

Pioneer Dj

DJ Controller

DDJ-SZ2

<http://pioneerdj.com/support/>
<http://serato.com/>

For FAQs and other support information for this product, visit the above site.

Operating Instructions

Contents

How to read this manual

- Thank you for buying this Pioneer DJ product.
Be sure to read this manual and the “Operating Instructions (Quick Start Guide)” included with the unit. Both documents include important information that you should understand before using this product.
- In this manual, names of screens and menus displayed on the product and on the computer screen, as well as names of buttons and terminals, etc., are indicated within brackets. (e.g.: [CUE] button, [Files] panel, [MIC1] terminal)
- Please note that the screens and specifications of the software described in this manual as well as the external appearance and specifications of the hardware are currently under development and may differ from the final specifications.
- Please note that depending on the operating system version, web browser settings, etc., operation may differ from the procedures described in this manual.

This manual consists mainly of explanations of functions of this unit as hardware. For detailed instructions on operating the Serato DJ software, see the Serato DJ software manual.

- The Serato DJ software manual can be downloaded from “Serato.com”. For details, see *Downloading the Serato DJ software manual* (p. 34).
- The latest version of Operating Instructions (this document) can be downloaded from the Pioneer DJ support site. For details, see *Acquiring the manual* (p. 34).

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Before start

Features

This unit features carefully arranged interfaces for various operations including "BIG JOG", which gives you total control over scratch play, "PERFORMANCE PADS", which can be used to add arrangements to music with beats, rolling and other dynamic actions produced using HOT CUE, SAMPLER and other functions, and "4-CHANNEL MIXER", which supports multi-track mixing with the 4-deck function, providing unique DJ performance tools when using "Serato DJ". Also, the unit provides "SOUND COLOR FX" and "OSCILLATOR" functions so that original arrangements can be added to the music being played back. Furthermore, numerous input and output terminals support a variety of DJ styles. Featuring aluminum material for the top panel, the design makes the unit look high quality, which is appropriate in a variety of scenes such as nightclubs, home parties, etc.

BIG JOG

We have achieved the shortest time required from when jog is operated until when the control signal is transferred to the software. Additionally, "BIG JOG", a large sized jog, allows the DJ to play scratches as they wish with smooth operability. At the center of the jog, the "ON JOG DISPLAY" displays the playback status of music and the current playback position so that the DJ can perform scratching more accurately. Also, the unit is equipped with "JOG FEELING ADJUST", which is popular in the CDJ Series. It is possible to adjust the operation load and back spin continuous time during scratch play to match particular tastes.

MULTI-COLOR PERFORMANCE PADS

"PERFORMANCE PADS", a large rubber pad used to assign and operate functions such as HOT CUE and SAMPLER, is positioned at the front of the unit. Music can be arranged by dynamic actions such as beating and rolling and the volume can be stronger or weaker depending on the strength of the beat. Also, each pad has built-in multi-color illumination that can be used to instantaneously understand the selected pad mode and playing status of each pad through illumination colors and lit condition.

4-CHANNEL MIXER

The unit includes "4-CHANNEL MIXER", which allows the DJ to independently operate songs being played back with four decks. Four songs can be mixed to create a highly individualistic DJ mix. Level meters are located near the master unit and the operation interface of each channel, so that input and output levels can be understood instantly. Furthermore, this unit retains the control panel layout of the Pioneer DJ DJM series, the world standard in DJ mixers. The simple, easy-to-understand control panel layout not only facilitates DJ performances but also makes it easy for DJs using the unit for the first time to operate it without hesitation, so it can be used without worry as a permanently installed mixer in the club.

PLUG AND PLAY DUAL USB PORT

Two USB sound cards are provided to connect the unit to up to two computers at the same time. The sound cards of the unit and all buttons and controls are set to be linked with "Serato DJ" beforehand so that the DJ can begin playing using "Serato DJ" without going through the need to make troublesome settings.

The USB selector located at the top side can be used to switch between the two sound cards with a single action. When one DJ takes over from another, this function provides a smooth transition between the two computers without sound being interrupted.

FLEXIBLE CONNECTIVITY

Four external input systems and two MIC input systems are provided to connect to a CD player or analog turntable. Mixing is possible without going through a computer, so the unit can be used as a single DJ mixer as well. In addition, two MASTER OUT systems and one BOOTH OUT system are provided to handle professional PA device output. All kinds of party scenes and DJ playing styles are supported.

DURABLE FADER

A slide structure is used for the crossfader and channel fader, in which the fader knob is supported by two metal shafts. This achieves smooth operability without wobble and also high durability. Also, effects on inside the faders caused by liquid and dust are minimized. An independently developed "MAGVEL CROSS FADER" magnetic system is incorporated for the crossfader to support scratch play, which provides high durability of more than 10,000,000 operations, and fine operability.

HIGH SOUND QUALITY

Leveraging the audio circuit of Pioneer audio devices for clubs, the unit provides powerful sound quality faithful to the original. It also reduces contact resistance through use of an AC inlet having a wide contact area with the power cable, and achieves stable and powerful sound even in the DJ booth in a loud environment. By adopting a high performance D/A converter and low jitter crystal oscillator made by Wolfson Microelectronics, the unit reproduces clear and powerful club sound faithful to the original.

PROFESSIONAL QUALITY DESIGN

Aluminum material on the top panel and jog plate provides a sense of high quality design. This unit is an essential part of DJ performance in clubs and home party scenes.

SERATO FLIP

This unit is equipped with a dedicated operation interface for the "SERATO FLIP" function that enables recording HOT CUE operation patterns and playing back recorded HOT CUE operation patterns so the DJ can intuitively operate the "SERATO FLIP" function. It allows the DJ to perform differently from normal playback by, for example, repeating or skipping specific sections.

KEY SHIFT AND KEY SYNC

Dedicated interfaces are provided for the "KEY SHIFT" function which allows you to control the key of tracks and the "KEY SYNC" function which automatically corrects the key to match the tracks you wish to mix. This facilitates the arrangement of tracks by changing the key, and smooth mixing that matches the key of the tracks.

SOUND COLOR FX

The unit is equipped with four "SOUND COLOR FX" functions (ECHO, JET, PITCH, and FILTER), achieving a wide range of musical arrangements.

By simply turning the control, it is possible to create the effect you want, and a variety of remix can be achieved such as adding original arrangements to the music.

Also, BPM information can be obtained from "Serato DJ", making it possible to add the ECHO effect linked with the BPM of the song being played back.

OSCILLATOR

The unit is equipped with the "OSCILLATOR" function for generating four types of sound (NOISE, DROP, LASER, and SIREN). Operation is simple. Just press the button of the sound type you wish to output. You can take music to an entirely new level by superimposing oscillator sound over the track you are playing back or further emphasizing the climax of the music. Also, you can change the tone by simply turning the [OSCILLATOR PARAMETER] control, making it possible to generate oscillator sound that is matched to the track.

SLIP MODE

This unit is equipped with a Slip Mode function by which the sound continues in the background while such operations as looping, scratching and hot cueing are being performed. This allows DJ performances without changing the original track's development after such playback operations as looping, scratching and hot cueing are completed.

NEEDLE SEARCH

Points can be searched for simply by touching the touch pad with a finger. This makes for intuitive, speedy searching with the sense of touching the music directly.

What's in the box

- Power cord x1
 - USB cable^[1] x1
 - Warranty (for some regions) ^[2] x1
 - Operating Instructions (Quick Start Guide) x1
- ^[1] Only one USB cable is included with this unit.
To connect two units, use a cable conforming to USB 2.0 standards.
- ^[2] Products for Europe only. (The corresponding information is provided on the back cover of "Operating Instructions (Quick Start Guide)" for Japan, and on the last page of both the English and French versions of the "Operating Instructions (Quick Start Guide)" for the North American region.)
-

Installing the software

Before installing the software

For the latest version of the Serato DJ software, access Serato.com and download the software from there.

- For details, refer to *Installation Procedure (Windows)* or *Installation procedure (Mac OS X)*.
 - The user is responsible for preparing the computer, network devices and other elements of the Internet usage environment required for a connection to the Internet.
-

About the driver software

This driver software is an exclusive driver for outputting audio signals from a computer.

- First read the *Software end user license agreement* on page 34 carefully.

Checking the latest information on the driver software

For detailed information on this unit's designated driver software, see the Pioneer DJ support site below.
<http://pioneerdj.com/support/>

Obtaining the driver software

- 1 Access the Pioneer DJ site.
<http://pioneerdj.com/>
 - 2 Click the [Support] icon.
 - 3 Click the [Software & Firmware Updates] icon.
 - 4 Click the [DDJ-SZ2] icon in the [CONTROLLER] category.
 - 5 Click the [Drivers] icon.
 - 6 Click the [Downloadlink] icon and save the file.
-

About the Serato DJ software

Serato DJ is a DJ software application by Serato. DJ performances are possible by connecting the computer on which this software is installed to this unit.

Minimum operating environment

Supported operating systems	CPU and required memory
Mac OS X: 10.11, 10.10 and 10.9	32-bit version Intel® processor, Core™ i3, i5 and i7 1.07 GHz or better 4 GB or more of RAM
	64-bit version Intel® processor, Core™ i3, i5 and i7 1.07 GHz or better 4 GB or more of RAM
Windows: Windows® 10, Windows® 8.1, Windows® 7	32-bit version Intel® processor, Core™ i3, i5 and i7 1.07 GHz or better 4 GB or more of RAM
	64-bit version Intel® processor, Core™ i3, i5 and i7 1.07 GHz or better 4 GB or more of RAM

Others	
USB port	A USB 2.0 port is required to connect the computer with this unit.
Display resolution	Resolution of 1280 x 720 or greater
Internet connection	An Internet connection is required for registering the "Serato.com" user account and downloading the software.

- For the latest system requirements and compatibility as well as to acquire the latest operating system, see [Software Info] of [DDJ-SZ2] on the [FAQ] page of the Pioneer DJ support site below.
<http://pioneerdj.com/support/>
- Operating System support assumes you are using the latest point release for that version.
- Operation is not guaranteed on all computers, even if all the required operating environment conditions indicated here are fulfilled.
- Depending on the computer's power-saving settings, etc., the CPU and hard disk may not provide sufficient processing capabilities. For notebook computers in particular, make sure the computer is in the proper conditions to provide constant high performance (for example by keeping the AC power connected) when using Serato DJ.
- Use of the Internet requires a separate contract with a provider offering Internet services and payment of provider fees.

❖ Obtaining the Serato DJ software

1 Access the Serato site.

<http://serato.com/>

2 Click the [Serato DJ] icon of [DJ PRODUCTS].

The Serato DJ download page appears.

- The download page is subject to change without notice.

3 Click the [DOWNLOAD SERATO DJ] icon.

4 Create an account on "Serato.com."

- If you have already registered a user account on "Serato.com", proceed to step 6.
- If you have not completed registering your user account, do so following the procedure below.
 - Following the instructions on the screen, input your e-mail address and the password you want to set, then select the region in which you live.
 - If you check [E-mail me Serato newsletters], newsletters providing the latest information on Serato products will be sent from Serato.
 - Once user account registration is completed, you will receive an e-mail at the e-mail address you have input. Check the contents of the e-mail sent from "Serato.com".
- Be careful not to forget the e-mail address and password specified when you performed user registration. They will be required for updating the software.

- The personal information input when registering a new user account may be collected, processed and used based on the privacy policy on the Serato website.

5 Click the link in the e-mail message sent from "Serato.com".

This takes you to the Serato DJ download page. Proceed to step 7.

6 Log in.

Input the e-mail address and password you have registered to log in to "Serato.com".

7 Download the Serato DJ software from the download page.

❖ Installation Procedure (Windows)

Do not connect this unit and the computer until installation is completed.

- First read the *Software end user license agreement* on page 34 carefully.
- Log on as the user which was set as the computer's administrator before installing.
- If any other programs are running on the computer, quit them.

1 Double-click the downloaded driver software (DDJ-SZ2_X.XXX.exe).

2 Proceed with installation according to the instructions on the screen.

If [Windows Security] appears on the screen while the installation is in progress, click [Install this driver software anyway] and continue with the installation.

When the installation program is completed, a completion message appears.

After installing the driver software, install the Serato DJ software.

3 Unzip the downloaded Serato DJ software file.

4 Double-click the unzipped software file to launch the installer.

5 Read the terms of the license agreement carefully, and if you agree, select [I agree to the license terms and conditions], then click [Install].



- If you do not agree to the contents of the license agreement, click [Close] to cancel installation. Installation begins.



The message of successful installation appears once installation is completed.

6 Click [Close] to quit the Serato DJ installer.



❖ Installation procedure (Mac OS X)

Do not connect this unit and the computer until installation is completed.

- If any other programs are running on the computer, quit them.

1 Double-click the downloaded driver software (DDJ-SZ2_M_X.X.X.dmg).

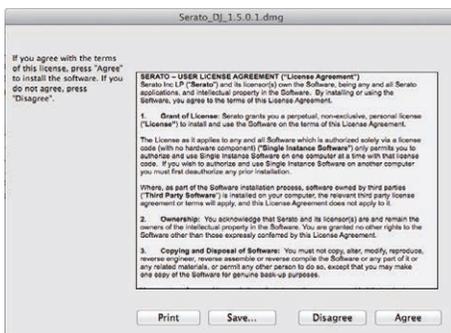
2 Double-click [DDJ-SZ2_AudioDriver.pkg].

3 Proceed with installation according to the instructions on the screen.

4 Unzip the downloaded Serato DJ software file.

5 Double-click the unzipped software file to launch the installer.

6 Read the terms of the license agreement carefully, and if you agree, click [Agree].



- If you do not agree to the contents of the usage agreement, click [Disagree] to cancel installation.

7 If the following screen appears, drag and drop the [Serato DJ] icon on the [Applications] folder icon.



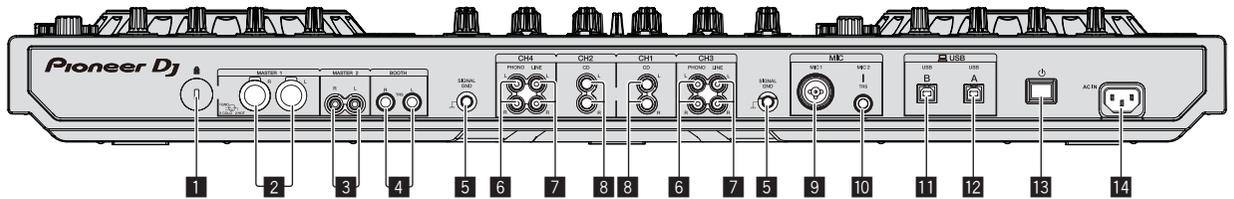
Connections and part names

Connections

- Connect the power cord after all the connections between devices have been completed. Be sure to turn off the power and unplug the power cord from the power outlet whenever making or changing connections. Refer to the operating instructions for the component to be connected.
- Be sure to use the included power cord.
- Be sure to use the USB cable included with this product or the one that conforms to USB 2.0.

Names of Parts

❖ Rear panel



1 Kensington security slot

Compatible with a 1/4" TS jack.

2 MASTER 1 terminals

Connect powered speakers, etc., here.

- Compatible with XLR connector type balanced outputs.

3 MASTER 2 terminals

Connect to a power amplifier, etc.

- Compatible with RCA pin-jack type unbalanced outputs.

4 BOOTH terminals

These are the output terminals for a booth monitor. Compatible with balanced or unbalanced output for 1/4" TRS connectors. The master channel sound can be output from the [BOOTH] output terminals regardless of the audio level set for the master channel. The volume level can be adjusted with the [BOOTH MONITOR] control.

- The sound will be distorted if the level is raised too high when using unbalanced outputs.

5 SIGNAL GND terminal

Connects an analog player's ground wire here. This helps reduce noise when the analog player is connected.

6 PHONO terminals

Connect to a phono level (MM cartridge) output device. Do not input line level signals.

- You need to set the [LINE, PHONO, USB] selector switch on top of the unit to [PHONO] beforehand.

7 LINE terminals

Connect to a DJ player or other line level device.

- You need to set the [LINE, PHONO, USB] selector switch on top of the unit to [LINE] beforehand.

8 CD terminals

Connect to a DJ player or other line level device.

- You need to set the [CD, USB] selector switch on top of the unit to [CD] beforehand.

9 MIC1 terminal

Connects a microphone here.

- Either an XLR connector or a phones plug (Ø 6.3 mm) can be used.

10 MIC2 terminal

Connects a microphone here.

11 USB-B terminal

Connect to a computer.

- Connect this unit to your computer directly via a USB cable included with this product or the one that conforms to USB 2.0.
- A USB hub cannot be used.

12 USB-A terminal

Connect to a computer.

- Connect this unit to your computer directly via a USB cable included with this product or the one that conforms to USB 2.0.
- A USB hub cannot be used.

13 Power switch

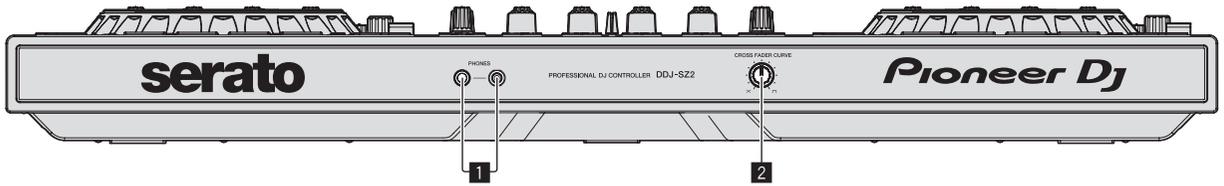
This switches this unit's power between on and standby.

14 AC IN terminal

Connect the power cord after all the connections between devices have been completed.

Be sure to use the included power cord.

❖ Front panel



1 PHONES jacks

Connect headphones here.

Compatible with a 1/4" TRS jack and 3.5 mm stereo mini jack.

- There are two input jacks, a 1/4" TRS jack and a 3.5 mm stereo mini jack, but do not use both of them simultaneously. If both are used simultaneously, when one is disconnected or connected, the volume of the other may increase or decrease suddenly.

2 CROSS FADER CURVE selector switch

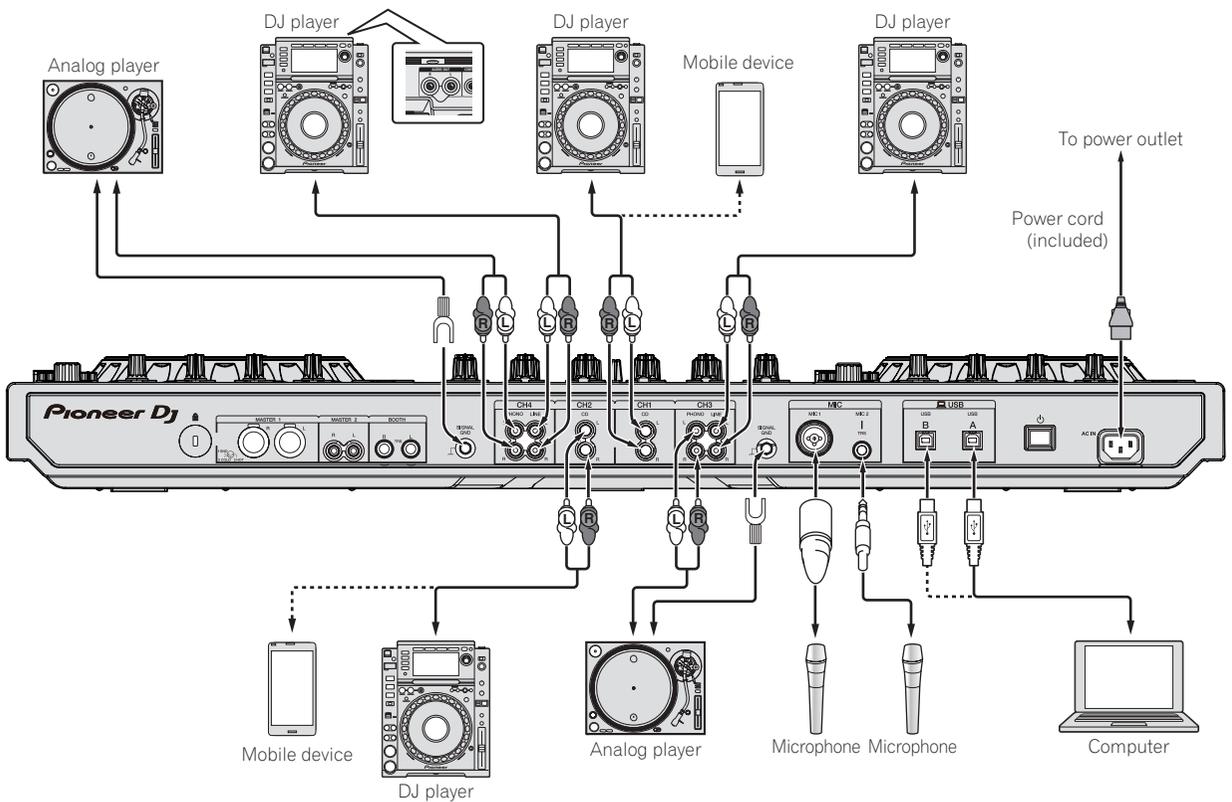
This switches the crossfader curve characteristics.

- The further the control is turned clockwise, the sharper the curve rises.
- The further the control is turned counterclockwise, the more gradually the curve rises.

Connecting the input/output terminals

❖ Connecting input terminals

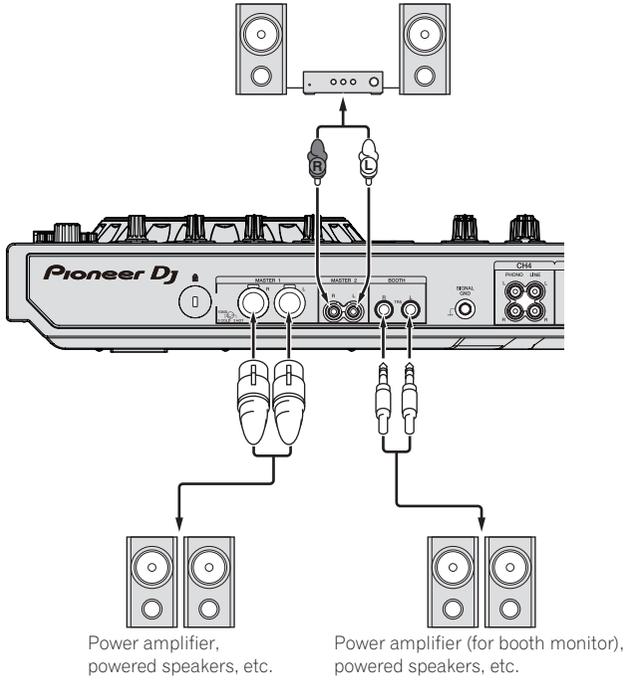
Rear panel



❖ Connecting output terminals

Rear panel

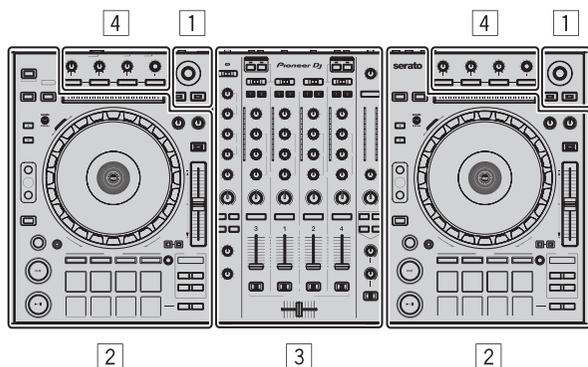
Component, amplifier, powered speaker, etc.



Front panel

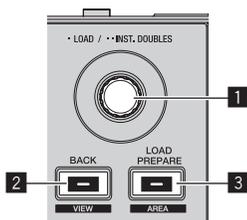


Part names and functions



- 1 Browser section
- 2 Deck section
- 3 Mixer section
- 4 Effect section

Browser section



1 Rotary selector

Turn:

The cursor in the library or on the [CRATES] panel moves up and down.

Press:

The selected tracks are loaded to the respective decks.

- When the rotary selector is pressed twice, the tracks loaded in the selected deck on the opposite side are loaded into the deck whose rotary selector was pressed. When this is done while a track is playing, the track is played from the same position. (Instant Double)

2 BACK (VIEW) button

Press:

The cursor moves between the [CRATES] panel and library each time the button is pressed.

[SHIFT] + press:

Switches the Serato DJ layout.

3 LOAD PREPARE (AREA) button

Press:

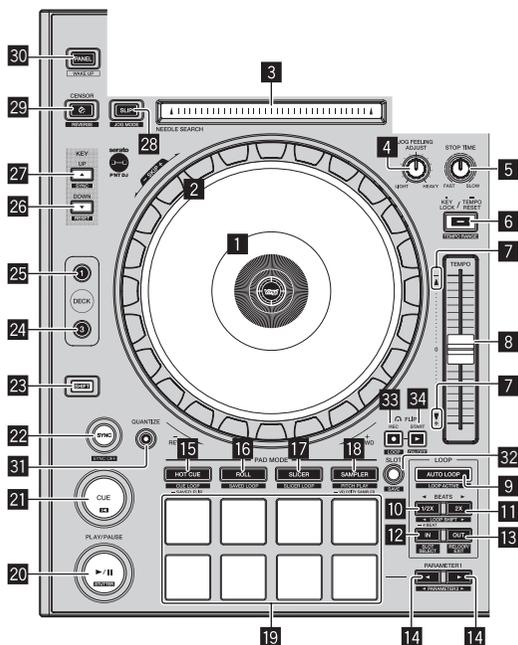
Loads tracks to the [Prepare] panel.

[SHIFT] + press:

Selects and opens the [Files] panel, [Browse] panel, [Prepare] panel or [History] panel.

Deck section

This section is used to control the four decks. The buttons and controls for operating decks 1 and 3 are located on the left side of the controller, those for operating decks 2 and 4 are located on the right side of the controller.



1 Jog dial display section

↪ *Jog dial display section* (p.14)

2 Jog dial

Turn top:

When the vinyl mode is on, the scratch operation is possible.

When the vinyl mode is off, the pitch bend operation (adjustment of the playing speed) is possible.

Turn outer section:

The pitch bend operation (adjustment of the playing speed) is possible.

[SHIFT] + Turn top:

The playback position skips in sync with the beat. (Skip mode)

- The skip mode cannot be used with tracks for which no beatgrid is set. For details on setting beatgrids, see the Serato DJ software manual.
- To use the skip mode, [SYNC PREFERENCES] in the Serato DJ [SETUP] menu must be switched to [Smart Sync].

3 NEEDLE SEARCH pad

By touching the pad, you can jump to the desired position in the track loaded in the deck.

4 JOG FEELING ADJUST control

This adjusts the load applied when the jog dial is spun.

The load gets heavier when turned clockwise, lighter when turned counterclockwise.

5 STOP TIME control

When the [PLAY/PAUSE▶/II] button is pressed, the speed of playback stop can be changed.

6 KEY LOCK button

Press:

Turns the key lock function on and off.

When the key lock function is on, the key does not change even when the playing speed is changed with the [TEMPO] slider.

The sound is digitally processed, so the sound quality decreases.

[SHIFT] + press:

The [TEMPO] slider's range of variation switches each time the button is pressed.



Press for over 1 second:

Sets the tempo (BPM) of the currently playing track back to its original tempo.

7 Takeover indicator

When decks are switched while the sync function is off, the position of the controller's [TEMPO] slider may not match the software's tempo (pitch). To regain control of the tempo from the controller, adjust using the [TAKEOVER] indicator as reference. Slowly move the [TEMPO] slider in the direction in which the [TAKEOVER] indicator lights. When moved to the position at which the [TAKEOVER] indicator turns off, the [TEMPO] slider's position matches the software's tempo (pitch) and the tempo can once again be controlled with the [TEMPO] slider.

8 TEMPO slider

Use this to adjust the track playing speed.

When the deck is switched, if the value controlled by Serato DJ and the [TEMPO] slider position of the unit are different, you cannot operate the [TEMPO] slider unless it is moved to the position controlled by Serato DJ.

- The default setting of the [TEMPO] slider of deck 3 and 4 of Serato DJ is $\pm 0.0\%$.

9 AUTO LOOP button

Press:

Turns the auto loop function on and off.

- During loop playback, this operation cancels looping.

[SHIFT] + press:

Switches looping between active and non-active. (Loop Active)

- Even if looping is active, if there is no playback position in that loop, loop playback is not performed.
- When the playback position enters the active loop, loop playback starts.
- During loop playback, this operation cancels looping.

10 LOOP 1/2X button

Press:

Select the auto loop beat.

During loop playback, the length of loop playback is split in half each time this button is pressed.

[SHIFT] + press:

During loop playback, moves the loop to the left by the amount equal to its length. (Loop Shift)

11 LOOP 2X button

Press:

Select the auto loop beat.

During loop playback, the length of loop playback is doubled each time this button is pressed.

[SHIFT] + press:

During loop playback, moves the loop to the right by the amount equal to its length. (Loop Shift)

12 LOOP IN button

Press:

Loop In Point is set.

When this button is pressed during loop playback, the loop in point can be fine-adjusted using the jog dial.

[SHIFT] + press:

The loop slot switches.

When loops are stored in loop slots ahead of time, they can be called out later.

- Up to eight loops can be set in the loop slots.
- When you select the number of the loop slot at which you want to store the loop then set a loop, the loop is automatically stored.

- When a new loop is set after a loop has been stored, the loop is overwritten and the slot is updated.
- When the number of the loop slot whose loop you want to call out is selected and the [LOOP OUT] button is pressed while pressing the [SHIFT] button (reloop), playback of the stored loop starts.

13 LOOP OUT button

Press:

The loop out point is set, and loop playback begins.

When this button is pressed during loop playback, the loop out point can be fine-adjusted using the jog dial.

[SHIFT] + press:

Cancels loop playback. (Loop Exit)

After loop playback is canceled, playback returns to the previously set loop in point and loop playback resumes. (Reloop)

14 PARAMETER ◀ button, PARAMETER ▶ button

These set the various parameters for when using the performance pads.

- ➔ *Using the performance pads* (p.19)

15 HOT CUE mode button

Press:

Sets the hot cue mode.

- ➔ *Using hot cues* (p.19)

[SHIFT] + press:

Sets the hot loop mode.

- ➔ *Using the cue loop* (p.20)

Press for over 1 second:

Sets the saved flip mode.

For details, see "Serato Flip Manual" from [Software Info] on the Pioneer DJ support site below.
<http://pioneerdj.com/support/>

16 ROLL mode button

Press:

Sets the roll mode.

- ➔ *Using the Roll function* (p.19)

[SHIFT] + press:

Sets the saved loop mode.

- ➔ *Using the saved loop* (p.20)

17 SLICER mode button

Press:

Sets the slicer mode.

- To cancel the slicer mode, press one of the [ROLL] mode, [SAMPLER] mode or [HOT CUE] mode buttons.

[SHIFT] + press:

Sets the slicer loop mode.

18 SAMPLER mode button

Press:

Sets the sampler mode.

[SHIFT] + press:

Sets the pitch play mode.

- For details, see *Pitch play mode* on page 21.

Press for over 1 second:

Turns the sampler velocity mode on and off.

For details on the sampler velocity mode, see *Using the sampler velocity mode* on page 22.

19 Performance pads

Various performances can be achieved using the pads.

- ➔ *Using the performance pads* (p.19)

20 PLAY/PAUSE ▶/II button

Press:

Use this to play/pause tracks.

- When the [PLAY/PAUSE ▶/II] button is pressed during Cue Sampler, playback continues from that point.

[SHIFT] + press:

The track returns to the temporary cue point and playback continues from there. (Stutter)

21 CUE button

Press:

This is used to set, play and call out temporary cue points.

- When the [CUE] button is pressed while pausing, the temporary cue point is set.
- When the [CUE] button is pressed during playback, the track returns to the temporary cue point and pauses. (Back Cue)
- When the [CUE] button is pressed and held after the track returns to the temporary cue point, playback continues as long as the button is pressed in. (Cue Sampler)
- When the [PLAY/PAUSE ►/II] button is pressed during Cue Sampler, playback continues from that point.

[SHIFT] + press:

Loads the previous track in the track list. (Previous Track)

- If the current playback position is not the beginning of a track, the track returns to the beginning.

22 SYNC button

Press:

The tempos (pitches) and beat grids of tracks on multiple decks can be synchronized automatically.

[SHIFT] + press:

Cancels the sync mode.

23 SHIFT button

When another button is pressed while pressing the [SHIFT] button, a different function is called out.

24 DECK 3 button

The deck on the right side has a [DECK 4] button. Switches the deck to be operated.

25 DECK 1 button

The deck on the right side has a [DECK 2] button. Switches the deck to be operated.

26 KEY DOWN/RESET button

Press:

When the [KEY DOWN/RESET] button is pressed, the key decreases.

[SHIFT] + press:

Press during KEY SYNC to return to the original key.

27 KEY UP/SYNC button

Press:

When the [KEY UP/SYNC] button is pressed, the key increases.

[SHIFT] + press:

Matches the key to that of the other deck.

The 26 to 27 buttons support the Pitch'n Time function. This function needs to be activated before it can be used. For details, see "Serato Pitch'n Time Manual" from [Software Info] on the Pioneer DJ support site below.

<http://pioneerdj.com/support/>

28 SLIP button

Turns the slip mode on and off.

➔ Using the slip mode (p.21)

[SHIFT] + press:

Turns the vinyl mode on and off.

29 CENSOR button

Press:

The track is played in the reverse direction while the [CENSOR] button is pressed, and normal playback resumes when the button is released.

- Even during playback in the reverse direction, normal playback continues in the background. When the button is released, playback resumes from the point reached in the background.

[SHIFT] + press:

The track is played in the reverse direction. When the [SHIFT] and [CENSOR] buttons are pressed again, reverse playback is canceled and normal playback resumes.

30 PANEL button

Press:

(During normal operation)

The panel display switches in the order below each time the button is pressed.

Panel display off ➔ [REC] panel ➔ [FX] panel ➔ [SP-6] panel ➔ Panel display off ...

- When Serato-Video is installed and enabled at the [SETUP] menu, a key for switching to the [VIDEO] panel is displayed on the Serato DJ software screen. To display the [VIDEO] panel, use the mouse to click this key for switching to the [VIDEO] panel.

(During standby status)

The standby mode is canceled.

[SHIFT] + press:

The panel display switches in the order below each time the button is pressed.

Panel display off ➔ [SP-6] panel ➔ [FX] panel ➔ [REC] panel ➔ Panel display off ...

- When Serato-Video is installed and enabled at the [SETUP] menu, a key for switching to the [VIDEO] panel is displayed on the Serato DJ software screen. To display the [VIDEO] panel, use the mouse to click this key for switching to the [VIDEO] panel.

31 QUANTIZE

Turns quantize on or off.

32 FLIP SLOT

33 FLIP REC

34 FLIP START

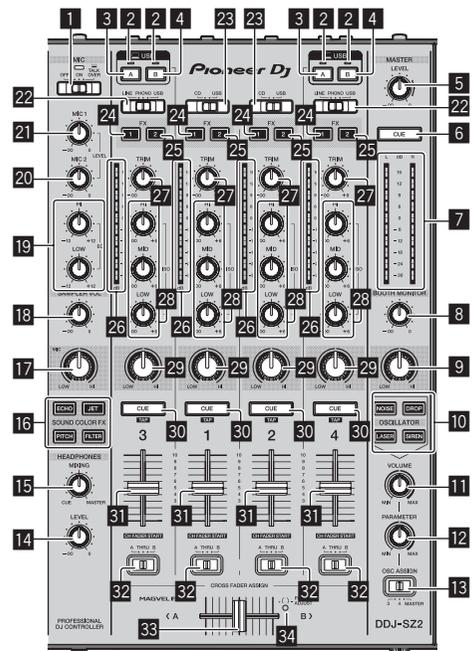
The 32 to 34 buttons support the FLIP function which allows you to record or call sequences such as HOT CUE operation.

This function (Serato Flip) needs to be activated before it can be used.

For details, visit the Pioneer DJ support site below.

<http://pioneerdj.com/support/>

Mixer section



1 OFF, ON, TALK OVER selector switch

Turns the microphone on/off.

2 USB connection indicator

Displays the connection status between the **USB-A** terminal and **USB-B** terminal.

Lights: When communication with Serato DJ is normal

Flashes: When the computer is connected to the terminal and the driver is not installed

Lights out: When the computer is not connected to the terminal

3 USB (A) button

When lights, the **USB-A** terminal is used in communication with the computer.

- The **[USB (A)]** button and **[USB (B)]** button located at the left side are used to control the USB communication for deck 1 or deck 3. The **[USB (A)]** button and **[USB (B)]** button located at the right side are used to control USB communication for deck 2 or deck 4.
- When the **[USB (A)]** button or **[USB (B)]** button located on the left side is flashing, it means the deck 1 or deck 3 audio is on air. Flashing stops when the channel fader of deck 1 or deck 3 is moved to the frontmost position. When the **[USB (A)]** button or **[USB (B)]** button located on the right side is flashing, it means deck 2 or deck 4 audio is on air. Flashing stops when the channel fader of deck 2 or deck 4 is moved to the frontmost position. (When the USB terminal is switched, sound is also switched instantaneously. Therefore, when the button is flashing, before switching the USB terminal, make sure that the deck is not used by another user.)

4 USB (B) button

When lights, the **USB-B** terminal is used in communication with the computer.

- The **[USB (A)]** button and **[USB (B)]** button located at the left side are used to control the USB communication for deck 1 or deck 3. The **[USB (A)]** button and **[USB (B)]** button located at the right side are used to control USB communication for deck 2 or deck 4.
- When the **[USB (A)]** button or **[USB (B)]** button located on the left side is flashing, it means the deck 1 or deck 3 audio is on air. Flashing stops when the channel fader of deck 1 or deck 3 is moved to the frontmost position. When the **[USB (A)]** button or **[USB (B)]** button located on the right side is flashing, it means deck 2 or deck 4 audio is on air. Flashing stops when the channel fader of deck 2 or deck 4 is moved to the frontmost position. (When the USB terminal is switched, sound is also switched instantaneously. Therefore, when the button is flashing, before switching the USB terminal, make sure that the deck is not used by another user.)

5 MASTER LEVEL control

Adjusts the master sound level output.

6 MASTER CUE button

Turns monitoring of the master output's sound on and off.

7 Master level indicator

Displays the master output's audio level.

8 BOOTH MONITOR control

Adjusts the level of audio signals output from the **[BOOTH]** terminal.

9 MASTER OUT COLOR control

Changes the SOUND COLOR FX parameter applied to the master output sound.

10 OSCILLATOR SELECT buttons

Generates oscillator sound (NOISE, DROP, LASER, and SIREN).

➔ *Using the oscillator function (p.24)*

11 OSCILLATOR VOLUME control

Adjusts the sound level of oscillator sound.

12 OSCILLATOR PARAMETER control

Adjusts the quantitative parameters of oscillator sound.

13 OSC ASSIGN selector switch

Selects the channel to output oscillator sound.

14 HEADPHONES LEVEL control

Adjusts the sound level output from the headphones.

15 HEADPHONES MIXING control

Adjusts the balance of the monitor volume between the sound of the channels for which the headphones **[CUE]** button is pressed and the sound of the master channel.

16 SOUND COLOR FX buttons

These turn the SOUND COLOR FX effects on/off.

17 MIC COLOR control

Changes the SOUND COLOR FX parameter applied to microphone sound.

18 SAMPLER VOL control

Adjusts the sound level of sampler.

19 EQ (HI, LOW) controls

These adjust the tone quality of the **[MIC1]** and **[MIC2]** channels.

20 MIC2 control

Adjusts the sound level output from the **[MIC2]** channel.

21 MIC1 control

Adjusts the sound level output from the **[MIC1]** channel.

22 LINE, PHONO, USB selector switch

Selects the input source of each channel from the components connected to this unit.

- **[LINE]**: Select this to use a line level output device (DJ player, etc.) connected to the **[LINE]** input terminals.
— When **[PHONO]** is selected, sound is muted momentarily.
- **[PHONO]**: Select this to use a phono level (for MM cartridges) output device (analog player, etc.) connected to the **[PHONO]** input terminals.
- **[USB]**: Select this to use the track loaded in the Serato DJ software's deck.

23 CD, USB selector switch

Selects the input source of each channel from the components connected to this unit.

- **[CD]**: Select this to use a line level output device (DJ player, etc.) connected to the **[CD]** terminals.
- **[USB]**: Select this to use the track loaded in the Serato DJ software's deck.

24 FX 1 assign button

Turns effect unit FX1 on and off for the respective channel.

25 FX 2 assign button

Turns effect unit FX2 on and off for the respective channel.

26 Channel Level Indicator

Displays the sound level of the respective channels before passing through the channel faders.

27 TRIM control

Adjusts the level of audio signals input in each channel.

28 ISO (HI, MID, LOW) controls

Boosts or cuts frequencies for the different channels.

29 COLOR control

This changes the parameters of the SOUND COLOR FX of the different channels.

30 Headphones CUE button

Press:

The sound of channels for which the headphones **[CUE]** button is pressed is output to the headphones.

- When the headphones **[CUE]** button is pressed again, monitoring is canceled.

[SHIFT] + press:

The track's tempo can be set by tapping the button. (Tap function)

- When the tap function is used, the deck section's display on the computer's screen switches to the **[Beatgrid Editor]** display. To switch the deck section's display back to how it was before, click **[Edit Grid]** on the computer's screen.

31 Channel fader

Move:
Adjusts the level of audio signals output in each channel.

[SHIFT] + move:

Use the channel fader start function.

➔ *Using the channel fader start function (p.22)*

32 Crossfader assign selector switch

Assigns the channel output to the crossfader.

[A]: Assigns to **[A]** (left) of the crossfader.

[B]: Assigns to **[B]** (right) of the crossfader.

[THRU]: Selects this when you do not want to use the crossfader.

(The signals do not pass through the crossfader.)

33 Crossfader

Outputs the sound assigned with the crossfader assign switch.

[SHIFT] + move:

Uses the crossfader start function.

➔ *Using the crossfader start function (p.22)*

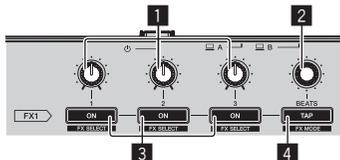
34 FEELING ADJUST adjustment hole

This can be used to adjust the crossfader's operating load.

➔ *Adjusting the crossfader's operating load (p.22)*

Effect section

This section is used to control the two effect units (FX1 and FX2). Controls and buttons used to operate the FX1 unit are located on the left side of the controller, those used to operate the FX2 unit are located on the right side of the controller. The channels to which the effect is to be applied are set using the effect assign buttons on the mixer section.



1 Effect parameter controls

These adjust the effects' parameters.

2 FX BEATS control

Adjusts the effect time.

3 Effect parameter buttons

Press:

Turns the effect on and off or switches the parameter.

[SHIFT] + press:

Switches the effect type.

4 TAP button

Press:

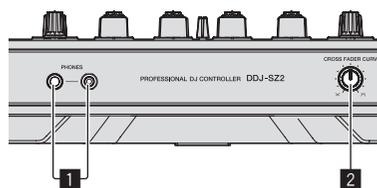
The BPM used as the base value for the effect is calculated by the interval at which the button is tapped with a finger.

When the button is pressed and held, the effect time is reset.

[SHIFT] + press:

Switches the effect mode.

Front panel



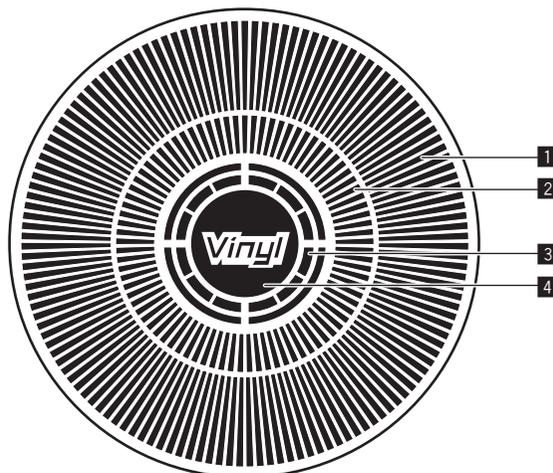
1 PHONES jacks

2 CROSS FADER CURVE selector switch

This switches the crossfader curve characteristics.

- The further the control is turned clockwise, the sharper the curve rises.
- The further the control is turned counterclockwise, the more gradually the curve rises.

Jog dial display section



1 Operation display

It works in synchronization with the rotation display of the Serato DJ deck.

2 Hot cue point display

3 Jog touch detection display

The display lights when the jog dial top is pressed when VINYL mode is on.

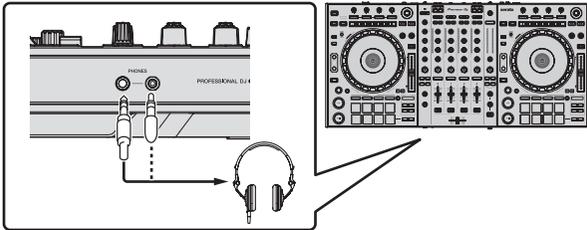
4 VINYL

The display lights when VINYL mode is on.

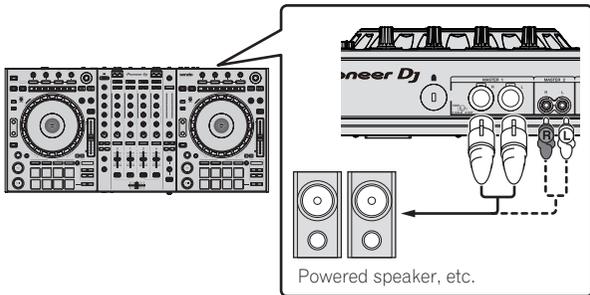
Basic Operation

Connections

1 Connect headphones to one of the [PHONES] terminals.

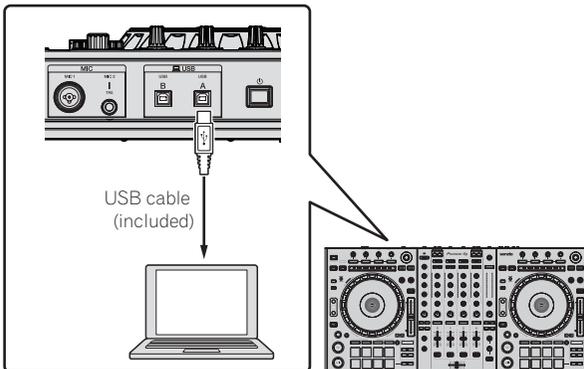


2 Connect powered speakers, a power amplifier, components, etc., to the [MASTER 1] or [MASTER 2] terminals.



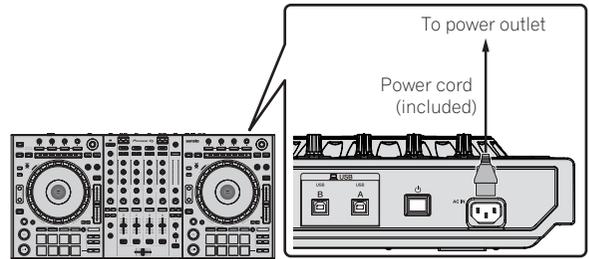
- To output the sound from the [BOOTH] terminals, connect speakers or other devices to the [BOOTH] terminals.
- For details on the connections of the input/output terminals, see *Connections* (p.7).

3 Connect this unit to your computer via a USB cable.

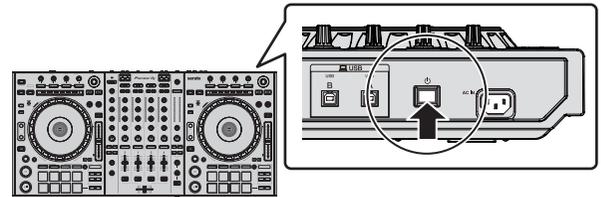


4 Turn on the computer's power.

5 Connect the power cord.



6 Press the [⏻] switch on this unit's rear panel to turn this unit's power on.



Turn on the power of this unit.

- For Windows users
The message [Installing device driver software] may appear when this unit is first connected to the computer or when it is connected to a different USB port on the computer. Wait a while until the message [Your devices are ready for use] appears.

7 Turn on the power of the devices connected to the output terminals (powered speakers, power amplifier, components, etc.).

- When a microphone, DJ player or other external device is connected to input terminals, the power of that device also turns on.

Starting the system

Launching Serato DJ

For Windows 7

From the Windows [Start] menu, click the [Serato DJ] icon under [All Programs] > [Serato] > [Serato DJ].

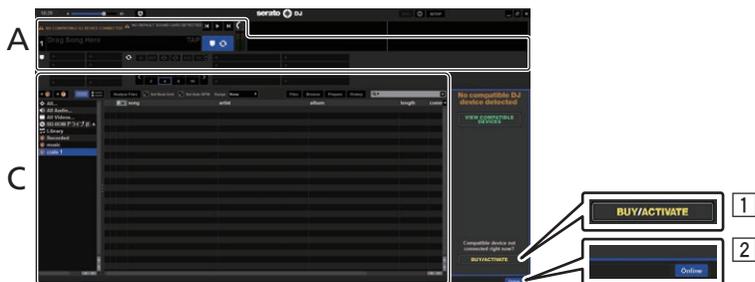
For Windows 10/8.1

From [Apps view], click the [Serato DJ] icon.

For Mac OS X

In Finder, open the [Applications] folder, then click the [Serato DJ] icon.

Computer screen directly after the Serato DJ software is launched

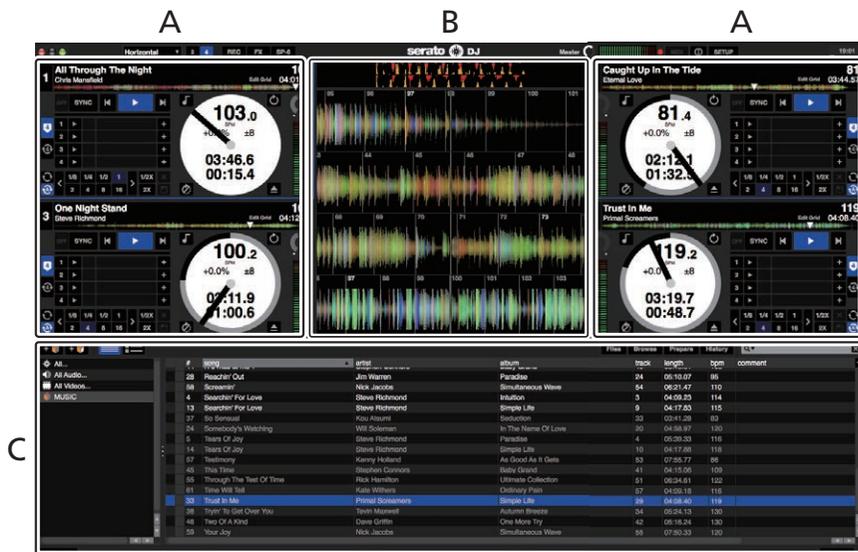


1 The [BUY/ACTIVATE] icon may appear on the right side of the screen that is displayed when Serato DJ is launched the first time, but there is no need to activate or purchase a license for those using DDJ-SZ2.

2 Click [Online] to use the unit as is.

Computer screen when a track is loaded in the Serato DJ software

Click [Library] at the upper left of the computer screen, then select [Vertical] or [Horizontal] from the pull-down menu to switch the Serato DJ screen.



A Deck section

The track information (the name of the loaded track, artist name, BPM, etc.), the overall waveform and other information is displayed here.

B Waveform display

The loaded track's waveform is displayed here.

C Browser section

Crates in which tracks in the library or sets of multiple tracks are stored are displayed here.

This manual consists mainly of explanations of functions of this unit as hardware. For detailed instructions on operating the Serato DJ software, see the Serato DJ software manual.

Importing tracks

The following describes the typical procedure for importing tracks.

- There are various ways to import tracks with the Serato DJ software. For details, see the Serato DJ software manual.
- If you are already using Serato DJ software (Scratch Live, ITCH or Serato DJ Intro) and have already created track libraries, the track libraries you have previously created can be used as such.
- If you are using Serato DJ Intro and have already created track libraries, you may have to reanalyze the tracks.

1 Click the [Files] key on the Serato DJ software screen to open the [Files] panel.

The contents of your computer or the peripheral connected to the computer are displayed in the [Files] panel.

2 Click the folder on the [Files] panel containing the tracks you want to add to the library to select it.

3 On the Serato DJ software screen, drag and drop the selected folder to the crates panel.

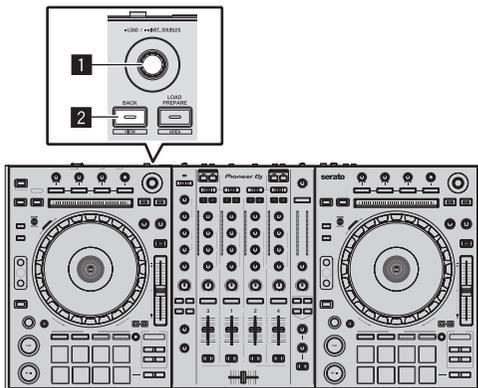
A crate is created and the tracks are added to the library.



a [Files] panel
b Crates panel

Loading tracks and playing them

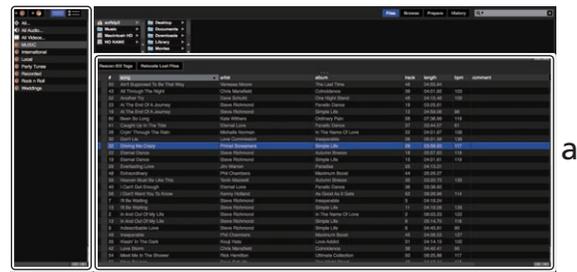
The following describes the procedure for loading tracks into deck [1] as an example.



- 1 Rotary selector
- 2 BACK (VIEW) button

1 Press this unit's [BACK (VIEW)] button, move the cursor to the crates panel on the computer's screen, then turn the rotary selector to select the crate, etc.

- 2 Press the rotary selector, move the cursor to the library on the computer's screen, then turn the rotary selector and select the track.



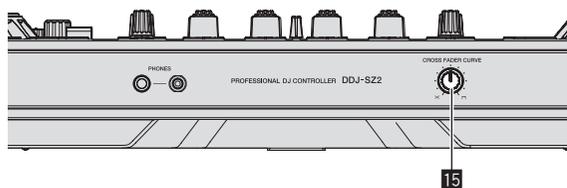
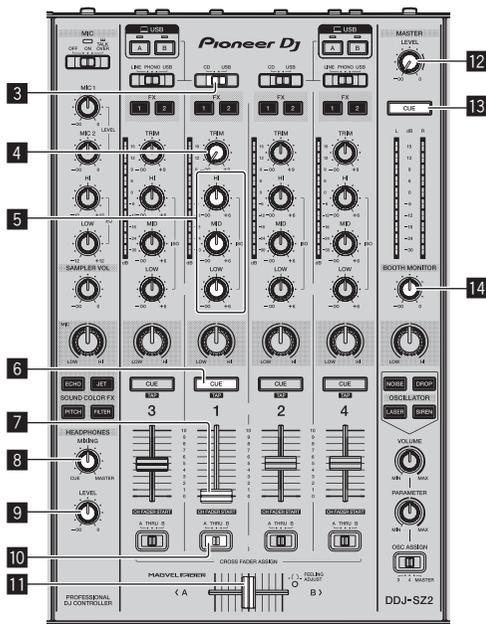
a Library
b Crates panel

- 3 Press the [DECK1] button.
- 4 Press the rotary selector to load the selected track onto the deck.

Playing tracks and outputting the sound

The following describes the procedure for outputting the channel 1 sound as an example.

- Set the volume of the devices (power amplifier, powered speakers, etc.) connected to the [MASTER 1] and [MASTER 2] terminals to an appropriate level. Note that loud sound will be output if the volume is set too high.



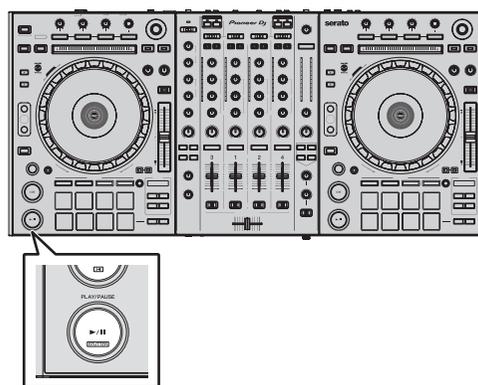
- CD, USB selector switch
- TRIM control
- ISO (HI, MID, LOW) controls
- Headphones CUE button
- Channel fader
- HEADPHONES MIXING control
- HEADPHONES LEVEL control
- Crossfader assign selector switch
- Crossfader
- MASTER LEVEL control
- MASTER CUE button
- BOOTH MONITOR control
- CROSS FADER CURVE selector switch

1 Set the positions of the controls, etc., as shown below.

Names of controls, etc.	Position
MASTER LEVEL control	Turned fully counterclockwise

Names of controls, etc.	Position
CD, USB selector switch	[USB] position
TRIM control	Turned fully counterclockwise
ISO (HI, MID, LOW) controls	Center
Channel fader	Moved forward
Crossfader assign selector switch	[THRU] position

2 Press the [▶/II] button to play the track.



3 Turn the [TRIM] control.

Adjust the [TRIM] control so that the channel level indicator's orange indicator lights at peak level.

4 Move the channel fader away from you.

5 Turn the [MASTER LEVEL] control to adjust the audio level of the speakers.

Adjust the sound level output from the [MASTER 1] and [MASTER 2] terminals to an appropriate level.

Monitoring sound with headphones

Set the positions of the controls, etc., as shown below.

Names of controls, etc.	Position
HEADPHONES MIXING control	Center
HEADPHONES LEVEL control	Turned fully counterclockwise

1 Press the headphones [CUE] button for the channel 1.

2 Turn the [HEADPHONES LEVEL] control.

Adjust the sound level output from the headphones to an appropriate level.



Note

This unit and the Serato DJ software include a variety of functions enabling individualistic DJ performances. For details on the respective functions, see the Serato DJ software manual.

- The Serato DJ software manual can be downloaded from "Serato.com". For details, see *Downloading the Serato DJ software manual* (p. 34).

Quitting the system

1 Quit [Serato DJ].

When the software is closed, a message for confirming that you want to close it appears on the computer's screen. Click [Yes] to close.

2 Press the [⏻] switch on this unit's rear panel to set this unit's power to standby.

3 Disconnect the USB cable from your computer.

Advanced Operation

The descriptions from this point on are for functions not described in the Serato DJ software manual that are specifically for when this unit and Serato DJ are used in combination.

Using the performance pads

These functions are switched using the respective pad mode buttons (the [HOT CUE] mode button, [ROLL] mode button, [SLICER] mode button and [SAMPLER] mode button).

Using hot cues

With this function, playback can be started instantaneously from the position at which a hot cue is set.

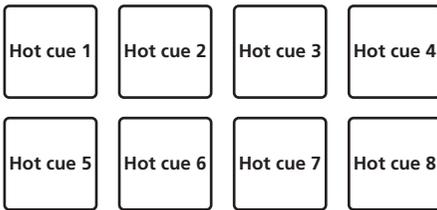
- Up to eight hot cue points can be set and saved per track.

1 Press the [HOT CUE] mode button.

The [HOT CUE] mode button lights and the mode switches to the hot cue mode.

2 In the play or pause mode, press a performance pad to set the hot cue point.

The hot cue points are assigned to the respective performance pads as shown below.



3 Press the performance pad at which the hot cue point was set.

Playback starts from the hot cue point.

- Set hot cue points can be cleared by pressing a performance pad while pressing the [SHIFT] button.

Using the Roll function

When a performance pad is pressed, a loop with the number of beats assigned to that pad is set and loop playback continues as long as the pad is being pressed.

During loop roll playback, normal playback with the original rhythm continues in the background. When loop roll playback is canceled, playback resumes from the position reached in the background at the point loop roll playback was canceled.

1 Press the [ROLL] mode button.

The [ROLL] mode button lights and the mode switches to the roll mode.



The range of beats set for the loop roll is displayed on the computer's screen.



2 Press and hold one of the performance pads.

A loop roll with the number of beats assigned to the pad that was pressed is played. Playback continues in the background during loop roll playback.

- The number of beats of the currently playing loop roll can be changed by pressing the [LOOP 1/2X] button, [LOOP 2X] button, [PARAMETER ◀] button, or [PARAMETER ▶] button during loop roll playback.

3 Release the performance pad.

Loop roll playback is canceled, and playback resumes from the position reached in the background.

Using the Slicer function

The specified range is divided into eight equal sections, and these eight sliced sections are assigned to the respective performance pads. While one of the performance pads is pressed, the sound for the section assigned to that pad is played in a loop.

During loop playback of the pad's sound, normal playback with the original rhythm continues in the background. When the pad is released and loop playback ends, playback resumes from the position reached at that point.

- The slicer function cannot be used with tracks for which no beatgrid is set. For details on setting beatgrids, see the Serato DJ software manual.

1 Press the [SLICER] mode button.

The [SLICER] mode button lights and the mode switches to slicer mode.

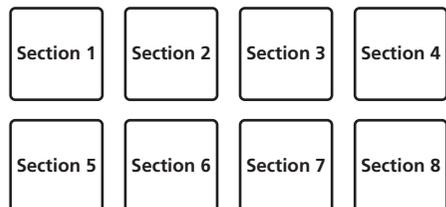
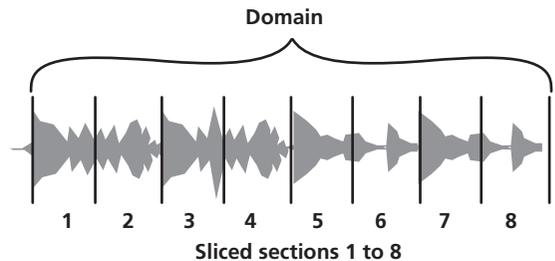
- While pressing the [SHIFT] button, pressing the [SLICER] mode button switches the mode to slicer loop mode.
- For details, see *About slicer mode and slicer loop mode* on page 20.

2 Press the [PARAMETER ◀] or [PARAMETER ▶] button while pressing the [SHIFT] button.

Set the domain for the slicer function. The value set for the domain switches each time one of the buttons is pressed while pressing the [SHIFT] button.

The domain can be set to one of six settings: 2 beats, 4 beats, 8 beats, 16 beats, 32 beats or 64 beats.

The eight equal sections into which the range specified with the domain setting have been sliced are assigned to the respective performance pads as shown below.



3 Press the [PARAMETER◀] or [PARAMETER▶] button.

Set the quantization for the slicer function. The value set for the quantization switches each time one of the buttons is pressed.

The quantization can be set in four ways: 1/8, 1/4, 1/2 and 1.

The length of the loop which is played while the pad is being pressed can be changed with the "QUANTIZATION" setting. For example, when "QUANTIZATION" is set to "1", the entire section assigned to the pad is played in a loop, and when "QUANTIZATION" is set to "1/2", only the first half of the section assigned to the pad is played in a loop.

4 Press and hold one of the performance pads.

When the pad is pressed and held, the sound is played in a loop.

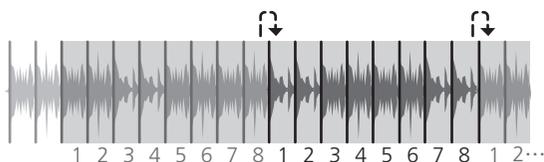
- The length of loop playback differs depending on the quantization setting.

When the pad is released, the track returns to the position that is playing in the background.

❖ About slicer mode and slicer loop mode

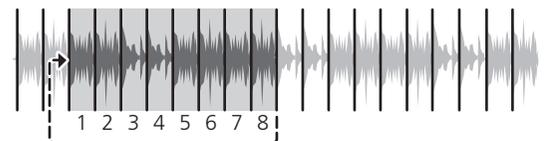
Slicer mode

When the playback position advances to the end of the range that has been sliced into eight equal sections, the range shown on the display switches to the next eight sliced sections, and these sliced sections are assigned to the respective pads, replacing the previously assigned sections.



Slicer loop mode

When the playback position advances to the end of the range that was sliced into eight equal parts, the playback position returns to the beginning of the range that was sliced into eight equal parts.



Using the sampler function

Tracks loaded in the sampler slots of the sampler (SP-6) can be played with the performance pads.

1 Press the [PANEL] button to open the [SP-6] panel on the computer's screen.

2 Press the [SAMPLER] mode button.

The [SAMPLER] mode button lights and the mode switches to the sampler mode.

3 Press the [PARAMETER◀] or [PARAMETER▶] button.

Switch the sampler (SP-6) bank. The sampler has four banks, A, B, C and D, and each bank has six slots.

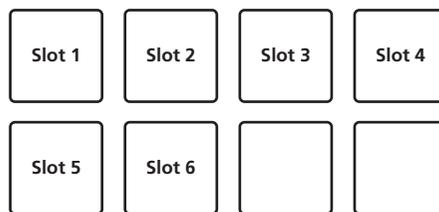
4 Press a performance pad while pressing the [SHIFT] button to load a track into a slot of the [SP-6] panel.

The sampler settings and loaded tracks are saved.

5 Press a performance pad.

The sound for the slot assigned to the pad that was pressed is played.

- Playback method differs depending on the Serato DJ sampler mode. For details, see the Serato DJ software manual.



- When a performance pad is pressed while pressing the [SHIFT] button, the sound of the slot that is currently playing stops.

Using the cue loop

1 Press the [HOT CUE] mode button while pressing the [SHIFT] button.

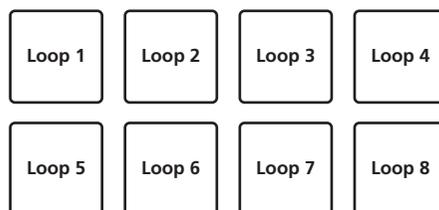
The mode switches to cue loop mode.

2 During playback, press a performance pad.

The loop in point is set at the hot cue slot and loop playback starts.

- The length of the loop at this time is the number of beats set for auto looping.

The loop in points are assigned to the performance pads as shown below.



- With the cue loop function, the hot cue point is used as the loop-in point.

If a performance pad at which a hot cue point is already set is pressed, loop playback starts from that hot cue point.

3 During loop playback, press the [PARAMETER◀] button.

The loop length is cut in half.

Pressing the [LOOP 1/2X] button obtains the same effect.

4 During loop playback, press the [PARAMETER▶] button.

The loop length is doubled.

Pressing the [LOOP 2X] button obtains the same effect.

5 During loop playback, press the [PARAMETER◀] or [PARAMETER▶] button while pressing the [SHIFT] button.

The loop moves, remaining the same length (loop shift).

6 While pressing the [SHIFT] button, press the same performance pad.

The track returns to the set loop in point and loop playback continues.

7 Press the same performance pad again.

Loop playback is canceled.

Using the saved loop

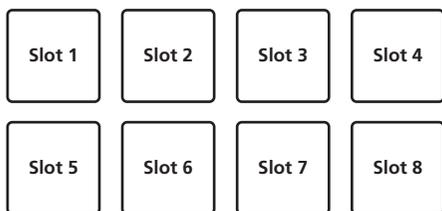
With this function, loop is saved in a loop slot of Serato DJ or a saved loop is called.

1 Press the [ROLL] mode button while pressing the [SHIFT] button.

The mode switches to saved loop mode.

2 During loop playback, press a performance pad.

A loop is assigned to the loop slot of Serato DJ.



3 Press the performance pad while pressing the [SHIFT] button.

Playback continues by returning to the beginning of the loop.

4 Press the same performance pad again.

Loop playback is canceled.

5 During loop playback, press the [PARAMETER◀] button.

The loop length is cut in half.

6 During loop playback, press the [PARAMETER▶] button.

The loop length is doubled.

7 During loop playback, press the [PARAMETER◀] or [PARAMETER▶] button while pressing the [SHIFT] button.

The loop moves, remaining the same length (loop shift).

Pitch play mode

To use this function, you need to activate the Pitch'n Time function. For details, see "Serato Pitch'n Time Manual" from [Software Info] on the Pioneer DJ support site below.
<http://pioneerdj.com/support/>

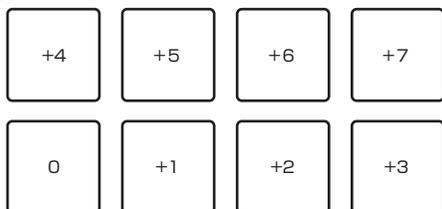
1 Press the [SAMPLER] mode button while pressing the [SHIFT] button.

2 Press a performance pad while pressing the [SHIFT] button to select a registered hot cue point.

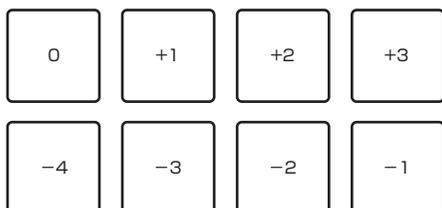
3 Press a performance pad.

Pressing the [PARAMETER◀] button or [PARAMETER▶] button selects the pitch range from the up range, middle range, and down range. Playback starts from the hot cue point selected in step 2 at the pitch assigned to the pressed pad.

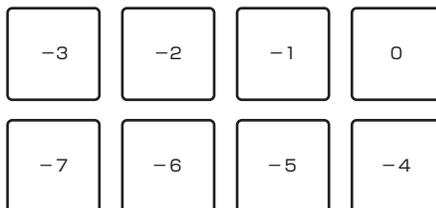
Up range



Middle range



Down range



Using the slip mode

When the slip mode is turned on, normal playback with the original rhythm continues in the background during scratching, looping and hot cue playback. When scratching, looping or hot cue playback is canceled, normal playback resumes from the position reached up to the point at which the operation was canceled.

Various performances can be achieved without breaking the rhythm.

- The [SLIP] button lights when the slip mode is set and flashes while the sound is being played in the background.

Slip scratching

1 While pressing the [SHIFT] button, press the [SLIP] button.

The unit switches to VINYL mode.

2 During playback, operate the top of the jog dial to scratch.

Normal playback continues in the background even while scratching.

3 Release your hand from the top of the jog dial.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Slip hot cue

1 Press the [HOT CUE] mode button.

Set the hot cue mode.

2 Set the hot cue.

Press a performance pad to set the hot cue.

3 Press the [SLIP] button.

The mode switches to the slip mode.

4 During playback, press and hold a performance pad.

Playback starts from the position at which the hot cue was set. Playback continues as long as the performance pad is pressed.

Normal playback continues in the background even while the hot cue is playing.

5 Release your finger from the performance pad.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Slip braking

1 Adjust the [STOP TIME] control

The [STOP TIME] setting adjusts the speed at which the track stops from the play mode.

When using slip braking, adjust the [STOP TIME] control to around the 9 o'clock position so that playback stops slowly.

2 Press the [SLIP] button.

The mode switches to the slip mode.

3 During playback, press the [PLAY/PAUSE ▶/II] button.

Playback slowly stops while the button is being pressed. Normal playback continues in the background while playback is slowly stopping.

4 Press the [PLAY/PAUSE ▶/II] button again.

Playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Auto slip looping

1 Press the [SLIP] button.

The mode switches to the slip mode.

2 Press the [LOOP 1/2X] or [LOOP 2X] button.

Select the auto loop beat.

3 Press the [AUTO LOOP] button.

A loop with the specified number of beats is set and loop playback starts. Normal playback continues in the background even during loop playback.

4 Press the [AUTO LOOP] button again.

Looping is canceled and playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Manual slip looping

❖ Creating a loop and slipping it

1 Press the [SLIP] button.

The mode switches to the slip mode.

2 Press the [LOOP IN] button, then press [LOOP OUT] button.

Loop playback starts.

Normal playback continues in the background even during loop playback.

3 Press the [LOOP OUT] button while pressing the [SHIFT] button.

Looping is canceled and playback starts from the position reached in the background.

- To cancel the slip mode, press the [SLIP] button again.

Using the fader start function

Using the channel fader start function

1 Set the cue.

Pause at the position from which you want to start playback, then press the [CUE] button for the corresponding deck.

- Cues can also be set by moving the channel fader from the back to the position nearest you while pressing the [SHIFT] button in the pause mode.

2 While pressing the [SHIFT] button, move the channel fader from the position nearest you towards the back.

Playback of the track starts from the set cue point.

- When the channel fader is moved back to the position nearest you while pressing the [SHIFT] button during playback, the track moves instantaneously back to the set cue point and the pause mode is set. (Back Cue)

If no cue is set, playback starts from the beginning of the track.

It is also possible to change the setting in the utility settings so that the sync mode is set simultaneously when playback is started with the channel fader start function.

When the channel fader is moved from the back to the position nearest you while pressing the [SHIFT] button when standing by at a cue, track playback starts from the set cue.

Using the crossfader start function

To use the crossfader start function, set the crossfader assign selector switch of the channel you want to move to [A] or [B].

1 Set the cue.

Pause at the position from which you want to start playback, then press the [CUE] button for the corresponding deck.

- Cues can also be set by moving the crossfader to the left edge or the right edge while pressing the [SHIFT] button in the pause mode.

2 Move the crossfader to the left edge or right edge position.

Set to the edge opposite the side on which the channel you want to use with the fader start function is set.

3 While pressing the [SHIFT] button, move the crossfader in the opposite direction from the left edge or right edge.

Playback of the track starts from the set cue point.

- When the crossfader is returned to the original position while pressing the [SHIFT] button during playback, the track moves instantaneously back to the set cue point and the pause mode is set (Back Cue).
- If no cue is set, playback starts from the beginning of the track.
- When the crossfader is moved from the left edge to the right edge (or from the right edge to the left edge) while pressing the [SHIFT] button when standing by at a cue, track playback starts from the set cue point.

Using the sampler velocity mode

When the sampler velocity mode is on, the sample volume level changes according to the strength with which the performance pads are tapped. The volume level increases when the performance pads are tapped strongly, decreases when they are tapped weakly.

When the sampler velocity mode is off, the sound is triggered at the volume level set with the Serato DJ software, regardless of the strength with which the performance pads are tapped.

Turning the sampler velocity mode on

When the [SAMPLER] mode button is pressed for over one second, the sampler velocity mode turns on.

Turning the sampler velocity mode off

When the [SAMPLER] mode button is pressed for over one second, the mode is changed to the usual sampler mode (sampler velocity mode is turned off).

- In the utilities mode, the velocity curve and after-touch function can be set. When after-touch is enabled, the sample's volume level changes while the performance pad is pressed according to the strength at which the pad is pressed. Also, in the utilities mode, the method for entering the sampler velocity mode can be changed. For details, see *Changing the sampler velocity mode's velocity curve setting* on page 28.

Adjusting the crossfader's operating load

The load (resistance) when the crossfader is operated can be adjusted using a flathead screwdriver.

- You can adjust the play (cut lag) on both edges of the crossfader. For details, see *Adjusting the crossfader cut lag* on page 29.

1 Move the crossfader to the right edge.

2 Insert the flathead screwdriver into the [FEELING ADJUST] adjustment hole and turn it.

- Turn clockwise: The load decreases (the resistance of fader movement gets weaker).
- Turn counterclockwise: The load increases (the resistance of fader movement gets stronger).

Analyzing tracks

When loading tracks onto the deck by pressing the rotary selector, the tracks are analyzed, but it may take time to display the BPM and waveform until analysis is completed.

When the Serato DJ software is used as an offline player, tracks can be analyzed ahead of time. For tracks whose analysis has been completed, the BPM and waveform are displayed immediately when the tracks are loaded onto the decks.

For details on using the Serato DJ software as an offline player and instructions on analyzing tracks, see the Serato DJ software manual.

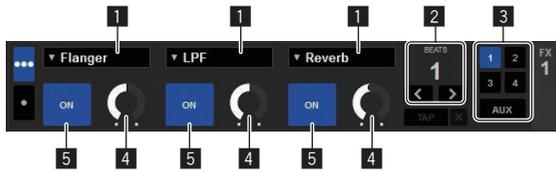
- Depending on the number of track files, some time may be required for analysis.

Using effects

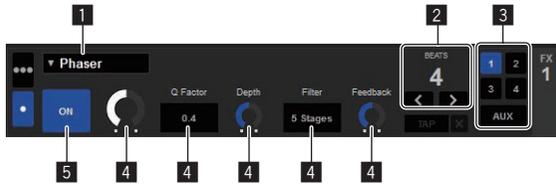
Serato DJ has two effect units, FX1 and FX2. Those effects can be applied to the selected deck or sampler sound (AUX). The following describes how to operate this unit to assign an effect unit to channel 1.

Serato DJ effects unit screen display

Multi FX mode: Up to three effects can be selected per effect unit, and each effect has one adjustable parameter.



Single FX mode: One effect can be selected per effect unit and there are multiple adjustable parameters.



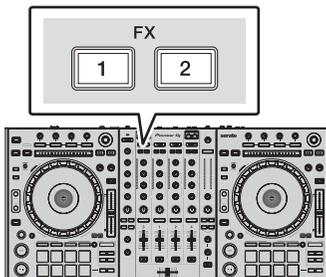
- This displays the effect type.
- This displays the effect time.
- This displays the number of the deck to which the effect unit is assigned.
- This displays the effect parameter status.
- This displays whether the effect is on or off.

Operating in the multi FX mode

1 Press the [TAP] button while pressing the [SHIFT] button to switch Serato DJ's DJ-FX mode to the multi FX mode.

The mode switches between the multi FX mode and single FX mode each time the buttons are operated.

2 Press the [FX1] button or [FX2] button of channel 1 to select the effect unit to assign.

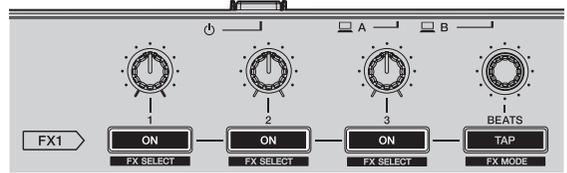


The number of the deck to which the effect is assigned is highlighted on the Serato DJ screen.

3 Press the effect parameter 1 button while pressing the [SHIFT] button to select the first effect type.

To select the second effect type, press the effect parameter 2 button while pressing the [SHIFT] button.

To select the third effect type, press the effect parameter 3 button while pressing the [SHIFT] button.

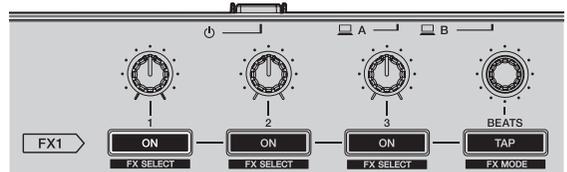


The currently selected effect type is displayed on the Serato DJ screen.

4 Press the effect parameter 1 button to turn the first effect on.

Press the effect parameter 2 button to turn the second effect on.

Press the effect parameter 3 button to turn the third effect on.

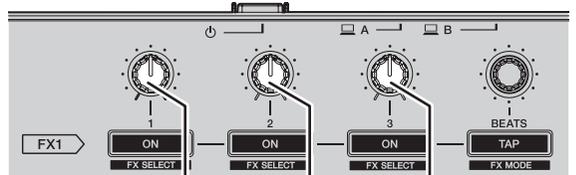


The [ON] key for the corresponding effect is highlighted on the Serato DJ screen.

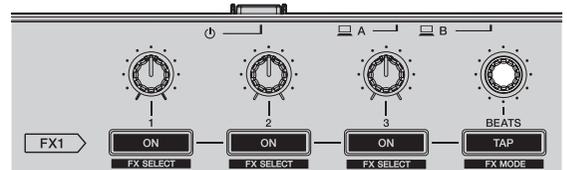
5 Operate the effect parameter 1 control to adjust the parameter of the first effect.

Operate the effect parameter 2 control to adjust the parameter of the second effect.

Operate the effect parameter 3 control to adjust the parameter of the third effect.



6 Turn the [FX BEATS] control to adjust the effect time.



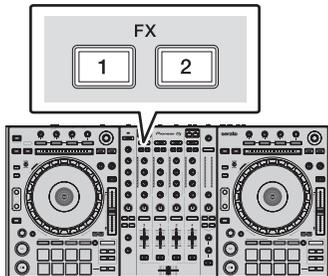
- It is also possible to set the BPM value to be used as the basis for the effect time from the interval at which the [TAP] button is tapped. For details, see *Switching the effect's tempo mode* on page 24.

Operating in the single FX mode

1 Press the [TAP] button while pressing the [SHIFT] button to switch Serato DJ's DJ-FX mode to the single FX mode.

The mode switches between the multi FX mode and single FX mode each time the buttons are operated.

2 Press the [FX1] button or [FX2] button of channel 1 to select the effect unit to assign.

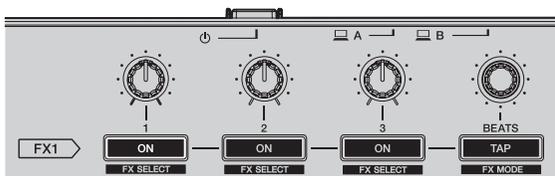


The number of the deck to which the effect is assigned is highlighted on the Serato DJ screen.

3 Press one of the effect parameter buttons while pressing the [SHIFT] button to select the effect type.

The selected effect is displayed on the Serato DJ screen.

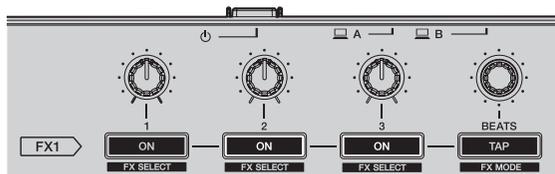
4 Press the effect parameter 1 button to turn the effect on.



The effect switches between on and off each time the button is pressed.

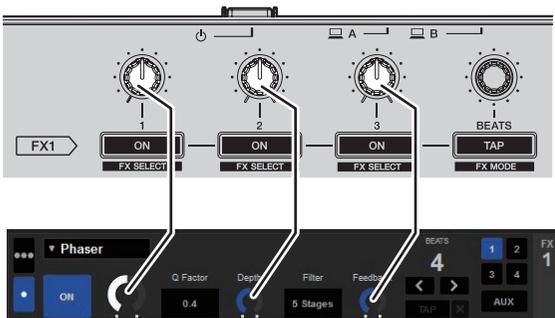
- The effect's [ON] key is highlighted on the Serato DJ screen.

5 Operate the effect parameter 2 button or the effect parameter 3 button to switch the effect's parameter.

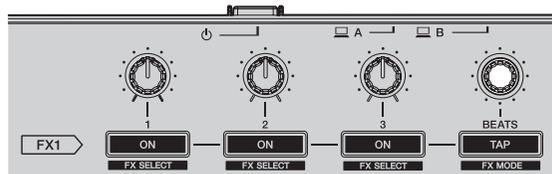


- Depending on the type of effect, the button may not light when it is operated.

6 Operate the effect parameter control(s) to adjust the effect's parameter(s).



7 Turn the [FX BEATS] control to adjust the effect time.



- It is also possible to set the BPM value to be used as the basis for the effect time from the interval at which the [TAP] button is tapped. For details, see *Switching the effect's tempo mode*.

Switching the effect's tempo mode

With Serato DJ effects, there are two ways to set the effect's tempo: with the "auto tempo mode" and the "manual tempo mode".

- By default, the auto tempo mode is set.

❖ Auto tempo mode

The track's BPM value is used as the basis for the effect's tempo.

❖ Manual tempo mode

The BPM value used as the effect's basis is calculated from the interval at which the [TAP] button is tapped.

❖ Switching to the manual tempo mode

While in the auto tempo mode, press the [TAP] button three times.

- When the [TAP] button is pressed for over 1 second while in the manual-tempo mode, the mode switches to the auto tempo mode.

Using the SOUND COLOR FX function

These are effects that change in association with the [COLOR] control.

1 Press one of the [SOUND COLOR FX] buttons.

This selects the type of effect.

The button that was pressed flashes.

- Even when one of the [SOUND COLOR FX] buttons is selected, if a different [SOUND COLOR FX] button is pressed, the newly pressed button is selected.
- For the types of effects, see *Types of SOUND COLOR FX effects* on page 25.
- The same effect is set for all channels.

2 Turn the [COLOR] control.

The effect is applied to the channel(s) for which the control(s) was (were) turned.

Canceling the SOUND COLOR FX effect

Press the flashing [SOUND COLOR FX] button.

The effect is canceled.

Using the oscillator function

You can add a noise-based built-in audio source.

1 Use the [OSC ASSIGN] switch to select the channel to which you want to apply oscillator sound.

- [CH3]: Applies oscillator sound on channel 3.
- [CH4]: Applies oscillator sound on channel 4.
- [MASTER]: Adds oscillator sound to the master output.

2 Turn the [OSCILLATOR PARAMETER] control.

Turning the control clockwise or counterclockwise adjusts the oscillator sound tone.

3 Turn the [OSCILLATOR VOLUME] control.

Adjusts the sound level of oscillator sound.

4 Press one of the [OSCILLATOR SELECT] buttons.

This selects the type of oscillator sound.

The button that was pressed flashes for a certain period of time.

- For types of oscillator sound, see *Type of oscillator sound* on page 25.
- You can select more than one oscillator sound.
- While pressing the [NOISE] button, sound output continues.

Quitting the oscillator function

Oscillator sound automatically stops after a certain period of time and the [OSCILLATOR SELECT] button changes from flashing to lighted.

Types of effects

Types of SOUND COLOR FX effects

Effect Name	Descriptions	[COLOR] control
ECHO	Applies an echo effect, with the sound delayed slightly after the original sound output several times and gradually attenuated.	Counterclockwise: The delay time of echo sound gradually becomes longer. Clockwise: The delay time of echo sound gradually becomes shorter.
JET	The flanger effect is applied.	Counterclockwise: Applies a flanger effect, which emphasizes low-pitched sound. Clockwise: Applies a flanger effect, which emphasizes high-pitched sound.
PITCH	Changes the sound pitch.	Counterclockwise: Pitch goes down. Clockwise: Pitch goes up.
FILTER	Outputs sound that has passed through a filter.	Turn counterclockwise: Gradually descends the low-pass filter's cutoff frequency. Turn clockwise: Gradually rises the high-pass filter's cutoff frequency.

- The specification of the echo sound delay time differs depending on when the BPM value can be received from the Serato DJ software, or not.
Condition to receive the BPM value from the Serato DJ software side:
 - When there is BPM information on the deck to which music was loaded by Serato DJ
 - When the [LINE, PHONO, USB] selector switch or [CD, USB] selector switch is set to the [USB] position

When in a condition wherein the BPM value can be received from the Serato DJ software side, the delay time of echo sound can be adjusted to the beat count. Other than that, the delay time of echo sound gradually becomes longer from 100 msec by turning the control counterclockwise and gradually becomes shorter from 125 msec by turning the control clockwise.

Type of oscillator sound

Effect Name	Descriptions	OSCILLATOR PARAMETER control
NOISE	Generates white noise.	Turn counterclockwise: The cut-off frequency of the filter through which the white noise passes gradually descends. Turn clockwise: The cut-off frequency of the filter through which the white noise passes gradually rises.

Effect Name	Descriptions	OSCILLATOR PARAMETER control
DROP	Changes the deep bass sound as time elapses.	Counterclockwise: Pitch goes down. Clockwise: Pitch goes up.
LASER	Changes the periodic electronic sound as time elapses.	Turn counterclockwise: The change of the pitch slows. Turn clockwise: The change of the pitch speeds up.
SIREN	Generates a siren-like sound.	Counterclockwise: The pitch of the siren sound goes down. Clockwise: The pitch of the siren sound goes up.

Using external inputs

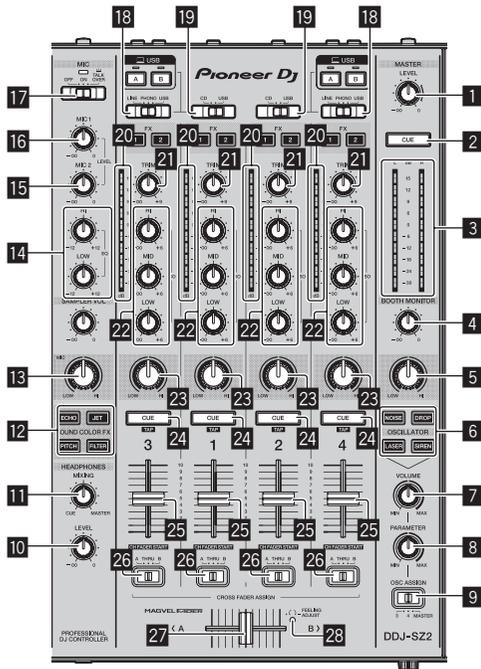
This unit is equipped with four sets of external inputs for connecting CD players, analog turntables, etc. This unit's 4-channel mixer can be used to mix externally input sound without passing through a computer. The mixer functions below can be used without a computer connected.



Notes

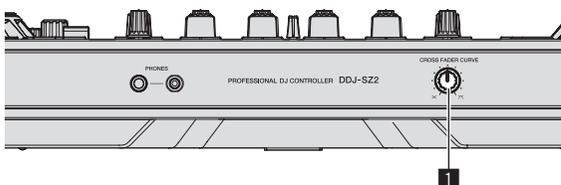
- For details on the respective items, see *Connections* (p.7) and *Part names and functions* (p.10).
- The functions below do not work with respect to external inputs.
 - Track tempo setting (pressing the headphones [CUE] button while pressing the [SHIFT] button)
 - Fader start function (while pressing the [SHIFT] button, move the channel fader or cross fader)
 - Applying Serato DJ software effects
- The values adjusted with the various controls for the Serato DJ software differ from values adjusted for the external input.

Mixer section



- 1 MASTER LEVEL control
- 2 MASTER CUE button
- 3 Master level indicator
- 4 BOOTH MONITOR control
- 5 MASTER OUT COLOR control
- 6 OSCILLATOR SELECT buttons
- 7 OSCILLATOR VOLUME control
- 8 OSCILLATOR PARAMETER control
- 9 OSC ASSIGN selector switch
- 10 HEADPHONES LEVEL control
- 11 HEADPHONES MIXING control
- 12 SOUND COLOR FX buttons
- 13 MIC COLOR control
- 14 EQ (HI, LOW) controls
- 15 MIC2 control
- 16 MIC1 control
- 17 OFF, ON, TALK OVER selector switch
- 18 LINE, PHONO, USB selector switch
- 19 CD, USB selector switch
- 20 Channel Level Indicator
- 21 TRIM control
- 22 ISO (HI, MID, LOW) controls
- 23 COLOR control
- 24 Headphones CUE button
- 25 Channel fader
- 26 Crossfader assign selector switch
- 27 Crossfader
- 28 FEELING ADJUST adjustment hole

Front panel



- 1 CROSS FADER CURVE selector switch

Using a microphone

- 1 Connect a microphone to the [MIC1] or [MIC2] terminal.
 - 2 Set the [OFF, ON, TALK OVER] selector switch to [ON] or [TALK OVER].
 - [ON]: The indicator lights.
 - [TALK OVER]: The indicator flashes.
 - When set to [TALK OVER], the sound of channels other than the [MIC1] channel is attenuated by 18 dB (default) when a sound of -10 dB or greater is input to the microphone.
 - The sound attenuation level while [TALK OVER] is selected can be changed in utility mode. For the method to effect that change, see *Changing the talk over function level* on page 29.
 - The talk over mode can be switched to the normal mode or the advanced mode. For instructions on changing it, see *Changing the talk over function setting* on page 28.
 - 3 Turn the [MIC1] or [MIC2] control.

Adjust the level of the sound output from the [MIC1] channel.

 - Pay attention that rotating to the extreme right position outputs a very loud sound.
 - 4 Input audio signals to the microphone.
- ❖ **Adjusting the sound quality**

Turn the [EQ (HI, LOW)] controls.

- The adjustable ranges for the respective controls are as shown below.
- [HI]: -12 dB to +12 dB (10 kHz)
 - [LOW]: -12 dB to +12 dB (100 Hz)

Mixing the sound of a DJ player, etc.

- 1 Connect the DJ player or other line level output device to the [CD] or [LINE] terminals.
- 2 Set the [LINE, PHONO, USB] selector switch or [CD, USB] selector switch to [LINE] or [CD].
- 3 Operate the [TRIM] control and channel fader to adjust the sound level output from each channel.

Mixing the sound of an analog turntable, etc.

- 1 Connect the analog player or other phono level (for MM cartridges) output device to the [PHONO] terminals.
- 2 Set the [LINE, PHONO, USB] selector switch to [PHONO].
- 3 Operate the [TRIM] control and the channel faders to adjust the audio level output from the respective decks.

Changing the settings

Launching utilities mode

If the utilities mode is launched while the DJ application is running, the set status may not be displayed properly.

- 1 **Disconnect the USB cable from your computer.**
- 2 **Press the [⏻] switch on this unit's rear panel to set this unit's power to standby.**
Set this unit's power to the standby mode.
- 3 **While pressing both the [SHIFT] and [PLAY/PAUSE ▶/II] buttons on the left deck, press the [⏻] switch on this unit's rear panel.**
Utilities mode is launched.
- 4 **After setting this unit to the utility settings mode, operate the controller for the item whose settings you want to change.**
See the explanations below for the settings that can be changed.
- 5 **Press the [⏻] switch on this unit's rear panel to set this unit's power to standby.**
To save the settings, set the [⏻] switch on this unit's rear panel to standby and quit utilities mode.

Utilities modes

The following settings can be changed:

- MIDI controller setting
- Fader start setting
- Master output attenuator level setting
- Slip mode flashing setting
- Demo mode setting
- Setting of the velocity curve in the sampler velocity mode
- Sampler velocity mode after-touch setting
- Setting of the auto standby function
- Setting of talk over function
- Setting of talk over function level
- Cut lag setting of crossfader
- Output setting of microphone to booth monitor
- Peak limiter setting
- Brightness setting of jog ring

Forcefully using the unit as the general MIDI controller

The unit automatically changes operation as follows depending on whether Serato DJ is running.

- When Serato DJ is running, controller operation depends on the Serato DJ functions.
- When Serato DJ is not running, the unit operates as a general MIDI controller.

Even though Serato DJ is running, you can forcefully operate the unit as a general MIDI controller.

Press the [KEY LOCK] button on the left deck.

- [KEY LOCK] button off: Operation automatically changes depending on whether or not Serato DJ is running.
- [KEY LOCK] button lit: Regardless of whether or not Serato DJ is running, the unit is forcefully operated as a general MIDI controller.

Changing the fader start setting

The fader start function's setting can be changed.

- By default, the fader start mode functions without the sync mode set.

Press one of the effect parameter buttons on the left deck.



- Effect parameter 1 button lit: Fader start with the sync mode set (The sync function is activated simultaneously when fader starting starts.)
- Effect parameter 2 button lit: Fader start without sync mode set (The sync function is not activated simultaneously when fader starting starts.)
- Effect parameter 3 button lit: Fader start function disabled

Setting the master output's attenuator level

- The default is 0 dB.

Press one of the left deck's [HOT CUE] mode, [ROLL] mode or [SLICER] mode buttons.

- [HOT CUE] mode button lit: 0 dB (no attenuation)
- [ROLL] mode button lit: -3 dB
- [SLICER] mode button lit: -6 dB

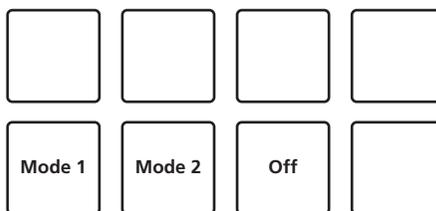
Changing the slip mode flashing setting

When slip mode is on, buttons available in slip mode (such as the jog dial indicator, [AUTO LOOP] button, and [PLAY/PAUSE ▶/II] button) can be set to flash or not flash. The flashing method used for the [SLIP] button during slip mode changes depending on the setting.

- By default, slip mode flashing is set to mode 1.

Press the performance pad on the left side to select a setting.

The currently selected setting can be understood by looking at which pad lights.



- Mode 1: When slip mode is turned on, the buttons available in slip mode flash for approximately one second. During slip mode, the [SLIP] button flashes only while payback continues in the background.
- Mode 2: When the slip mode is turned on, the buttons available in slip mode flash for approximately one second. During slip mode, the [SLIP] button continues flashing.
- Off: The buttons available in slip mode do not flash. During slip mode, the [SLIP] button flashes only while payback continues in the background.

Disabling the demo mode

On this unit, the demo mode is set if no operation is performed for 10 minutes under normal usage conditions. This demo mode can be changed.

- By default, demo mode starts when there is no operation for 10 minutes.
- When any control or button on this unit is operated while in the demo mode, the demo mode is canceled.

Press one of the [SOUND COLOR FX] buttons.

- [ECHO] button lights: Demo mode is disabled
- [JET] button lights: Demo mode starts when there is no operation for 1 minute
- [PITCH] button lights: Demo mode starts when there is no operation for 5 minutes
- [FILTER] button lights: Demo mode starts when there is no operation for 10 minutes

Changing the sampler velocity mode's velocity curve setting

Use the procedure below to set the sampler velocity mode's velocity curve. You can choose one of four types of velocity curves.

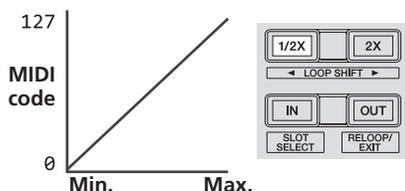
- By default, curve 3 is set.

Press one of the [AUTO LOOP] buttons on the deck whose setting you want to make.

The velocity curve setting changes each time the [AUTO LOOP] button is pressed.

The currently set value is indicated by how the [LOOP 1/2X], [LOOP 2X], [LOOP IN] and [LOOP OUT] buttons light.

Curve 1



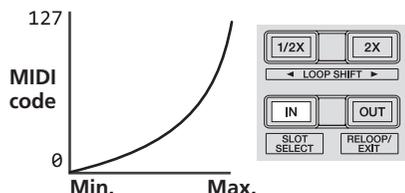
Strength which performance pad is pressed

Curve 2



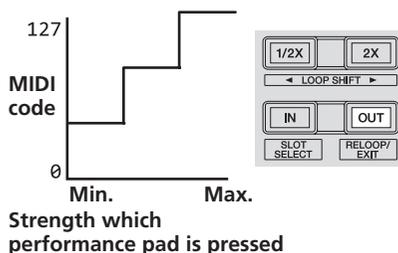
Strength which performance pad is pressed

Curve 3



Strength which performance pad is pressed

Curve 4



Strength which performance pad is pressed

Enabling the sampler velocity mode's after touch setting

When the sampler velocity mode is turned on for this unit's performance pads, the after touch setting can be turned on and off.

After touch setting disabled: The sampler volume changes according to the strength with which the performance pad is initially pressed, but does not keep changing while the pad is held after it is initially pressed.

After touch setting enabled: The sampler volume changes according to the strength with which the performance pad is initially pressed and the strength with which the pad is held after it is initially pressed.

- By default, the after touch setting is disabled.

Press the [SAMPLER] mode button on the left deck.

- [SAMPLER] mode button lit: After touch setting enabled
- [SAMPLER] mode button off: After touch setting disabled

Disabling the auto standby function

- When auto standby function is set to on, if 4 hours have passed while the following conditions are all met, the unit automatically enters standby status.

- Buttons and controls of the unit except the [MIC1] control and [MIC2] control are not operated.
- That no audio signals of -18 dB or greater are input to this unit's input terminals.

- When the [PANEL (WAKE UP)] button is pressed, the standby mode is canceled.
- By default, the auto standby function is enabled.

Press the [KEY UP/SYNC] button of the left side deck.

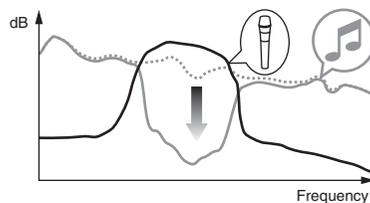
- [KEY UP/SYNC] button lit: Auto standby function is enabled
- [KEY UP/SYNC] button off: Auto standby function is disabled

Changing the talk over function setting

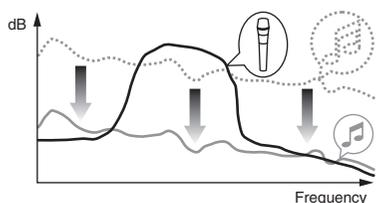
About talk over mode

The talk over function has the two modes described below.

Advanced talk over mode: Sound other than the microphone channel is output with only the midrange attenuated per the talk over level setting.



Normal talk over mode: Sound other than the microphone channel is output attenuated per the talk over level setting.



- By default, the advanced talk over mode is set.

Press the [KEY DOWN/RESET] button of the left side deck.

- [KEY DOWN/RESET] button lit: Advanced talk over mode
- [KEY DOWN/RESET] button off: Normal talk over mode

Changing the talk over function level

Sets the talk over function's sound attenuation level.

- By default, the level is set to -18 dB.

Press the performance pad on the left side to select a setting.

The currently selected setting can be understood by looking at which pad lights.



Adjusting the crossfader cut lag

Adjust the play (cut lag) on both edges of the crossfader. It can be adjusted between 0 (0.74 mm) and 52 (5.94 mm) in units of 0.1 mm.

- By default, it is set to 6 (1.34 mm).

Turn the rotary selector on the left deck.

The current setting (0 to 52) is displayed by the lit condition of the channel level indicator.

- Number of lit segments of the [CH3] channel level indicator: Ten's place
- Number of lit segments of the [CH1] channel level indicator: One's place

Setting the microphone output of the booth monitor

- By default, it is set to output microphone sound from the [BOOTH] terminal.

Press the [BACK (VIEW)] button of the left side deck.

- [BACK (VIEW)] button lit: Outputs microphone sound from the [BOOTH] terminal
- [BACK (VIEW)] button off: Does not output microphone sound from the [BOOTH] terminal

Changing the peak limiter setting

Lessens sudden, unpleasant digital clipping of the master output.

- By default, the peak limiter is set to enabled.

Press the [LOAD PREPARE (AREA)] button of the left side deck.

- [LOAD PREPARE (AREA)] button lit: Peak limiter enabled
- [LOAD PREPARE (AREA)] button off: Peak limiter disabled

Adjusting the brightness of jog ring

You can adjust the brightness of the illumination around the jog dial.

- The same setting is applied to the jog dials on the left and right decks.
- By default, it is set to bright light.

Press the top of the jog dial.

Each time the top of the jog dial is pressed, the setting changes. The brightness can be set in three levels: light, dark, and off. The current setting can be understood by the jog ring lit condition.

About the setting utility software

The setting utility can be used to make the checks and settings described below.

- Checking the status of this unit's input selector switches
- Setting the audio data output from this unit to the computer
- Adjusting the buffer size (when ASIO is used)
- Checking the version of the driver software

Displaying the setting utility

For Windows 10/8.1

Click [Pioneer] > [DDJ-SZ2 Settings Utility] from [Apps view].

For Windows 7

Click [Start] menu > [All Programs] > [Pioneer] > [DDJ-SZ2] > [DDJ-SZ2 Settings Utility].

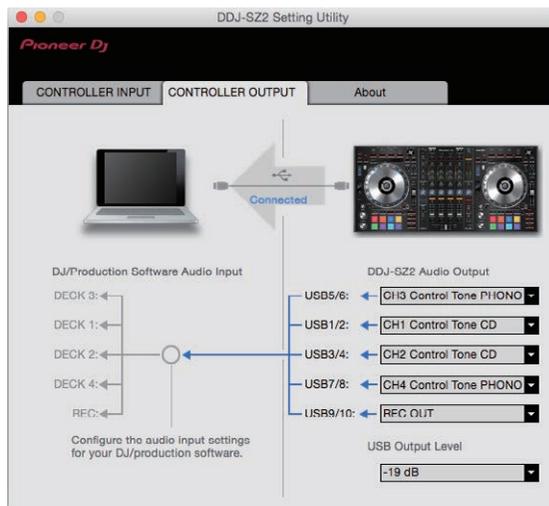
For Mac OS X

Click [Macintosh HD] icon > [Application] > [Pioneer] > [DDJ-SZ2] > [DDJ-SZ2 Settings Utility].

Setting the audio data output from this unit to the computer

When Serato DJ is running and using this unit as the default audio device, set the audio data output in Serato DJ. Display the setting utility before starting.

1 Click the [CONTROLLER OUPUT] tab.



2 Click the [DDJ-SZ2 Audio Output] pull-down menu.

Select and set the audio data to be output to the computer from the flow of audio signals inside this unit.

CH1 (USB1/2)	CH2 (USB3/4)	CH3 (USB5/6)	CH4 (USB7/8)	CH5 (USB9/10)
—	—	CH3 Control Tone PHONO ^[1]	CH4 Control Tone PHONO ^[1]	REC OUT ^[2]
CH1 Control Tone CD ^[1]	CH2 Control Tone CD ^[1]	CH3 Control Tone LINE ^[1]	CH4 Control Tone LINE ^[1]	REC OUT (NO MIC)
Post CH1 Fader ^[2]	Post CH2 Fader ^[2]	Post CH3 Fader ^[2]	Post CH4 Fader ^[2]	Cross Fader A ^[2]
Cross Fader A ^[2]	Cross Fader A ^[2]	Cross Fader A ^[2]	Cross Fader A ^[2]	Cross Fader B ^[2]
Cross Fader B ^[2]	Cross Fader B ^[2]	Cross Fader B ^[2]	Cross Fader B ^[2]	MIC
MIC	MIC	MIC	MIC	Post CH1 Fader ^[2]
—	—	—	—	Post CH2 Fader ^[2]
—	—	—	—	Post CH3 Fader ^[2]
—	—	—	—	Post CH4 Fader ^[2]

[1] The audio data is output with the same volume at which it is input to this unit, regardless of the [USB Output Level] setting.

[2] When using for applications other than recording, pay attention to the DJ application's settings so that no audio loops are generated. If audio loops are generated, sound may be input or output at unintended volumes.

- When there is a connection with Serato DJ, the CH5 setting cannot be changed to other than [REC OUT] or [REC OUT (NO MIC)].

3 Click the [USB Output Level] pull-down menu.

Adjust the volume of the audio data output from this unit.

- The [USB Output Level] setting is applied equally to all audio data. However, when [1] on the table at step 2 is selected, the audio data is output with the same volume at which it is input to this unit.
- If not enough volume can be achieved with the DJ software's volume adjustment alone, change the [USB Output Level] setting to adjust the volume of the audio data output from this unit. Note that the sound will be distorted if the volume is raised too high.

Adjusting the buffer size (when ASIO is used)

This function can only be used by those using a Windows operating system.

If an application using this unit as the default audio device (DJ software, etc.) is running, quit that application before adjusting the buffer size. Display the setting utility before starting.

Click the [ASIO] tab.



- If the buffer size is made large, drops in audio data (breaks in the sound) occur less easily, but the time lag due to the delay in the transfer of the audio data (latency) increases.

Checking the version of the driver software

Display the setting utility before starting.

Click the [About] tab.



Additional information

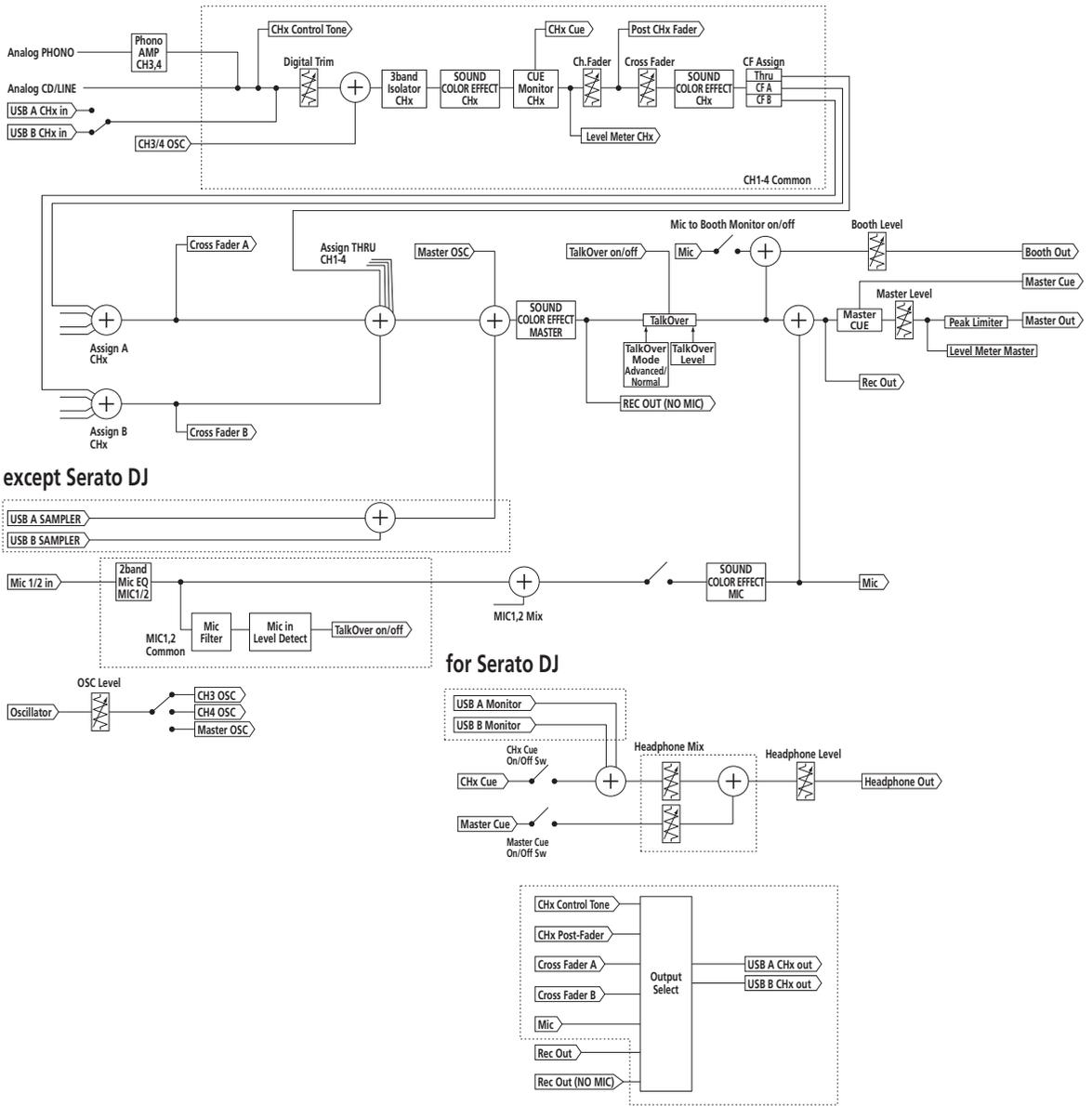
Troubleshooting

- If you think that there is something wrong with this unit, check the following items and [FAQ] for [DDJ-SZ2] on the [FAQ] page of the Pioneer DJ support site.
Sometimes the problem may lie in another component. Inspect the other components and electrical appliances being used. If the problem cannot be rectified, ask your nearest service center or your dealer to carry out repair work.
- This unit may not operate properly due to static electricity or other external influences. In this case, proper operation may be restored by turning the power off, waiting 1 minute, then turning the power back on.

Problem	Check	Remedy
The power is not turned on.	Is the [⏻] switch of the power on?	Turn the [⏻] switch of the power on.
	Is the power cord properly connected?	Plug in the power cord to an AC outlet. (page 7)
This unit is not recognized.	Is the included USB cable properly connected?	Connect the included USB cable properly.
	Are you using a USB hub?	USB hubs cannot be used. Connect the computer and this unit directly using the included USB cable.
	Is the driver software properly set?	Set the driver software properly. (page 4)
Tracks are not displayed in the library.	Have music files been imported?	Import the music files properly. For details on importing music files, see the Serato DJ software manual.
	Is a crate or subcrate that does not contain any tracks selected?	Either select a crate or subcrate that contains any tracks or add tracks to the crate or subcrate.
iTunes tracks are not displayed in the library.	Is [Show iTunes Library] at the [Library+Display] tab in the [SETUP] menu checked?	Check [Show iTunes Library]. For details on importing music files, see the Serato DJ software manual.
	Is a crate or subcrate that does not contain any tracks selected?	Either select a crate or subcrate that contains any tracks or add tracks to the crate or subcrate.
Music files in the library cannot be edited (changing track names, etc.).	Is [Protect Library] at the [SETUP] menu's [Library+Display] tab enabled?	Disable [Protect Library].
Recording is not possible.	Is the recording level low?	Adjust the gain control on the [REC] panel in the Serato DJ software.
	Have you saved the recording after completing it?	Save the recording after completing it. For detailed instructions on recording, see the Serato DJ software manual.
No sound or small sound.	Are the [TRIM] control, channel fader, cross-fader, the [LINE, PHONO, USB] selector switch (or the [CD, USB] selector switch) and the [MASTER LEVEL] control set to the correct position?	Set the [TRIM] control, channel fader, crossfader, the [LINE, PHONO, USB] selector switch (or the [CD, USB] selector switch) and the [MASTER LEVEL] control to the correct position.
	Are the connected powered speakers, etc., properly set?	Properly set the external input selection, volume, etc., on the powered speakers, etc.
	Are the connection cables properly connected?	Connect the connection cables properly.
	Are the terminals and plugs dirty?	Clean the terminals and plugs before making connections.
	Is the driver software properly set?	Set the driver software properly. (page 4)
Distorted sound.	Is the [MASTER LEVEL] control set to the proper position?	Adjust the [MASTER LEVEL] control so that the master level indicator's orange indicator lights at the peak level.
	Is the [TRIM] control set to the proper position?	Adjust the [TRIM] control so that the channel level indicator's orange indicator lights at the peak level.
Sound being played is interrupted when using DJ software.	Is the driver software's latency value suitable?	Set the driver software's latency to a suitable value.
		Set the DJ software's latency to a suitable value.
Cannot output the microphone sound.	Are the [OFF, ON, TALK OVER] selector switches set to the proper position?	Set the [OFF, ON, TALK OVER] selector switches to the proper position.
Cannot output the sound of the external device.	Is the [LINE, PHONO, USB] selector switch (or [CD, USB] selector switch) set to the proper position?	Set the [LINE, PHONO, USB] selector switch (or [CD, USB] selector switch) to the proper position.
Sound is interrupted when the ASIO driver is set.	Has the ASIO driver been set with Serato DJ running?	Set the ASIO driver before launching Serato DJ.
The indicator flashes and operation is strange.	—	Normal operation can sometimes be restored by unplugging the power cord, waiting at least 1 minute, then plugging the power cord back in. If the symptom persists, unplug the power cord and request repairs.

Problem	Check	Remedy
Serato DJ operation is unstable.	Are you using the latest version of the software?	Free updates of Serato DJ can be downloaded from the website. Use the most recent version. (page 5)
	Are you using softwares other than Serato DJ at the same time?	Quit other applications to decrease the load on the computer. If operation continues to be unstable, try disabling the wireless network or other wireless connections, antivirus software, the screen saver, the low power mode, etc. (page 5)
	When other USB devices are connected to the computer.	Disconnect other USB devices from the computer. When another USB audio device is connected to the computer at the same time, it may not operate or be recognized normally.
	Are you using a USB hub?	USB hubs cannot be used. Connect the computer and this unit directly using the included USB cable.
	There is a problem with the USB port to which this unit is connected.	If your computer has multiple USB ports, try connecting this unit to a different USB port.
	Is this unit connected to a notebook computer running on its battery?	Supply power to the notebook computer from an AC power supply. (Depending on the notebook computer's settings, the low power mode may be set when the computer is running on its battery, automatically reducing the performance of the computer itself.) (page 5)
	The USB buffer size is too small.	Raise the USB buffer size. (30Page)
The jog dial illumination does not turn during playback. (It does turn when scratching.) The [TEMPO] slider does not work when the deck is switched while the sync mode is set. (The TAKEOVER indicator lights.)	Is the setting in the utilities mode wrong?	In utilities mode, check that the unit is not set to be forcefully operated as a general MIDI controller.
The fader start function does not work.	Is a cue set?	Set a cue. (page 22)
	Is the setting in the utilities mode wrong?	In utilities mode, set the fader start setting to "Fader start with the sync mode set" or "Fader start without the sync mode set".
The BPM is not displayed. The sync and auto loop functions do not work.	Has the track been analyzed?	Analyze the file.
	Is [Set Auto BPM] checked in the offline player settings?	Re-analyze the track with [Set Auto BPM] checked. For detailed instructions on analyzing tracks, see the Serato DJ software manual.
The USB connection indicator flashes.	Is the driver software properly set?	Set the driver software properly. (page 4)

Signal flow



Acquiring the manual

Various instructions are sometimes provided as files in PDF format. Adobe® Reader® must be installed in order to view PDF format files.

Downloading the Serato DJ software manual

1 Click [Software Info] for [DDJ-SZ2] on the [FAQ] page of the Pioneer DJ support site.

2 Click the link to the Serato DJ download page.

The Serato DJ download page is displayed.

3 Log in to your “Serato.com” user account.

Input the e-mail address and password you have registered to log in to “Serato.com”.

4 From “More Downloads” on the right side of the download page, click “Serato DJ x.x.x Manual”.

Downloading of the Serato DJ software manual starts.

Using as a controller for other DJ software

This unit also outputs the operating data for the buttons and controls in MIDI format. If you connect a computer with a built-in MIDI-compatible DJ software via a USB cable, you can operate the DJ software on this unit. The sound of music files being played on the computer can also be output from the DDJ-SZ2.

When using this unit as a controller for operating DJ software other than Serato DJ, change the setting to use DJ software other than Serato DJ at the utilities mode. Also, make the audio and MIDI-related settings in the DJ software.

- For details, see your DJ software's operating instructions.

About MIDI messages

For details on this unit's MIDI messages, see “List of MIDI Messages”.

- “List of MIDI Messages” can be acquired from the following URL:
<http://pioneerdj.com/support/>

About the driver software

This driver software is an exclusive driver for outputting audio signals from a computer.

- First read the *Software end user license agreement* on page 34 carefully.

Operating environment

Supported operating systems

Mac OS X: 10.11/10.10/10.9 (latest update)		✓
Windows: Windows 10, Windows 8.1, Windows 8.1 Pro (latest service pack), Windows 7 Home Premium, Professional, Ultimate (latest service pack)	32-bit version	✓
	64-bit version	✓

Checking the latest information on the driver software

For detailed information on this unit's designated driver software, see the Pioneer DJ support site below.
<http://pioneerdj.com/support/>

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