| 17 | PAD 6 | Set/Play Hot Cue F | Delete Hot Cue F | |
| 18 | PAD 7 | Set/Play Hot Cue G | Delete Hot Cue G | |
| 19 | PAD 8 | Set/Play Hot Cue H | Delete Hot Cue H | |
| No. 10 ROLL MODE | | AUTO BEAT LOOP | SLIP BEAT LOOP | |
| 12 | PAD 1 | 1/4 beat | 1/16 beat | - |
| 13 | PAD 2 | 1/2 beat | 1/8 beat | - |
| 14 | PAD 3 | 1 beat | 1/4 beat | - |
| 15 | PAD 4 | 2 beats | 1/2 beat | - |
| 16 | PAD 5 | 4 beats | 1 beat | - |
| 17 | PAD 6 | 8 beats | 2 beats | - |
| 18 | PAD 7 | 16 beats | 1/3 beat | - |
| 19 | PAD 8 | 32 beats | 3/4 beat | - |

| No. 11 BEAT JUMP MODE | | | |
|-----------------------|-------|-----------------|------------------|
| 12 | PAD 1 | 1 beat (REV) | 16 beats (REV) * |
| 13 | PAD 2 | 1 beat (FWD) | 16 beats (FWD) * |
| 14 | PAD 3 | 2 beats (REV) | - |
| 15 | PAD 4 | 2 beats (FWD) | - |
| 16 | PAD 5 | 4 beats (REV) | - |
| 17 | PAD 6 | 4 beats (FWD) | - |
| 18 | PAD 7 | 8 beats (REV) * | - |
| 19 | PAD 8 | 8 beats (FWD) * | - |

* XDJ-1000MK2 is not supported.

DDJ-XP1 Hardware Diagram



| No. | Name | Function | (+SHIFT) |
|-----|--------------|--|-------------------|
| 1 | INT | - | Switch Player 1/3 |
| 2 | INT | - | Switch Player 2/4 |
| 3 | SHIFT | - | - |
| 4 | BEAT SYNC | SYNC (Press and hold) INSTANT DOUBLES | MASTER |
| 5 | QUANTIZE | QUANTIZE | - |
| 6 | SLIP REVERSE | SLIP REVERSE | - |
| 7 | SILENT CUE | SLIP | - |
| 8 | 4 BEAT LOOP | 4 BEAT LOOP / LOOP EXIT | - |
| 9 | IN, 1/2× | REAL TIME CUE, LOOP CUTTER | - |
| 10 | OUT, 2× | LOOP OUT, LOOP DOUBLE | RELOOP |

| No. | Name | Function | (+SHIFT) | |
|-----------------------|---------|--------------------|------------------|---|
| No. 11 HOT CUE MODE | | | | |
| 14 | PAD 1 | Set/Play Hot Cue A | Delete Hot Cue A | |
| 15 | PAD 2 | Set/Play Hot Cue B | Delete Hot Cue B | |
| 16 | PAD 3 | Set/Play Hot Cue C | Delete Hot Cue C | |
| 17 | PAD 4 | Set/Play Hot Cue D | Delete Hot Cue D | |
| 18 | PAD 5 | Set/Play Hot Cue E | Delete Hot Cue E | |
| 19 | PAD 6 | Set/Play Hot Cue F | Delete Hot Cue F | |
| 20 | PAD 7 | Set/Play Hot Cue G | Delete Hot Cue G | |
| 21 | PAD 8 | Set/Play Hot Cue H | Delete Hot Cue H | |
| 22 | PAD 9 | - | - | |
| 23 | PAD 108 | - | - | |
| No. 12 PAD FX1 MODE | | AUTO BEAT LOOP | SLIP BEAT LOOP | |
| 14 | PAD 1 | 1/4 beat | 1/16 beat | - |
| 15 | PAD 2 | 1/2 beat | 1/8 beat | - |
| 16 | PAD 3 | 1 beat | 1/4 beat | - |
| 17 | PAD 4 | 2 beats | 1/2 beat | - |
| 18 | PAD 5 | 4 beats | 1 beat | - |
| 19 | PAD 6 | 8 beats | 2 beats | - |
| 20 | PAD 7 | 16 beats | 1/3 beat | - |
| 21 | PAD 8 | 32 beats | 3/4 beat | - |
| 22 | PAD 9 | | | |
| 23 | PAD 10 | | | |
| No. 13 BEAT JUMP MODE | | | | |
| 14 | PAD 1 | 1 beat (REV) | - | |
| 15 | PAD 2 | 1 beat (FWD) | - | |
| 16 | PAD 3 | 2 beats (REV) | - | |
| 17 | PAD 4 | 2 beats (FWD) | - | |
| 18 | PAD 5 | 4 beats (REV) | - | |
| 19 | PAD 6 | 4 beats (FWD) | - | |
| 20 | PAD 7 | 8 beats (REV) | - | |
| 21 | PAD 8 | 8 beats (REV) | - | |
| 22 | PAD 9 | 16 beats (REV) | | |
| 23 | PAD 10 | 16 beats (REV) | | |