

Pioneer

PRO DJ

SVJ-DL01

User's Manual/Mode d'emploi

Bedienungsanleitung/Manuale dell'utente/Gebruikershandleiding
Manual del usuario/ 使用手冊 / ユーザーズ マニュアル

DJ Software/Logiciel de DJ
Software für DJ/DJ Software
DJ-Software/Software para DJ
DJ用軟體/DJソフトウェア

DJS

There are two manuals for *DJS*./Il y a deux manuels pour *DJS*./Es gibt zwei Bedienungsanleitungen für *DJS*.
DJS è provvisto di due manuali./Er zijn twee handleidingen voor *DJS*./Hay dos manuales para *DJS*.
DJS 提供有兩份手冊。/DJS には、2 つのマニュアルがあります。

① Quick Start Guide/Guide de Démarrage Rapide/Kurzanleitung/Guida di Avvio Rapido Beknopte Handleiding/Guía de Inicio Rápido/ 快速開始使用指南 / クイックスタートガイド

Individuals using *DJS* for the first time should read this guide prior to use./Les personnes qui utilisent *DJS* pour la première fois doivent commencer par lire ce guide.
Benutzer, die *DJS* zum ersten Mal verwenden, sollten diese Anleitung vor dem Gebrauch lesen.
Prima di utilizzare *DJS* si raccomanda ai nuovi utenti di leggere innanzi tutto la presente guida.
Personen die *DJS* voor het eerst gaan gebruiken, moeten voor gebruik eerst deze handleiding lezen./Lea esta guía antes de utilizar *DJS* por la primera vez.
個人在首次使用 *DJS* 時，請於使用前詳閱本指南。/初めて *DJS* をお使いになる方は、本書からお読みください。

② User's Manual/Mode d'emploi/Bedienungsanleitung/Manuale dell'utente Gebruikershandleiding/Manual del usuario/ 使用手冊 / ユーザーズ マニュアル

The User's Manual can be read after *DJS* has been installed./Le mode d'emploi peut être lu une fois que *DJS* a été installé.
Sie können die Bedienungsanleitung lesen, nachdem *DJS* installiert wurde./Il Manuale dell'utente è consultabile esclusivamente dopo avere installato *DJS*.
De Gebruikershandleiding kunt u lezen nadat *DJS* is geïnstalleerd./Se puede leer el manual del usuario después de instalar *DJS*.
使用手冊於 *DJS* 安裝完後即可閱覽。/*DJS* をインストールした後に、お読みいただくことができます。

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■ Disclaimers

- This software is not compatible with music CDs that do not have the either of following symbols printed on the label of the disc.

The image shows two CD logos side-by-side. The left logo consists of the word 'COMPACT' in a small font above 'disc' in a large, stylized font, with 'DIGITAL AUDIO' in a smaller font below it. The right logo is identical but includes a rectangular box at the bottom containing the word 'TEXT'.
- This software restricts the playback and reproduction of music content subject to copyright protection.
 - * When encoded data is included in order to protect the copyrights of music content, the program may not operate correctly.
 - * When encoded data included in order to protect the copyrights of music content is detected, it may cancel the ripping, playback and/or other processes.
 - * In order to protect the copyrights of music content, transferring (checking out) music to SD memory cards is limited to a maximum of 3 per music content.
 - * A reader compatible with the copyright protection function of SD memory cards is needed in order to transfer (check out) music content to an SD memory card. For more detailed information, refer to the user's manual of the various readers/writers.
 - * Music transferred (checked out) to an SD memory card can only be played back on SD Audio Compatible players. For more detailed information, refer to the user's manual of the various players.
- Please make a note of your registration information and keep it in a safe location.
 - * Please be advised that in the unlikely event that the information created/registered with this software is lost, Pioneer shall bear no responsibility for it.

■ About Copyrights

Copying of copyrighted materials such as music is unlawful unless permitted by a legal exception or consented to by the rightowners.

Reading this Manual

This User's Manual uses the following writing conventions in its explanations. You can get the most out of this manual with a full understanding of each.

- The names of pop-up screens and function screens (DJ Play, Music Management, Ripping, Create and Transfer) are enclosed in bold brackets, []. (Ex. [**DJ Play**] screen)
- Menus and icons that are displayed on the screens are enclosed in brackets, []. (For example: [**▶/||**] button)

2 **Mixing Songs** Using the Auto Function to Mix Songs

Step 1 2 3 4 5 6 7
8 9 10 11 12 13 14

7 Click the headphone cue for player B
 • The headphone cue will light up.

Warning!
Sound Output to Speakers
 Get a sound card that is for headphones. If there is no sound card, the headphones will not work.
 → '1-1.1.1 System' P.16

Note
Adjusting your headphones
 You can make adjustments for the volume of your headphones, mixing levels, and switching between stereo and mono split.
 → [Headphone Monitor Control] P.27

Note
Rewind & Fast Forward
 If you click the search buttons, [◀] [▶] you can move the playback position to the vicinity where you want it.

Changing the Playback Position
 You can move the playback position to the point you click in the waveform display or the [Playing Address].

Note
Fine Tuning the Pause Position
 If you turn the [Jog Dial] while the song is paused, you can make fine adjustments in frame units to the paused position. (1 Frame = 3.75 Sec.)
 In addition, you can also click the search buttons [◀] [▶] to make fine adjustments.

8 Listen to the song over your headphones and search for the playback start position.

9 Clicking the [**▶/||**] button of player B at the playback start position pauses it.

(Contd. on the next page)

DJS Ver. 1.000 **23**

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* The sample screen shots were taken with Windows XP as the OS and the screen settings set to the XGA (1024 × 768 Pixels) size.
 The DJ Play sample screen shots were taken with it set to side by side positions.
 * For information about SXGA (1280 × 1024 Pixels) images, refer to 'Starting Up DJS' P.12.

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■ About this Manual

If this is your first time using DJ equipment or *DJS*, please read the Quick Start Guide and then start enjoying *DJS*.

Quick Start Guide:

Written to make it easy to start using *DJS* right away.

User's Manual:

Written so you can use the full complement of *DJS* functions.

About *DJS*

Thank you very much for your purchase of *DJS*.

DJS is a software that allows you to enjoy DJing with MP3 files. You can enjoy all the things involved in being the DJ with just *DJS*, as it incorporates the functions of MP3 players and those of a DJ's mixer.

Not only can you achieve a high level of DJ play with its rich variety of functions, like its equalizer, effector and hot cueing, but even a beginner to DJ mixers has easy access to the pleasure of DJing via its auto tempo synching function, beat display function, etc.

First off, in order to get to know *DJS*'s functions, please read the Quick Start Guide (pamphlet) and the User's Manual (PDF), and then get right to using *DJS* for real.

Getting Ready

1. Checking the Packaging

Check that the following attachments are enclosed with *DJS*.



CD-ROM × 1



Quick Start Guide × 1

Installation Key Sticker × 1

User Registration Card × 1

Notices about *DJS* × 1

Keyboard Stickers × 4

2. Installing *DJS*

Before you install *DJS*, please read the Software Usage Agreement, and if you agree to the content, take the software out of its package. Also before installing, check and make sure that your computer meets the following requirements.

Recommended Operating Environment

CPU:	IBM PC/AT compatible computer with 1.5 GHz or faster Intel® Pentium® M or compatible processor
Required Memory:	512 MB
Hard Disk:	250 MB (Not including the space required for saving files, such as MP3, etc.)
Optical Disk Drive:	DVD/CD Drive
Display:	1024 × 768 Pixels (XGA), High Color (16 bit) or better display capability
Sound:	Internal or External Audio Output Board or Device (If sound will be output to both speakers and headphones, 2 systems are required.)
OS:	Microsoft® Windows® XP Home Edition/Professional Microsoft® Windows® 2000 Professional
External Ports:	USB 1.1
Input Devices:	Keyboard, Mouse (or equivalent pointing device)
Internet Connection Environment:	Connection speed of 56 kbps or faster. Use a 128-bit SSL compatible browser, such as Internet Explorer 5.5 or later or Netscape Navigator 4.7 or later.

Warning: Please note that other software, when used with this software, may cause incompatibilities that could render this software inoperable.

(Contd. on the next page)

Step	1	2	3	4	5	6	7	8	9
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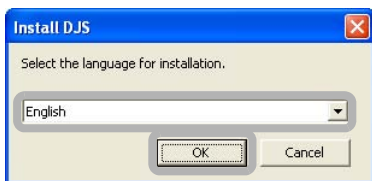
- 1** Place the *DJS* CD-ROM in the DVD/CD drive.
- After a few moments, the **[DJS Installation]** screen will open.

- 2** Click the check box of the items you wish to install and then click the **[Install]** button.



- If Adobe Reader is not installed on your computer, the check box to do so will be marked automatically.
- Once you click on the **[Install]** button, the screen for selecting the language is displayed.

- 3** Select **[English]** and click the **[OK]** button.



- Depending on the user's Windows environment, you may be able to select from a number of languages.
- The **[Preparing to Install...]** screen opens.
- Once the preparation is complete, the **[Welcome to DJS Install]** screen opens.

Note

If the **[DJS Installation]** screen fails to open after you place the CD-ROM in the drive, open the **[CD Drive]** from My Computer on the **[Start]** menu and double-click the **[Autorun]** icon.

Warning!

Installing and uninstalling *DJS* requires administrator authority for the computer. Log in as a user who has been set up as a computer administrator and then install the software.

Note

To cancel the installation...

Click the **[Cancel]** button.

If you are using Adobe Reader Version 3.0 or earlier...

A message will be displayed. Follow the instructions in the message to uninstall it and then to reinstall.

Warning!

When the trial version of *DJS* has been installed

The **[DJS]** checkbox on the **[DJS installation]** screen becomes unavailable. Press the **[Remove DJS]** button and uninstall the program.

1. Click the **[Remove DJS]** button.
2. Uninstall the previously installed *DJS*.
→ ['Chapter 12 Uninstalling DJS' P.139](#)
3. After uninstallation is complete, again place the *DJS* CD-ROM in the DVD/CD drive and install *DJS* (this software).

(Contd. on the next page)

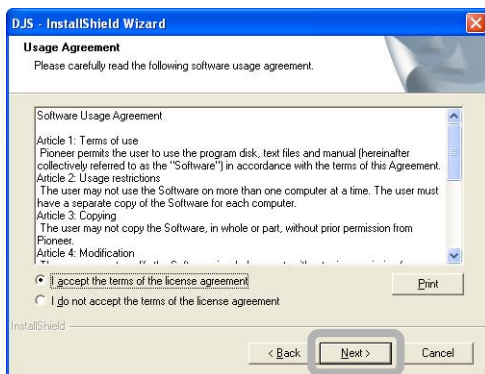
Step	1	2	3	4	5	6	7	8	9
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4 Click the [Next] button.



- The [Usage Agreement] screen opens.

5 After reading the Software Usage Agreement, if you agree to all the terms contained within, select [I accept the terms of the license agreement] and then click the [Next] button.



- The [Inputting the Installation Key] screen opens.

Note

If you do not agree...

Click the [Cancel] button.

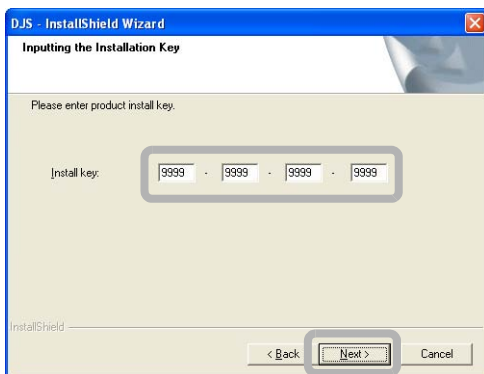
- The installation will be terminated.
- In such case, you will not be able to use *DJS*.

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Step	1	2	3	4	5	6	7	8	9
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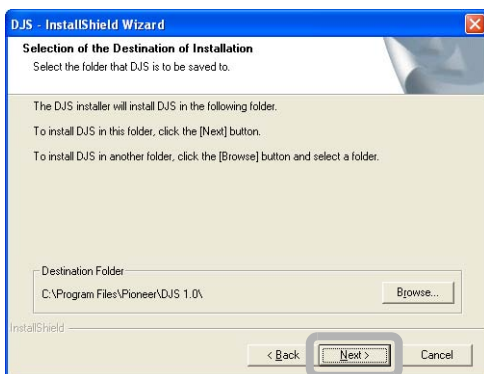
6 Enter the installation key and then click the [Next] button.

- The installation key is printed on the Installation Key Sticker that comes in the package.
- The installation key will be printed in green. Be careful to input all numerals and letters correctly.



- The [Selection of the Destination of Installation] screen opens.

7 Click the [Next] button after you check the destination folder for the installation.



- The [Confirming Installation Information] screen opens.

Note

If the [Insufficient Disk Capacity] screen opens...

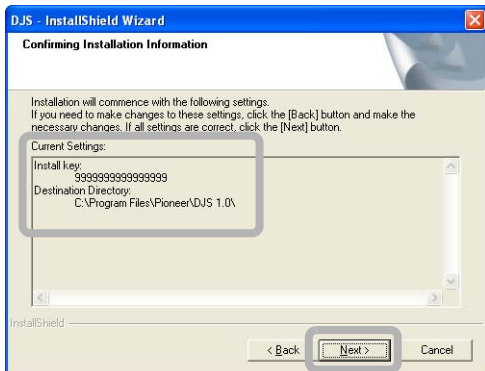
There isn't enough free space on the hard disk to which it will be installed. Perform either operation (a) or (b).

- Click the [OK] button and specify a different drive.
- Click the [Cancel] button and suspend installation. Delete unneeded files and programs to ensure there is enough hard disk capacity and then restart the installation.

(Contd. on the next page)

Step	1	2	3	4	5	6	7	8	9
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- 8** Click the [Next] button after checking the [Current Settings].



- The installation begins and the [DJS is being installed.] screen opens.
- Once the installation is complete, the [Installation of DJS is now complete.] screen opens.

- 9** After clicking the [Yes, I want to restart my computer now.] button, read the message that is displayed and click the [Finish] button.



- The [Installation of DJS is now complete.] closes and your computer restarts.

Warning!

If you select [No, I will restart my computer later.]...

It is necessary to restart your computer. If you select [No, I will restart my computer later.] and finish the installation, be absolutely sure that you do restart your computer before you start up *DJS*.

Note

If you can't successfully install *DJS*...

Click the [Open the User's Manual] button to display the User's Manual on your screen. Refer to '2. installing *DJS*' P.7 and 'Troubleshooting' P.148.

3. Starting Up *DJS*

There are two ways to start up *DJS*, (a) and (b).

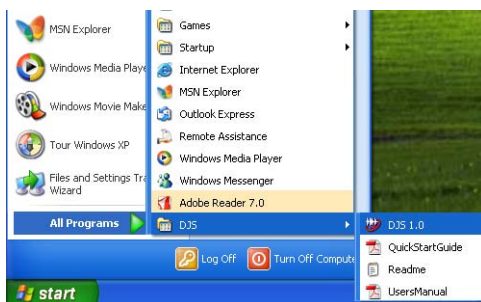
1 Start up *DJS* with either method (a) or (b).

- (a) Double-click the [DJS] shortcut icon on the desktop.

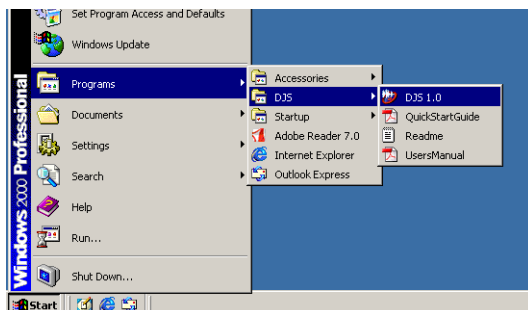


- (b) Click the [Start] button, then select [All Programs], (Windows XP) or [Programs] (Windows 2000) and [DJS] in that order.

In Windows XP



In Windows 2000



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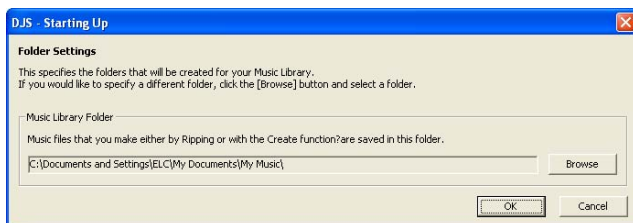
2 If you haven't completed the user registration, a dialog box prompting user registration will appear when you start *DJS*. Please register as indicated.

→ 'Chapter 11 User Registration' P.131

- If you do not wish to register right away, click [No] button in the dialog box.

3 Follow the instructions in the **[Folder Settings]** screen, selecting destination folders for music library creation, and then click the [OK] button. (Only the 1st time it is started)

- The following screen is displayed.

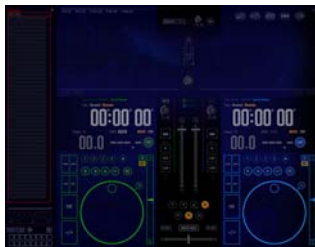


[DJ Play] Screen

XGA



SXGA



Note

About registration

If you do not register the software, the *DJS* software will operate with the following conditions:

- You can use *DJS* for a period of 60 days without registering the user.
- A dialog box prompting you to register a user will be displayed every time you launch the program.
→ 'Chapter 11 User Registration' P.131

Note

DJS Screen Size

The screen is displayed in line with the computer's screen settings (SXGA 1280 × 1024 or XGA 1024 × 768).

The Music Library Creation Folder

Music files created by ripping are saved in this folder.

Names of Each Screen

DJS has 5 functions in addition to the DJ Play function that opens when *DJS* starts up. To switch between functions, click the [Function] icon at the top of the screen.



Ripping Function

Converts music CDs, WAV files and the sound from line inputs into MP3 files and then imports them.



Internet Function

Gives you access to our user support pages and to a web page that introduces web sites that distribute music.



Music Management Functions

Allows you to edit the information on songs in a track list. Allows you to classify each of your songs into their respective categories.

(Contd. on the next page)



Create Function

Allows you to create loops and save them as separate tracks.



Transfer Function

Allows you to transfer songs in the MP3 format to a SD memory card.

DJ Play Function

[Function] Icon



Chapter 1

Getting the Most out of *DJS*

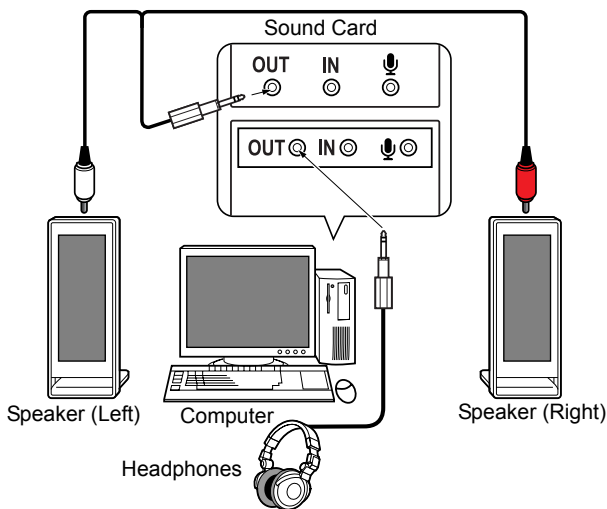
Explains the system structure that needs to be in place to DJ with *DJS*.

1-1 DJ System

- When Using the *DJS* Mixer Function

Outputs the audio for speakers and monitor separately. Doing so requires a computer equipped with at least 2 audio output systems, either internal or external. If your computer only has 1 audio output system, you will have to install additional audio devices, such as a sound card. Then connect your speakers or headphones to the computer's audio output (for speakers, monitor) respectively.

Example of connections in a 2 audio output (sound card) system



Warning!

If you increase the number of sound cards

Make the settings appropriate for the audio output to the audio device, such as a sound card, on the [Preference] screen.

→ '9-4-2 Selecting a Sound Card' P.101

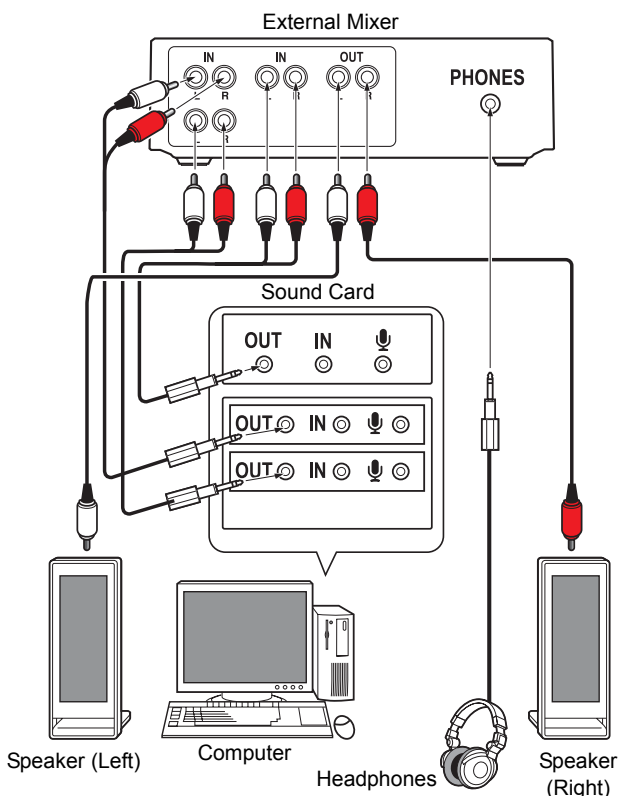
(Contd. on the next page)

● When Using an External Mixer

You can use just *DJS*'s player functions (Player A, Player B, List Player) without using the *DJS* mixer functions. When doing so, you can output the audio of the 3 players to an external mixer. To do this, your computer needs to have a minimum of 2 or 3+ internal or external audio output systems. If the computer you are using only has 1 audio output system, you will have to install additional audio devices, such as sound cards.

Then connect each of the audio outputs (for Player A, Player B &/or List Player) from your computer to the external mixer and connect the external mixer to the speakers and headphones.

Example of connections in a 3 audio output (sound card) system



Note

Switching to an External Mixer

When *DJS* is initially installed, it is set up for using the *DJS* mixer functions. Consequently, if you do not wish to use *DJS*'s mixer functions, use the **[Preference]** screen to switch the settings to using an external mixer.

→ '9-4-1 Switching between Internal & External Mixers' P.100

Warning!

If you increase the number of sound cards

Make the settings appropriate for the audio output to the audio device, such as a sound card, on the **[Preference]** screen.

→ '9-4-2 Selecting a Sound Card' P.101

Chapter 2

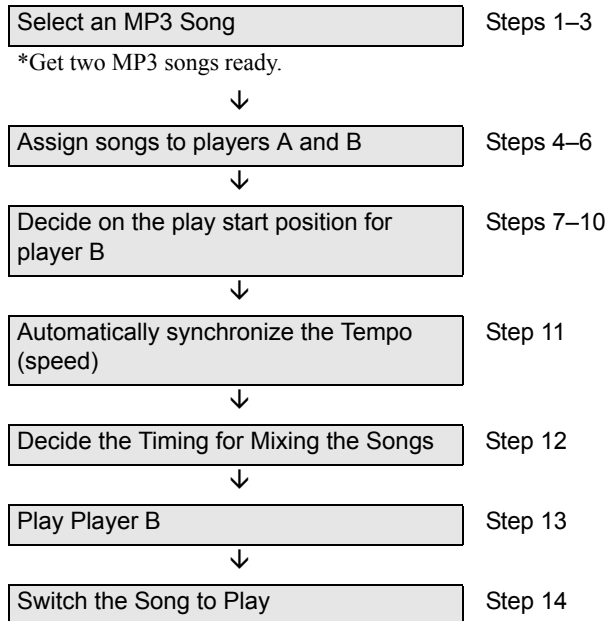
Mixing Songs

When you use the Quick Start Guide, everything is done automatically, except for selecting songs. Follow the below explanation on how to mix songs in a semi-automatic way (auto functions) and how to do everything yourself (manual).

2-1 Using the Auto Function to Mix Songs

Auto function automate parts of the operation involved with mixing songs. If you use the convenient functions explained here, you can make light work of DJing.

The actual work flow is as follows.



- Start up *DJS* before doing any of the operations.
- Switch the [AUTO MIX] button on the Mixer to the [MIX] button.

Warning!

Sound Output to Headphones

Get a sound card that is for headphones. If there is no sound card, the headphones will not work.

→ '1-1 DJ System' P.16

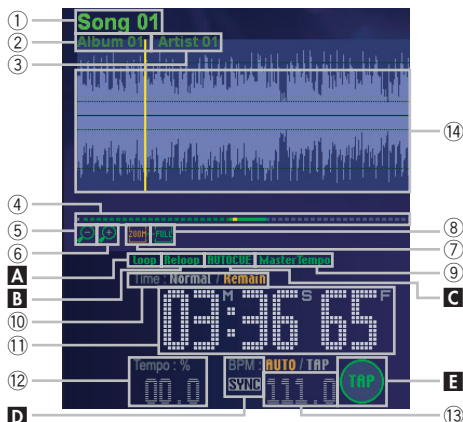
Note

Changing the [AUTO MIX] button to the [MIX] button

1. Right click the [AUTO MIX] button.
2. Click [MIX].

(Contd. on the next page)

●Layout of the Information Display



- ① **Title Display**
Displays song titles.
- ② **Album Display**
Displays the name of the album.
- ③ **Artist Display**
Displays the name of the artist.
- ④ **Playing Address**
The width indicates the length of the whole song. The yellow indicates the playback position. The solid line in the color of the player indicates the range that is being displayed in the waveform display. (After it has been displayed for about 2seconds, it returns to the playback position.)
- ⑤ **Zoom Out Button**
Shrinks the range of the waveform that is displayed.
- ⑥ **Zoom In Button**
Expands the range of the waveform that is displayed.
- ⑦ **Zoom Button**
Expands the display of the area around the playback position in the waveform display.
- ⑧ **FULL Button**
The entire song is displayed in the waveform display.
- ⑨ **Master Tempo Display**
Lights up when the Master Tempo function is ON.
- ⑩ **Time Display Setting**
Displays the settings for the time display (Elapsed time display: Normal; Time remaining display: Remain). If you click the display, it toggles to the other setting.
- ⑪ **Time Display**
Displays the time (time remaining or elapsed time).
- ⑫ **Tempo Display**
Displays the tempo setting.
- ⑬ **BPM Display**
Displays the BPM, which is automatically detected during playback. It updates itself every time it is detected.
- ⑭ **Waveform Display**
The dynamics of the music are displayed as a waveform.

Note

A Loop Display

→ '3-3-1 Setting up Loops (Play)' P.44

B Reloop Display

→ '3-3-3 Playing a Loop you Set up Previously' P.46

C AUTO CUE Display

→ 'When the Auto Cue function is ON' P.22

D BPM SYNC Button

→ '2-1 Using the Auto Function to Mix Songs' P.18

E TAP Button

→ 'Using the [TAP] button to Re-detect the BPM' P.33

Master Tempo Function

When the master tempo is OFF, changing the tempo causes the key to be altered (faster: higher pitch, slower: lower pitch), but if you turn the master tempo ON, it prevents changes to the tempo from resulting in changes to the key.

Expanding the Waveform Display

Can be expanded to a maximum of 4 beats.

Meaning of Colors in the Waveform Display

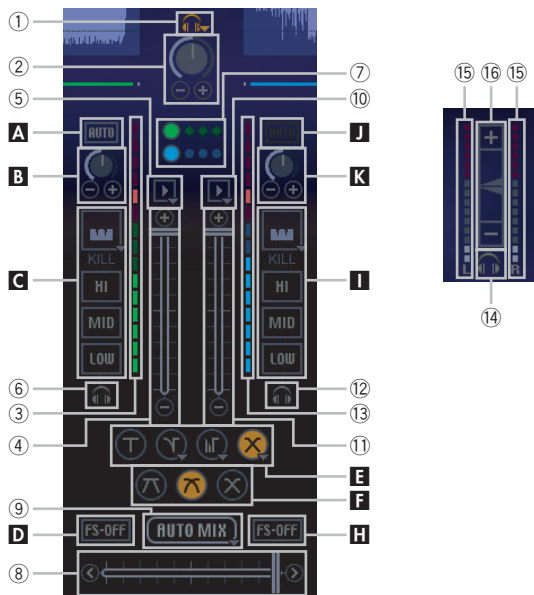
While a Loop is Playing

Light Blue: In the range of the loop being played

Indigo: Outside the range of the loop being played

(Contd. on the next page)

● Layout of the Mixer



- ① Headphone Monitor Control
Displays the [HEADPHONES] screen. → '[Headphone Monitor Control]' P.27
- ② Headphone Volume
Adjusts the volume for the headphones.
- ③⑬ Peak Level Meter (for both Players A & B)
Displays the volume of each player.
- ④⑪ Channel Fader (for both Players A & B)
Adjusts the volume of each player.
- ⑤⑩ Auto Fader (for both Players A & B)
Adjusts the volume of each player.
- ⑥⑫ Headphone Cue (for both Players A & B)
Select the source to monitor on your headphones.
- ⑦ Beat Indicator
Displays the beat of each player.
- ⑧ Cross Fader
Switches the sound that is output from the speakers.
- ⑨ AUTO MIX/MIX Button
The Cross Fader moves to the opposite side.
- ⑭ Headphone Cue (Master)
Switches the sound output from the headphones to that of the master.
- ⑮ Peak Level Meter (Master)
Displays the volume of the master sound.
- ⑯ Master Volume Fader
Adjusts the volume of the master.

Note

A J AUTO Button

→ 'Adjusting all of the Sound' P.36

B K Trim

→ 'Adjusting all of the Sound' P.36

C I Equalizer

→ '3-1 Adjusting the Sound Quality' P.34

D H Fader Start Button

→ '3-6 Using the Fader Start Functions' P.54

E Mix Mode Button

→ '3-5-1 Types of Mix Modes & Fader Curves and their Features' P.51

F Fader Curve Button

→ '3-5-1 Types of Mix Modes & Fader Curves and their Features' P.51

G Effector

→ '3-2 Adding Effects' P.37



Note

[Beat Adjust] Button

The circle on the left side of the [Beat Indicator] serves as the [Beat Adjust] buttons as well.)

→ 'Operating the [Beat Adjust] Button' P.27

(Contd. on the next page)

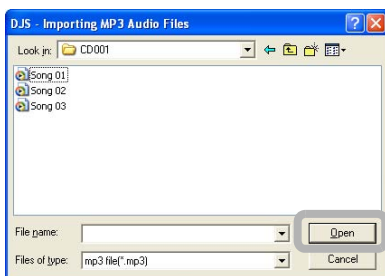
Step	1	2	3	4	5	6	7
	8	9	10	11	12	13	14

1 Click [File] and select [Import] then [MP3 Audio File] in order.

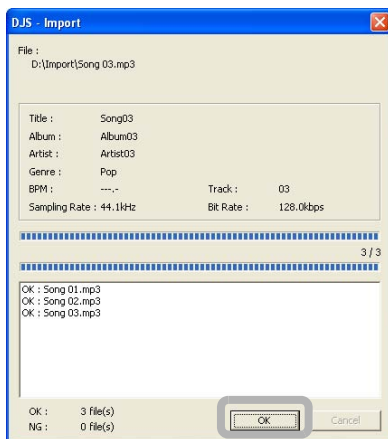
- The [Importing MP3 Audio Files] screen opens.



2 Click the first song you want to play and then click the [Open] button.



- When you start importing, the [Import] screen opens up so you can check the status of progress.



- Once you have finished importing, click the [OK] button to close the [Import] screen. The songs you imported will be displayed in the track list.

Note

Listing songs in the order you wish to play them.

→ '6-3 Creating a New Play List' P.79

Displaying the play list when DJS starts up

→ '9-3 Setting the Layout of DJ Play Functions' P.98

Meanings of Colors for Categories/Tracks/Play List

DJ Play Function:

Slate Blue: While Not Playing

Green: During Playback on Player A

Blue: During Playback on Player B

Orange: During Playback of the List Player

Gray: Cannot be Played

Functions other than DJ Play:

Slate Blue: While Not Playing

Orange: During Playback

Gray: Cannot be Played

Track Search Buttons on the Track List

Regardless of which track search button you click [⏮] [⏭], it jumps to the beginning of the song.

The import process cannot be done

→ 'Troubleshooting' P.148

(Contd. on the next page)

Step	1	2	3	4	5	6	7
	8	9	10	11	12	13	14

If you want to change the folder...

Click the name of the folder displayed in the [Location of File(s)] and click the folder you wish to change to.

- 3** After doing step 1, click the song that will be mixed next and click the [Open] button.
- The [Import] screen closes and the selected song(s) are added to the track list.

- 4** Drag the [Cross Fader] to the player A side (left edge).
- Music will be output only from player A.



- 5** Select the first song to play and drag & drop it from the track list to player A.
- The song will start to play on player A.



- 6** Select the next song to play and drag & drop it from the track list to player B.
- The song will start to play on player B.

Note

Before mixing...

This chapter explains how to mix songs while 2 songs are playing at the same time, so conduct the operations with the mix mode at [Cross Fader] as is.

Note

When the Auto Cue function is ON

When the Auto Cue is working, it automatically detects where the music starts (starting point of the song), cues it up and stands by.

Status Display

When a song is put on Player A, B or a list player, a musical note symbol will be displayed on the left side of the title display.

Play/Pause Button [▶/||]

In *DJS* a song starts to play as soon as you put it on a player.

In addition, if you press the [▶/||] button during playback, it pauses with the sound being output. (Sound ON Pause)

When a song finishes playing

Track List:

Returns to the beginning of the song and continues to play.

Play List:

The next song is put on.

Title Display of a List

If the latter part of a title is hidden because the list is too narrow, put the cursor on it and the entire title will be displayed as a pop-up. Double-byte characters for languages like Chinese and Japanese cannot be displayed.

(Contd. on the next page)

Step	1	2	3	4	5	6	7
	8	9	10	11	12	13	14

- 7** Click the headphone cue for player B.
- The headphone cue will light up.



About the Headphone Cue

When you click a headphone cue, you can output the sound from that headphone.

Functions that have a headphone cue:

Player A, Player B, List Player, Master, Effector

- 8** Listen to the song over your headphones and search for the playback start position.



- 9** Clicking the [▶/||] button of player B at the playback start position pauses it.



Warning!

Sound Output to Headphones

Get a sound card that is for headphones. If there is no sound card, the headphones will not work.

→ '1-1 DJ System' P.16

Note

Adjusting your headphones

You can make adjustments for the volume of your headphones, mixing levels, and switching between stereo and mono split.

→ '[Headphone Monitor Control]' P.27

Note

Rewind & Fast Forward

If you click the search buttons, [◀◀] [▶▶] you can move the playback position to the vicinity where you want it.

Changing the Playback Position

You can move the playback position to the point you click in the waveform display or the [Playing Address].

Note

Fine Tuning the Pause Position

If you turn the [Jog Dial] while the song is paused, you can make fine adjustments in frame units to the paused position. (1 Frame 1/75 Sec.)

In addition, you can also click the search buttons [◀◀] [▶▶] to make fine adjustments.

(Contd. on the next page)

Step	1	2	3	4	5	6	7
	8	9	10	11	12	13	14

- 10 Click player B's [CUE] button and to set up the place where playback is to start.



- 11 Click player B's [BPM SYNC] button and it will match the speed of player A's song.



- 12 Using the [Beat Indicator] of Player A as a guide, gauge when playback is to start for Player B.

About the Beat Indicators

The [Beat Indicator] is composed of one large, circular indicator on the left and 3 smaller circular indicators to its right. Usually, the largest waveform is shown in the large, round indicator as the beginning of the beat.



Note

Using the [CUE] button

→ 'Using the [CUE] button' P.28

Recording Cues

(Track Hot Cues / List Hot Cues)

→ '4-1 Setting up to 4 Points to Start Playing (Track Hot Cue)' P.57

→ '3-4 Setting up to 8 Points to Start Playing (List Hot Cue)' P.47

Note

[BPM SYNC] Button

This button automatically adjusts the speed of the next song to synchronize with the speed of the song being played. The speed of a song is called its BPM (Beats Per Minute). The button is called [BPM SYNC] as it automatically synchronizes the BPM of the two songs.

Note

[Beat Indicators]

The indicators display the beats of players A & B. In order to mix the songs cleanly, it is essential to synchronize the 2 beats perfectly.

Adjusting Disparities in the Beat Displays

→ 'Adjusting discrepancies in the [Beat Indicator]' P.27

(Contd. on the next page)

Step	1	2	3	4	5	6	7
	8	9	10	11	12	13	14

13 Click on the [▶/||] button of Player B to initiate playback for player B.

- This enables you to monitor the sound from player B on your headphones.

14 Click the [MIX] button to move the [Cross Fader] to player B.



- As the [Cross Fader] moves, the volume from player A gets quieter while that of player B gets louder.
- When the [Cross Fader] reaches the right side and stops, the volume from player A goes completely off.

Note

[MIX] Button

This button automatically moves the cross fader position from the song being played to the next song to be played.

Setting the Timing (beats) of the [Cross Fader]

→ '3-5-3 Setting the Mixing Time (Beat)' P.53

Direction the [Cross Fader] Moves

The cross fader moves to the opposite side. If you press the [MIX] button again while it is moving, the [Cross Fader] will stop moving.

If the BPM Isn't Detected

Songs are mixed at 120 BPM.

(Contd. on the next page)

●When the Beat is not Synchronized...

If the beat is not synchronized, the drums make an out of sync “bam-bam” sound and it all sounds fast and garbled. The timing of the mixing of the songs is either too slow or too fast. Conduct one of the following, ‘Adjusting with the [Jog Dial] before Mixing’ P.26 or ‘Adjusting discrepancies in the [Beat Indicator]’ P.27.

●Adjusting with the [Jog Dial] before Mixing

Normal Mode

Scratch Mode



If you check your headphones before mixing the songs, you will notice if the beats are not aligned. If you use the jog dial, you can make adjustments, like speeding the beat up or altering the playback position.

Switching Jog Dial Modes

Click the [Scratch] button above and to the right of the Jog Dial to switch between the Normal and Scratch modes.

When Off: Normal Mode

When Lit: Scratch Mode

Operating in the Normal Mode

Clockwise: The song plays faster the further you turn the dial.

Counter Clockwise: The song plays slower the further you turn the dial.

Operating in the Scratch Mode

Rotate: The more you move the dial, the more the playback position moves while sound continues to be output.

Stop: When you stop turning the jog dial, playback returns to normal.

(Contd. on the next page)

- When the BPM (speed) is not Synchronized...
→ 'Using the [TAP] button to Re-detect the BPM' P.33

- **Adjusting discrepancies in the [Beat Indicator]**

If the display of the [Beat Indicator] gets out of sync with the actual beat, use the [Beat Adjust] button to redisplay it.

The circle on the left side of the [Beat Indicator] has the function of displaying the starting beat and acts as the [Beat Adjust] button.

Operating the [Beat Adjust] Button

If you click the [Beat Adjust] button, the timing with which you click it is re-displayed in the [Beat Indicator] as the starting beat.



- **[Headphone Monitor Control]**

Make headphone settings on the Mixer and **[HEADPHONES]** screens.

The **[HEADPHONES]** screen is displayed by right clicking the [Headphone Monitor Control] on the upper edge of the Mixer.

The Mixer

Selecting the Source to Monitor on your Headphones:

Click the headphone cue on each of the sources, players, master, or effector and it will light up.

Adjusting the Volume:

Drag the slider of the [Headphone Volume] to adjust the volume. Turn the dial to the left [-] to decrease the volume and turn it to the right [+] to increase the volume.



(Contd. on the next page)

[HEADPHONES] Screen

Switching between Stereo & Mono Split:

Click either the [STEREO] or [MONO SPLIT] button and select the 'monitoring by headphones' method.

Mixing Adjustment:

If you turn the dial to the left to [CUE], the volume of sources selected with headphone cue, other than master, increases, whereas if you turn it to the right to [MASTER], the volume of the Master output increases.



● Using the [CUE] button

If you click the [CUE] button, it will work as follows, depending on the circumstances when you clicked it.

When Paused:

That position is registered for the [CUE] button and it changes to Cue Standby.

When in Cue Standby:

As long as you push and hold the button, it continues to play from the cue position. Once you release the button, it returns to the cue position and goes to cue standby.

During Playback:

It returns to the cue position and stands by.

- * Registered cue position information is retained until either a new cue position is set, or the [DJ Play] screen is closed.

Note

With [STEREO] Selected

If you click [STEREO], the source selected with [Headphone Cue] can be monitored in stereo.

With [MONO SPLIT] Selected

If you click [MONO SPLIT], the output to the headphones becomes monaural and you can monitor the audio of the source selected with [Headphone Cue] (not master) on the left and the master audio on the right.

Note

When Cues have been Set

The Loop In button blinks 3 times and then stays lit. (A cue point and a loop in point are the same)

A Cue is overwritten when...

- (a) When a new cue is set
- (b) When Auto Cue is ON and you put on another song
- (c) When Auto Cue is on and you return to the beginning of a song with track search
- (d) When a new loop is set up
- (e) When a One Track Loop is set up
- (f) When you move to any function other than DJ Play
- (g) When a track is put on that has an Auto Setup Cue set to it or when it jumps to the beginning of the song via track searching of a track that has an Auto Setup Cue set

Saving Set Cues

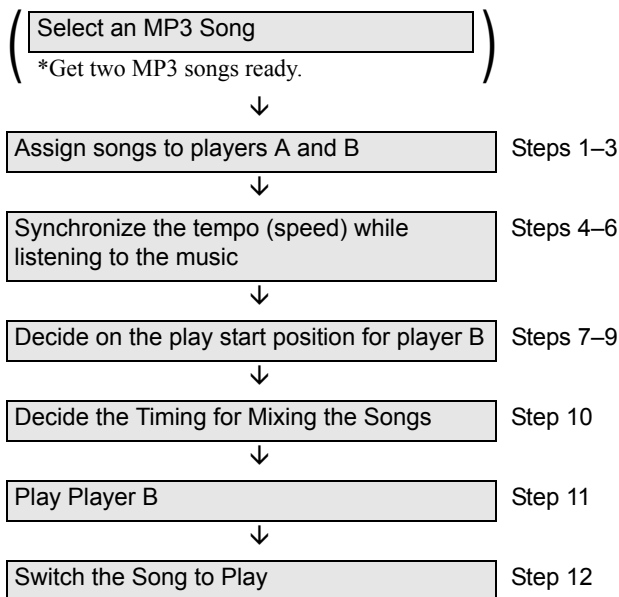
The Track Hot Cue function allows you to register up to 4 cues per song.

→ '4-1 Setting up to 4 Points to Start Playing (Track Hot Cue)' P.57

2-2 Mixing Songs Manually

The procedures explained here are aimed at users who are already accustomed to using DJ equipment. For beginners these methods call for a great deal of practice, but this is the only way to develop so you can use the methods freely.

The actual work flow is as follows.



- Start up *DJS* before doing any of the operations.

(Contd. on the next page)

Step	1	2	3	4	5	6
	7	8	9	10	11	12

1 Drag the [Cross Fader] to the player A side (left edge).

2 Select the first song to play and drag & drop it from the track list to player A.

- The song starts to play.

3 Select the next song to play and drag & drop it from the track list to player B.

- The song starts to play.

4 Click the headphone cue for player B.

- The headphone cue will light up.

5 Listen to the music on player B over the headphones and gauge the difference in tempos.



Warning!

Sound Output to Headphones

Get a sound card that is for headphones. If there is no sound card, the headphones will not work.

→ '1-1 DJ System' P.16

Note Before Mixing Songs

Import 2 or more songs into the track list.

Note BPM Display

The automatically detected BPM is displayed in the information display for each player.

(Contd. on the next page)

Step	1	2	3	4	5	6
	7	8	9	10	11	12

- 9** Click player B's [CUE] button to set up the place where playback is to start.



- 10** Using the [Beat Indicator] of Player A as a guide, gauge when playback is to start for Player B.

- 11** Click the [▶/||] button of Player B to initiate playback for player B.

- This enables you to monitor Player B's sound on your headphones.

- 12** Drag the [Cross Fader] and move it to the player B side at whatever speed you wish.



- As the [Cross Fader] moves, the volume from player A gets quieter while that of player B gets louder.
- When the [Cross Fader] reaches the right side, the volume from player A goes completely off.

Note

Using the [CUE] button

→ 'Using the [CUE] button' P.28

Auto Cue Function

→ 'When the Auto Cue function is ON' P.22

Recording cues

(Track Hot Cues/List Hot Cues)

→ '4-1 Setting up to 4 Points to Start

Playing (Track Hot Cue)' P.57

→ '3-4 Setting up to 8 Points to Start Playing (List Hot Cue)' P.47

Using the Channel Fader

→ 'Using the Channel Fader to Mix Songs' P.33

Note

Correcting Discrepancies in the Beat Displays

→ 'Adjusting discrepancies in the [Beat Indicator]' P.27

(Contd. on the next page)

●When the BPM (speed) is not Synchronized...

When it is difficult to synchronize the beats with the auto-detected BPM, use the [TAP] button to find the BPM.

Using the [TAP] button to Re-detect the BPM

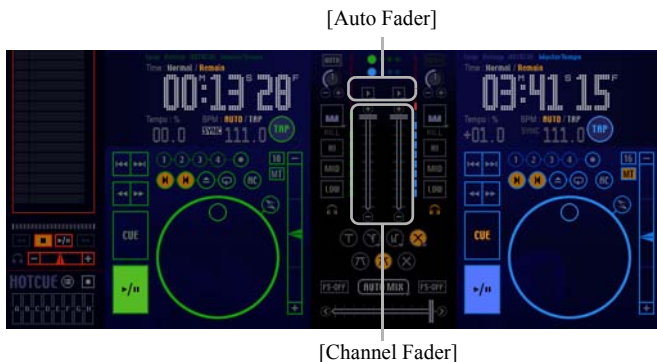
1. Put the song you want to find the BPM of on a player and play it.
2. While listening to the song, click the [TAP] button to synchronize the beat.
3. The BPM is found by using the interval between clicks as a basis and then displayed.



It takes practice to get good at mixing songs smoothly. At first, mix songs by using the [AUTO MIX] button and auto functions, so you can gradually learn while enjoying DJing.

●Using the Channel Fader to Mix Songs

Leaving the [Cross Fader] in its central position, adjust the volume of each player's [Channel Fader] and change the song that outputs sound.



Note

Having the [Channel Fader] move automatically

Click the [Auto Fader] button on the right side of the [Channel Fader].

Adjusting the [Auto Fader] button.

Sets the amount of time (beats) it takes the [Channel Fader] to move when the [Auto Fader] button is pressed.

1. Right click the [Auto Fader] button.
2. Click the time (beats) to set it.

Chapter 3

Playing Sound

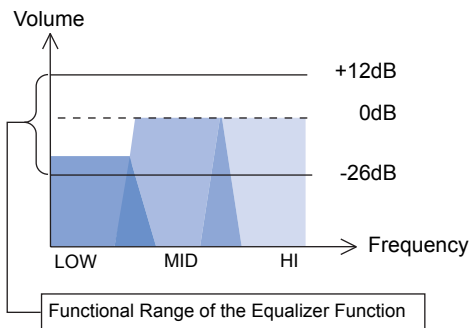
DJS enables you to change the way your music sounds, add audio effects and create a new and different atmosphere. If you perform effectively, you'll match the mood in the room and create an excitement and feeling the original song couldn't get.

3-1 Adjusting the Sound Quality

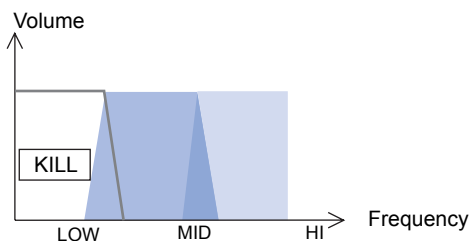
With *DJS* you can adjust the quality of the sound by utilizing the equalizer function to extract any range of music (i.e. low, medium and high ranges) and making the sound of that frequency band louder or quieter.

Furthermore, by using the Kill Function, you can change sound quality by cutting out any frequency band (i.e. low, medium and high ranges).

- Image of sound when the low range has been toned down (Equalizer Function)



- Image of sound when the low range has been cut out (Kill Function)



Note Equalizer Function

Divides one sound into the [HI], [MID] and [LOW] ranges and adjusts them.

Each range of sound can be adjusted in a band of $-26\text{ dB} - +12\text{ dB}$.

* When the Kill function is put into effect, the sound in the selected range is cut completely. (The figure is an image depicting what happens when the Kill function is activated for the low range).

3-1-1 Making Changes

To make it easier to listen to when playing music at high volumes, it is important to adjust the balance of the low, mid and high ranges.

Following is an explanation by way of an example of adjusting a song on player A with the equalizer.

1 Click the [▶/||] button on player A.

2 Click the [Equalizer] button on player A.
 • The [Equalizer] button on player A lights up.



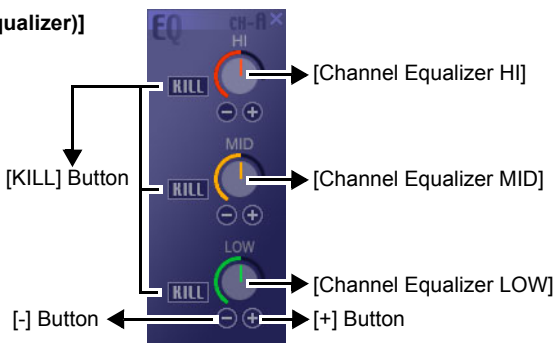
Indicator Functions

The [Equalizer] button does not just start up the [EQ (Equalizer)] screen, but plays the role of an indicator as well.

3 Right click the [Equalizer] button on player A.
 • The [EQ (Equalizer)] screen opens.

4 Dragging the [Channel Equalizer] of the range (HI, MID, LOW) you wish to adjust and adjust it.
 • If you rotate it to the left (-), it gets quieter, to the right (+) and it gets louder (Min -26 dB, Max +12 dB).
 • If you click the [+] or the [-], you can adjust them little by little.

[EQ (Equalizer)]
Screen



Note
Completely cutting sound from a given band

Click the [KILL] button.

→ '3-1-2 Cutting a Specific Range' P.36

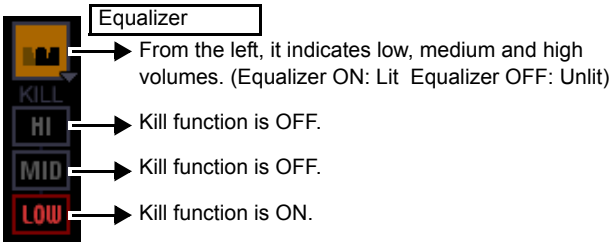
Warning!

When the Kill function is ON

Adjustments cannot be made with the [Channel Equalizer]. Once you turn the Kill function OFF, they can be used again.

→ '3-1-2 Cutting a Specific Range' P.36

(Contd. on the next page)



● Adjusting all of the Sound

You can adjust all of the sound together by using the functions below.

Trim: Adjusts the input signal level when sending sound from each player to the mixer.

[AUTO] Button: Automatically matches the input signal level of the clicked player to the input signal level of the player currently playing.



3-1-2 Cutting a Specific Range

Use the Kill function when you wish to kill just a specific range (high, mid or low) of sound completely. Following is an explanation by way of an example of how to turn ON the Kill function for a song being played on player A.

1 Click the [▶/||] button on player A.

2 Click the [KILL] button of the range of music to be cut.



- The button for the range you clicked lights up and that range of sound is completely cut.

Recovering a cut range of sound

Click the button for the range of sound that is lit orange and it will go off.

Note

Turning OFF the Equalizer function

When the equalizer function is ON (the indicator lit), if you click the [Equalizer] button, the equalizer functions turns OFF. (The indicator goes off/gray.) If you click it again, it turns back ON.

Note

[KILL] Button

This is on both the mixer and the [EQ (Equalizer)] screen. It operates the same regardless of which you use.

How to use the Kill function

The Kill function is convenient to use in the following situations.

- Cut the low range of player A and then substitute the low range of player B, thereby making it sound like a different song.
- When mixing songs, if the same range of sound of the 2 songs makes it sound discordant, cutting the range of sound from 1 allows the songs to mix smoothly.

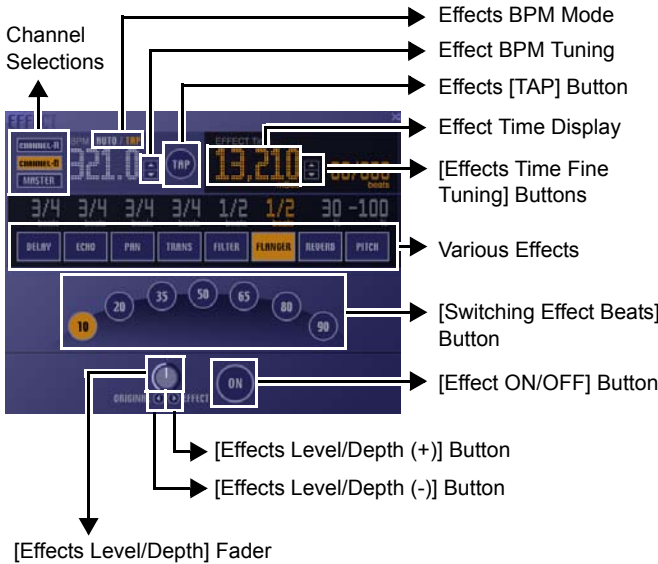
3-2 Adding Effects

The *DJS* has an Effector function for adding special sound effects. If you right click the [Effects] button on the Mixer, the [EFFECT] screen will be displayed.

[Effects] Button



[EFFECT] Screen



Note

Effect BPM Mode

Selects the mode for determining the BPM.
AUTO: Automatically detects the BPM from the audio signal.
TAP: You manually enter the BPM by tapping the Effects [TAP] button.

Effects [TAP] Button

When you tap the [TAP] button 2 or more times to the beat (1/4 note), the average span of that interval is set as the BPM.

Adjusting the Effects BPM

You can adjust the BPM directly up/down by changing the BPM displayed.

Various Effects

→ '3-2-1 Effector Types and their Features' P.38

3-2-1 Effector Types and their Features

DJS has the following Effector functions. Each kind of effect links up with the automatically detected BPM and plays the sound.

●DELAY

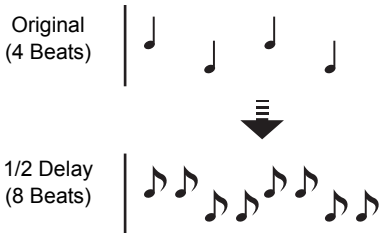
Delays the music and repeats it once. This makes the music sound like it was reflected, giving it the feel of being live or indoors.

Effect Times: 1/4, 2/4, 3/4, 1, 2, 4 or 8 beats

Fine Tuning Units: Time delay of 1 to 3,500 msec (1 msec Steps)

Ex.

If set to delay for a 1/2 beat, a quarter note becomes an eighth note. Further, if matched to the delay of a 3/4 beat, it makes it a jumpy rhythm.



●ECHO

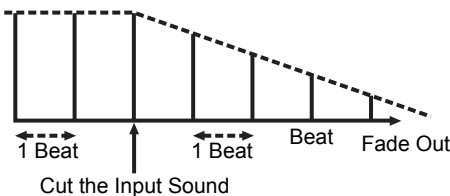
The music is delayed and repeated a number of times, making it echo. If a vocal is given a 1 beat echo, it gives it the effect of being sung in round.

Effect Times: 1/4, 2/4, 3/4, 1, 2, 4 or 8 beats

Fine Tuning Units: Time delay of 1 to 3,500 msec (1 msec Steps)

Ex.

If during a 1 beat echo you suddenly move the channel fader to a volume of 0 and cut the input sound, the music repeats to the beat and fades out.



(Contd. on the next page)

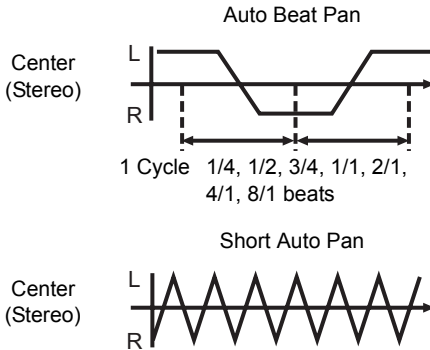
●PAN (Auto PAN)

Pans the sound right and left. In addition, it is also possible to do a short auto-pan at shorter intervals than is possible by operating the cross fader on the screen.

Effect Times: 1/4, 2/4, 3/4, 1, 2, 4 or 8 beats

Fine Tuning Units: Switching Time 10 to 16,000 msec (from 1 to 1,000 in 5 msec steps; from 1,000 to 16,000 in 10 msec steps)

Ex.



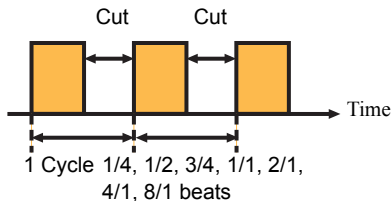
●TRANS (Auto TRANS)

Synchronizes the sound to the rhythm and cuts it off automatically.

Effect Times: 1/4, 2/4, 3/4, 1, 2, 4 or 8 beats

Fine Tuning Units: Switching Time 10 to 16,000 msec (from 1 to 1,000 in 5 msec steps; from 1,000 to 16,000 in 10 msec steps)

Ex.



(Contd. on the next page)

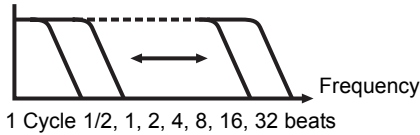
● FILTER

Filtering alters the frequency of the filter of electronic musical instruments, enabling huge changes in their tone.

Effect Times: 1/2, 1, 2, 4, 8, 16 or 32 beats

Fine Tuning Units: Period 10 to 16,000 msec (from 1 to 1,000 in 5 msec steps; from 1,000 to 16,000 in 10 msec steps)

Ex.



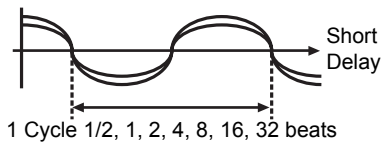
● FLANGER

Adds the sound effect of a jet taking off or descending.

Effect Times: 1/2, 1, 2, 4, 8, 16 or 32 beats

Fine Tuning Units: Period 10 to 16,000 msec (from 1 to 1,000 in 5 msec steps; from 1,000 to 16,000 in 10 msec steps)

Ex.



● REVERB

Adds an effect that sounds like it is lingering, after being reflected off the walls and floor.

Effect Time: 10, 20, 35, 50, 65, 80, 90%

Fine Tuning Units: Reverb Time 1 to 100% (1% steps)

● PITCH

Pitch alters the musical interval by a range of +/- 1 octave. In addition, if you mix this with the original track, you can get a chorus effect.

Effect Time: -100, -50, -33, 0, 33, 50, 100%

Fine Tuning Units: Musical Interval 0 to +/- 100% (1% steps)

3-2-2 Adding Effects

You can add an effect to the song that is playing. An explanation is provided here by way of an example of adding an effect to a song on player A.

1 Right click the [Effects] button.

- The [EFFECT] screen opens up.



2 Click the sound input ([CHANNEL/MASTER] button) to which you want to add the effect.

- The BPM of the song playing on the selected sound input is displayed in the BPM display.



3 Click an [Effect] button.

- The beat or percentage that can be set is displayed as the [Switching Effect Beats] button.



Note

Switching the type of effect

Clicking the [Effects] button opens up the menu for switching the type of effect.

Through function

If you click [THROUGH], it bypasses the effector and sends the music to the speakers.

- * You can reduce the load on your computer by using this function.

Note

[CHANNEL/MASTER] Buttons

The effects are added to the sound as indicated below by pressing the respective buttons.

CHANNEL-A: Player A

CHANNEL-B: Player B

MASTER: Master

(Contd. on the next page)

- 4 Click the [Switching Effect Beats] button.



- The Effect Time value that corresponds to the contents of the selected [Switching Effect Beats] button is displayed in the [EFFECT Time] of the [EFFECT] screen.

Fine Tuning the Effect Time

You can fine tune the time manually by pressing the Effect Time Fine Tuning buttons.

Refer to '[3-2-1 Effector Types and their Features](#)' P.38 for information on the units and effects that can be realized with fine tuning.

- 5 Click the [Headphone Cue (Effects)] button and check it on your headphones.

- The button will light up and the effect is output from your headphone output.



Note

[Switching Effect Beats] Button

The value to be changed on the [Switching Effect Beats] button differs depending on the kind of effect.

→ '[3-2-1 Effector Types and their Features](#)' P.38

3-3 Playing a Part of a Song Repeatedly

One of the things DJs do is play loops.

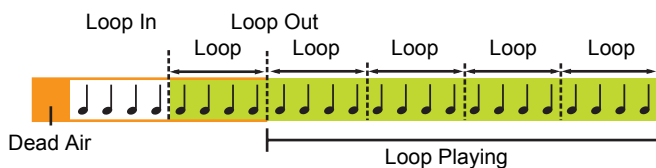
By playing just one part of a song over and over again, you can get various effects.

- (Ex. 1) Playing one part of a song over and over again gives it the feeling of being stuck in the groove.
- (Ex. 2) With a loop playing as a base, lay the melody of another song on top.

With the sound of how pro DJs perform in mind, try out all kinds of different things.

3-3-1 Setting up Loops (Play)

While listening to a song, set the range of the loop. As soon as you finish setting it, the loop immediately starts playing.



- 1 Click the [▶/||] button and it plays the song.



Note

Saving a loop

→ '4-1 Setting up to 4 Points to Start Playing (Track Hot Cue)' P.57

Saving a Loop as a Separate Track

→ '5-3 Saving the Length of a Loop as a Track' P.73

Note

A Loop is overwritten...

- (a) When Cues have been Set
- (b) When Auto Cue is ON and you put on another song
- (c) When Auto Cue is on and you return to the beginning of a song with track search
- (d) When a new loop is set up
- (e) When a One Track Loop is set up
- (f) When you move to any function other than DJ Play
- (g) When a track is put on that has an Auto Setup Cue set to it or when it jumps to the beginning of the song via track search of a track that has an Auto Setup Cue set

(Contd. on the next page)

3-3-2 Getting out of a Loop

A loop will continue to play until you stop the loop. To stop the loop, follow the steps below.

- 1 While the loop is playing, click the [Exit/Reloop] button.
 - This returns the player to normal playback mode.
 - The Loop display goes out and the Reloop display comes on. → 'Layout of the Information Display' P.19



3-3-3 Playing a Loop you Set up Previously

After finishing the playback of a loop, to restart a loop playing in the specified range, follow the procedures below.

- 1 While paused, click the [Exit/Reloop] button.
 - It jumps to the loop in point and starts playing the loop seamlessly.
 - The Reloop display goes out and the Loop display comes on. → 'Layout of the Information Display' P.19



Note

After Exiting Loop Playback

Even when the playback position reaches the loop out point, it will not return to the loop in point.

Note

When relooping is possible

When relooping is possible, [Reloop] is displayed in the information display.

2 Drag the [Channel Fader] of Player A upwards (Other than Volume 0).

- Once you move the position of the [Channel Fader] (Other than Volume 0), Player A immediately begins to play.



● **Cuing Player A Back**

When a cue has been set up for Player A, if you move the [Channel Fader] to the very bottom (Volume 0), it returns to the cue point set for the song on Player A and stands by at that point.

