

Pioneer

DJ MIXER

DJM-750

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

The Pioneer DJ support site shown above offers FAQs, information on software and various other types of information and services to allow you to use your product in greater comfort.

Operating Instructions

Contents

How to read this manual

In this manual, names of channels and buttons indicated on the product, names of menus in the software, etc., are indicated within square brackets ([]). (e.g. [MASTER] channel, [ON/OFF], [File] menu)

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Before start

Features

This unit is a 4-channel DJ mixer carrying over the technology of the Pioneer DJM series, the world standard for club sound. It is not only equipped with a variety of functions for DJ performances, including USB sound card, BOOST COLOR FX, SOUND COLOR FX and BEAT EFFECT, it also uses a high sound quality, high reliability design and a panel layout with high operability to provide powerful support for all DJ performances.

24 bit/96 kHz STEREO 4-IN 4-OUT SOUND CARD

This unit is equipped with a 24 bit/96 kHz stereo 4-in 4-out compatible USB sound card.

This unit supports ASIO/Core Audio standards, so it can be used not only for DJ performances with DJ software but also with a wide variety of other software applications, including for software for creating music.

- Four sets of stereo sound from a single computer can be input to the respective channels and mixed.
- Up to four sets of stereo sound can be output to the computer from the respective channels (channels 1 to 4, REC OUT, crossfader sides A and B and microphone).
- The sampling rate can be switched between 96 kHz, 48 kHz and 44.1 kHz.

BOOST COLOR FX/SOUND COLOR FX

The SOUND COLOR FX function that has been well received on the DJM series is carried over and further evolved. By using the **[BOOST]** button together with the four types of SOUND COLOR FX effects, new developments of the sound can be created easily. Furthermore, with the BOOST COLOR FX function, changes can be applied to the effects by detecting the speed at which the knob is turned, enabling even more dynamic performances than before.

BEAT EFFECT

This unit also inherits the BEAT EFFECT feature popular on the DJM series, equipped with 13 types of effects. The BOOST COLOR FX and SOUND COLOR FX effects can be combined to create some 100 different effects, letting the DJ produce a wide variety of sounds.

HIGH SOUND QUALITY

Measures have been taken for the digital/analog inputs/outputs to improve and enhance sound quality. Thanks to sound processing with a 96 kHz sampling, 24-bit high sound quality A/D converter and D/A converter, the original is recreated sound faithfully, achieving powerful, high-grade club sound.

BUILD QUALITY

This unit uses "P-LOCK Fader Cap" fader knobs equipped with lock mechanisms.

STANDARD LAYOUT

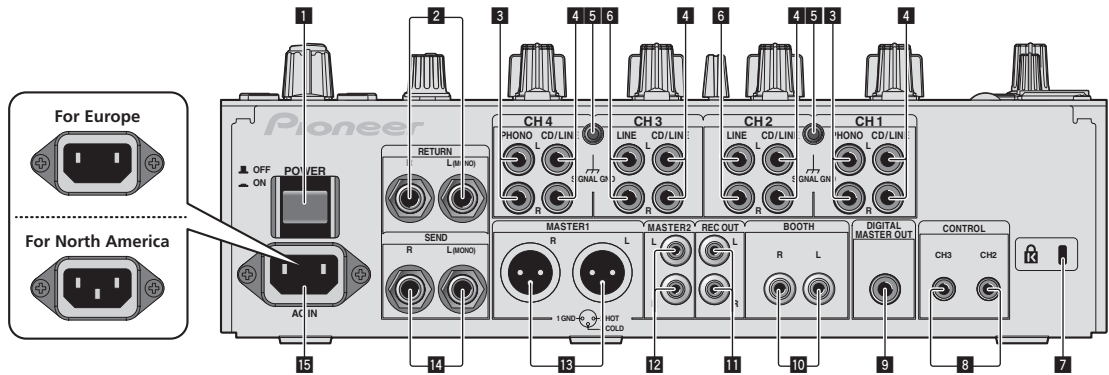
This unit carries over the control panel layout of the Pioneer DJM series, the world standard in DJ mixers.

The simple, straightforward layout of the control panel not only makes for easy DJ performances, it also allows DJs using it for the first time to operate it without hesitation.

Connections

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. Connect the power cord after all the connections between devices have been completed. Be sure to use the included power cord.

Rear panel



1 POWER button (page 12)

Turns this unit's power on and off.

2 RETURN terminals (page 5)

Connect to the output terminal of an external effector. When the [L (MONO)] channel only is connected, the [L (MONO)] channel input is simultaneously input to the [R] channel.

3 PHONO terminals (page 5)

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

To connect a device to the [PHONO] terminals, remove the short-circuit pin plug inserted in the terminals. Insert this short-circuit pin plug into the [PHONO] terminals when nothing is connected to them to cut external noise.

4 CD/LINE terminals (page 5)

Connect to a DJ player or a line level output component.

5 SIGNAL GND terminal (page 5)

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

6 LINE terminals (page 5)

Connect to a cassette deck or a line level output component.

7 Kensington security slot

8 CONTROL terminal (page 5)

This is a \varnothing 3.5 mm mini phone jack type DJ player control terminal. If you connect a Pioneer DJ player using a control cable (supplied with a DJ player), you can start playback of control other operations of the DJ player with the fader of this unit.

9 DIGITAL MASTER OUT terminal (page 5)

Outputs the master channel audio signals.

10 BOOTH terminals (page 5)

These are output terminals for a booth monitor.

11 REC OUT terminals (page 5)

These are output terminals for recording.

12 MASTER2 terminals (page 5)

Connect to a power amplifier, etc.

13 MASTER1 terminals (page 5)

Connect to a power amplifier, etc.

Be sure to use these as balanced outputs. **Be careful not to accidentally insert the power cord of another unit.**

14 SEND terminals (page 5)

Connect to the input terminal of an external effector. When the [L (MONO)] channel only is connected, a monaural audio signal is output.

15 AC IN

Connects to a power outlet using the included power cord. Wait until all connections between the equipment are completed before connecting the power cord.

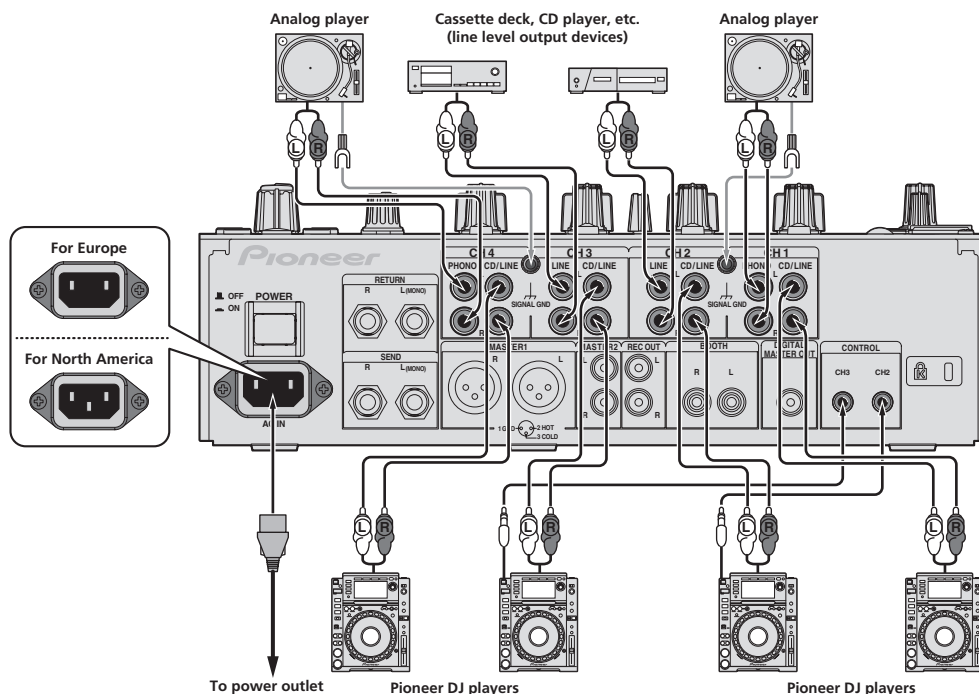
Be sure to use the included power cord.

WARNING

The short-circuit pin plugs out of the reach of children and infants. If accidentally swallowed, contact a doctor immediately.

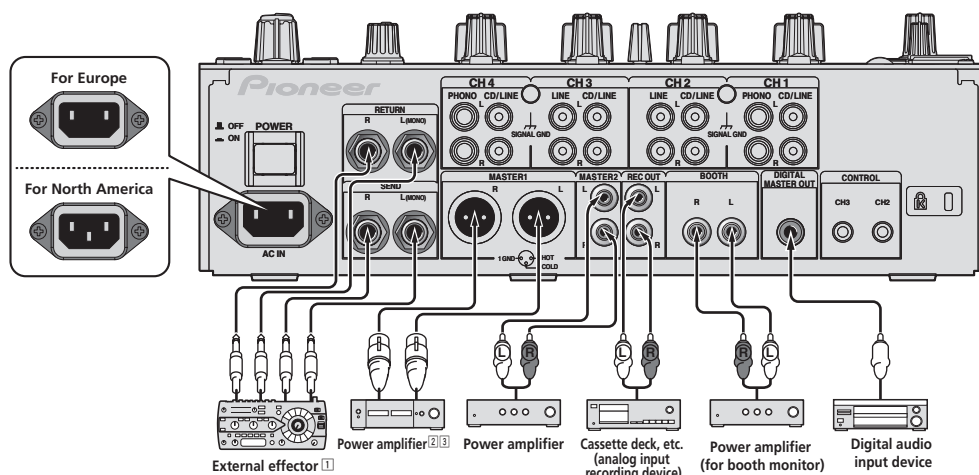
Connecting input terminals

- When creating a DVS (Digital Vinyl System) combining a computer, audio interface, etc., be careful in connecting the audio interface to this unit's input terminals and in the settings of the input selector switches. Also refer to the operating instructions of the DJ software and audio interface.



- To use the fader start function, connect a control cable (page 12).

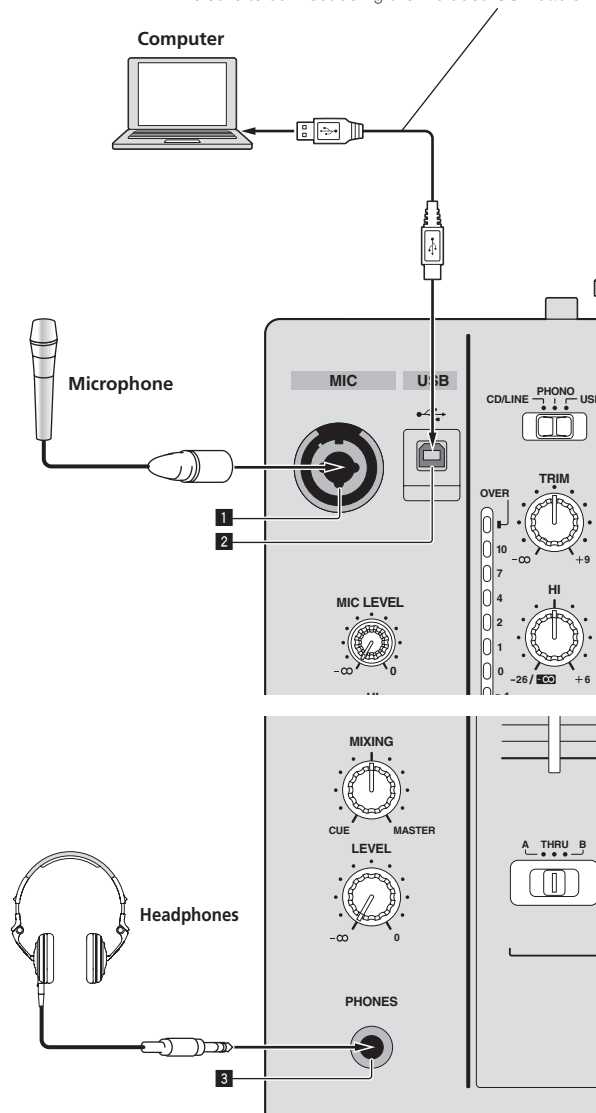
Connecting output terminals



- Also connect the external effector to the [RETURN] terminal (input terminal).
- Be sure to use the [MASTER1] terminals only for a balanced output. Connection with an unbalanced input (such as RCA) using an XLR to RCA converter cable (or converter adapter), etc., may lower the sound quality and/or result in noise. For connection with an unbalanced input (such as RCA), use the [MASTER2] terminals.
- Be careful not to accidentally insert the power cord of another unit to [MASTER1] terminal.

Connecting to the control panel

Be sure to connect using the included USB cable.



1 MIC terminal (page 13)

Connects a microphone here.

2 USB terminal (page 8)

Connect the computer.

3 PHONES terminal (page 12)

Connect headphones here.

About the driver software and setting utility software

The driver software is required to input and output the sound of a computer using this unit's built-in USB sound card. Prepare a computer on which a Windows or Mac operating system is installed and the proprietary driver software provided by Pioneer. When the driver software is installed, the settings utility software is installed at the same time. Change the settings of the settings utility and the computer according to your environment.

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- 6 You agree that this Agreement shall be governed and construed by and under the laws of Japan.

Cautions on Installation

- Before installing the driver software, turn off this unit's power and disconnect the USB cable connecting this unit to the computer.
- If you connect this unit to your computer without installing the driver software first, an error may occur on your computer depending on the system environment.
- If you have discontinued the installation process in progress, step through the installation process again from the beginning according to the following procedure.
- Read *Software end user license agreement* carefully before installing this unit's proprietary driver software.
- Before installing the driver software, terminate all other programs running on your computer.
- The driver software is compatible with the following OSs.

Supported operating systems

Mac OS X 10.6 / 10.7 / 10.8		✓
Windows® 8/Windows® 8 Pro	32-bit version	✓
	64-bit version	✓
Windows® 7 Home Premium/Professional/Ultimate	32-bit version	✓
	64-bit version	✓
Windows Vista® Home Basic/Home Premium/Business/Ultimate	32-bit version	✓
	64-bit version	✓
Windows® XP Home Edition/Professional (SP3 or later)	32-bit version	✓

Windows® XP Professional x64 Edition is not supported.

- The included CD-ROM includes installation programs in the following 12 languages.
English, French, German, Italian, Dutch, Spanish, Portuguese, Russian, Simplified Chinese, Traditional Chinese, Korean, and Japanese
When using operating systems in other languages, follow the instructions on the screen to select **[English (English)]**.

Installing the driver software

❖ About the installation procedure (Windows)

Read *Cautions on Installation* carefully before installing the driver software.

- To install or uninstall the driver software, you need to be authorized by the administrator of your computer. Log on as the administrator of your computer before proceeding with the installation.

1 Insert the included CD-ROM into the computer's CD drive.

The CD-ROM folder appears.

- If the CD-ROM folder is not displayed after a CD-ROM is loaded, open the CD drive from **[Computer (or My Computer)]** in the **[Start]** menu.

2 Double-click **[DJM-750_X.XXX.exe]**.

The driver installation screen appears.

3 When the language selection screen appears, select **[English]** and click **[OK]**.

You can select one from multiple languages depending on the system environment of your computer.

4 Carefully read the *Software end user license agreement* and if you consent to the provisions, put a check mark in **[I agree.]** and click **[OK]**.

If you do not consent to the provisions of the *Software end user license agreement*, click **[Cancel]** and stop installation.

5 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 installing on Windows XP
If **[Hardware Installation]** appears on the screen while the installation is in progress, click **[Continue Anyway]** and continue with the installation.
- When the installation program is completed, a completion message appears.
- When the installation of the driver software is completed, you need to reboot your computer.

❖ About the installation procedure (Mac OS X)

Read *Cautions on Installation* carefully before installing the driver software.

- To install or uninstall the driver software, you need to be authorized by the administrator of your computer. Have the name and password of the administrator of your computer ready in advance.

1 Insert the included CD-ROM into the computer's CD drive.

2 Double-click the CD icon on the desktop.

3 Double-click **[DJM-750_M_X.X.X.dmg]**.

The **[DJM-750AudioDriver]** menu screen appears.

4 Double-click **[DJM-750AudioDriver.pkg]**.

The driver installation screen appears.

5 Check the details on the screen and click **[Continue Anyway]**.

6 When the Software Use Agreement screen appears, select **[English]**, carefully read the *Software end user license agreement* and click **[Continue Anyway]**.

You can select one from multiple languages depending on the system environment of your computer.

7 If you consent to the provisions of the *Software end user license agreement*, click **[Agree]**.

If you do not consent to the provisions of the *Software end user license agreement*, click **[Disagree]** and stop installation.

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

- Click **[Cancel]** to cancel installation after it has started.
- When the installation of the driver software is completed, you need to reboot your computer.

Connecting this unit and computer

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

This unit functions as an audio device conforming to the ASIO standards.

- This operation does not work with computers that do not support USB 2.0.
- When using ASIO-compatible applications, **[USB 1/2]**, **[USB 3/4]**, **[USB 5/6]** and **[USB 7/8]** can be used as inputs.
- When using DirectX-compatible applications, only **[USB 1/2]** can be used as the input.
- The computer's recommended operating environment differs according to the DJ software. Be sure to check the recommended operating environment for the DJ software you are using.
- When another USB audio device is connected to the computer at the same time, it may not operate or be recognized normally. We recommend only connecting the computer and this unit.
- When connecting the computer and this unit, we recommend connecting directly to this unit's USB port.

2 Press **[POWER]** button.

Turn on the power of this unit.

- 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.
- When installing on Windows XP
 - **[Can Windows connect to Windows Update to search for software?]** may appear while the installation is in progress. Select **[No, not this time]**, then click **[Next]** to continue installation.
 - **[What do you want the wizard to do?]** may appear while the installation is in progress. Select **[Install the software automatically (Recommended)]**, then click **[Next]** to continue installation.
 - If **[Windows Security]** appears on the screen while the installation is in progress, click **[Install this driver software anyway]** and continue with the installation.

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 using Windows ASIO)
- Checking the version of the driver software

❖ Displaying the setting utility

For Windows 8

Click **[Start]** menu > **[DJM-750 Settings Utility]**.

For versions of Windows other than Windows 8

Click **[Start]** menu > **[All Programs]** > **[Pioneer]** > **[DJM-750]** > **[DJM-750 Settings Utility]**.

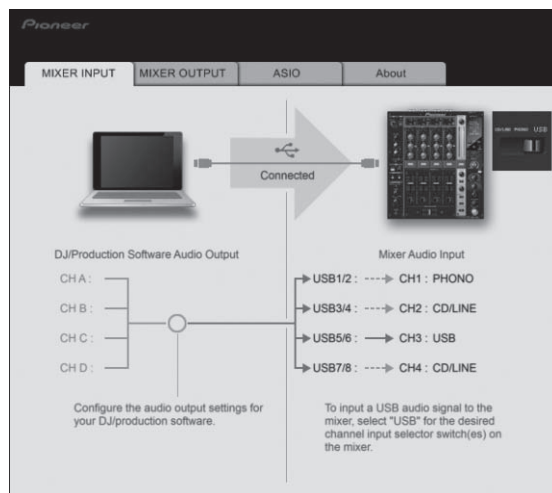
For Mac OS X

Click **[Macintosh HD]** icon > **[Application]** > **[Pioneer]** > **[DJM-750]** > **[DJM-750 Settings Utility]**.

❖ Checking the status of this unit's input selector switches

Display the setting utility before starting.

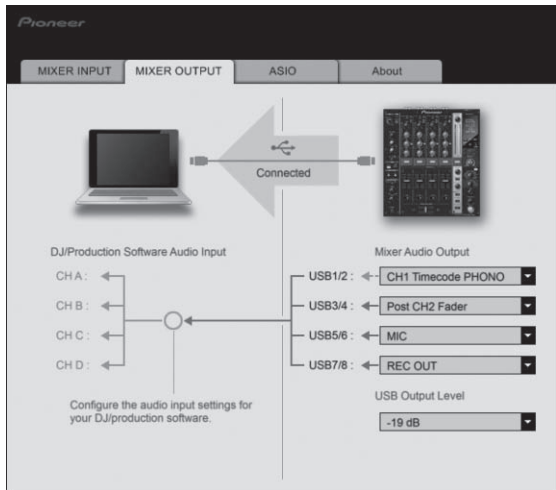
Click the **[MIXER INPUT]** tab.



❖ Setting the audio data output from this unit to the computer

Display the setting utility before starting.

1 Click the [MIXER OUTPUT] tab.



2 Click the [Mixer 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	CH2	CH3	CH4
CH1 Timecode PHONO ^[1]	CH2 Timecode CD/LINE ^[1]	CH3 Timecode CD/LINE ^[1]	CH4 Timecode PHONO ^[1]
CH1 Timecode CD/LINE ^[1]	CH2 Timecode LINE ^[1]	CH3 Timecode LINE ^[1]	CH4 Timecode CD/LINE ^[1]
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 B ^[2]	Cross Fader B ^[2]	Cross Fader B ^[2]	Cross Fader B ^[2]
MIC	MIC	MIC	MIC
REC OUT ^[2]	REC OUT ^[2]	REC OUT ^[2]	REC OUT ^[2]
None	None	None	None

^[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 any purposes other than sound recording, pay attention to set the DJ software so that sound loops are not generated. If sound loops are generated, sound with an unintended volume might be input or output.

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

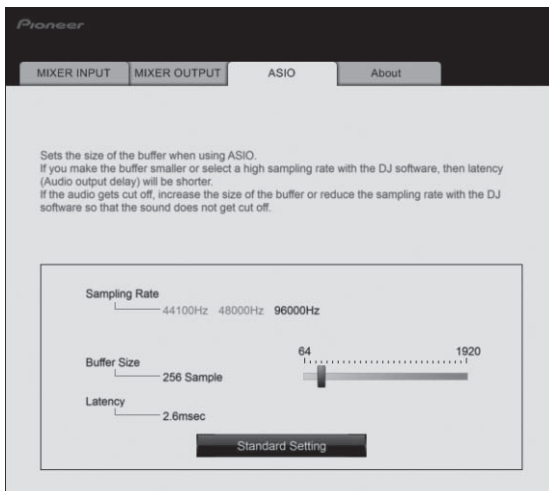
Adjust the volume of the audio data output from this unit.

- 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 using Windows ASIO)

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.



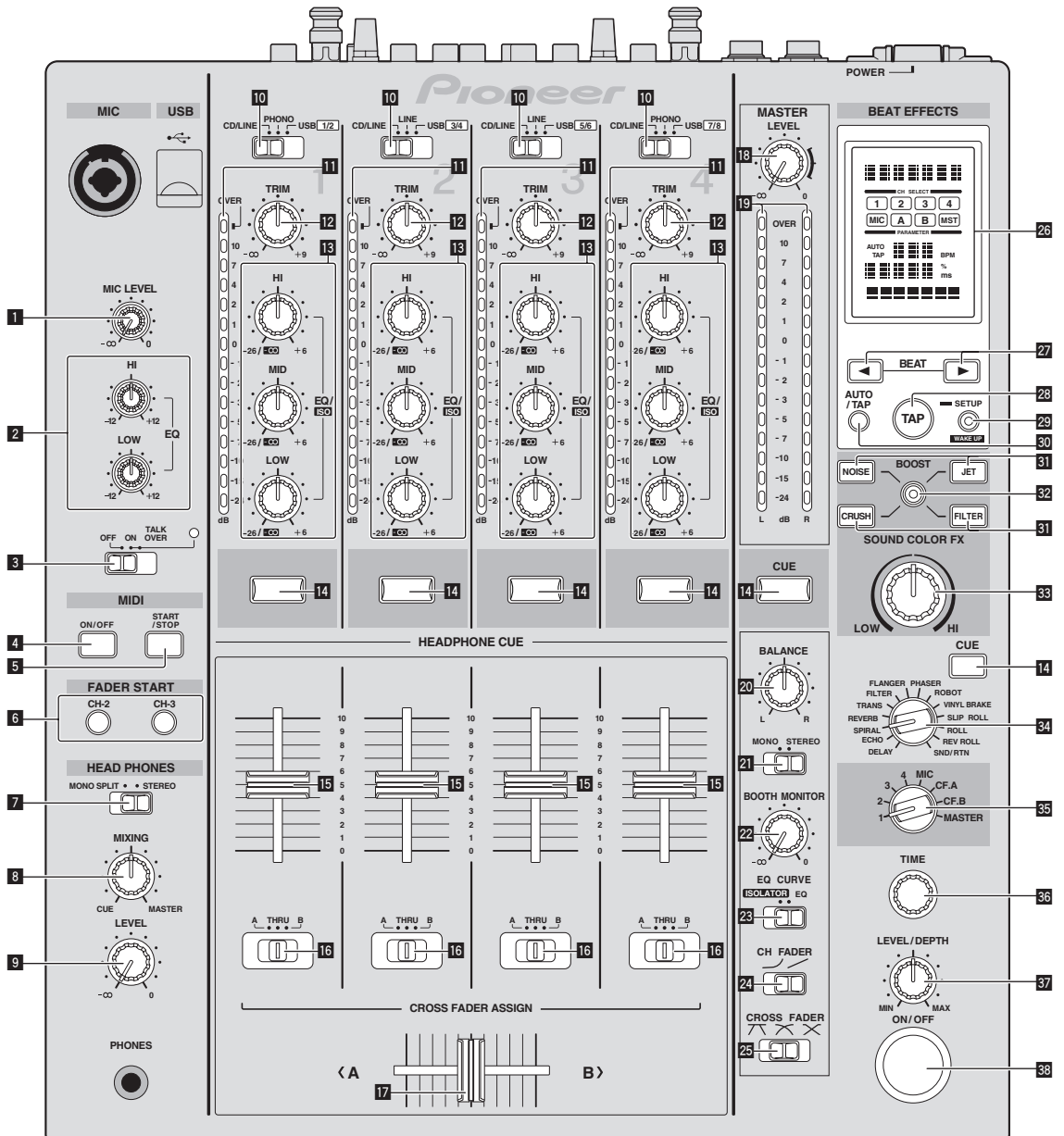
Checking the latest information on the driver software

For the latest information on this unit's exclusive driver software and operating system compatibility, see the website below.

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

- Operation cannot be guaranteed when multiple units of this mixer are connected to a single computer.

Operation



- 1 MIC LEVEL control (page 13)**
Adjusts the sound level output from the [MIC] channel.
- 2 EQ (HI, LOW) controls (page 13)**
Adjusts the sound quality of the [MIC] channel.
- 3 OFF, ON, TALK OVER selector switch (page 13)**
Turns the microphone on/off.
- 4 ON/OFF button (page 15)**
Switches the MIDI function on and off.
- 5 START/STOP button (page 15)**
Sends the MIDI start/MIDI stop signals.
- 6 FADER START (CH-2, CH-3) buttons (page 12)**
These turn the fader start function on/off.
- 7 MONO SPLIT, STEREO selector switch (page 12)**
Switches how the monitor sound output from the headphones is distributed.
- 8 MIXING control (page 12)**
This adjusts the monitor volume balance of the sound of channels for which the [CUE] button is pressed and the sound of the [MASTER] channel.
- 9 LEVEL control (page 12)**
Adjusts the sound level output from the headphones.
- 10 Input selector switches (page 12)**
Selects the input source of each channel from the components connected to this unit.
- 11 Channel Level Indicator (page 12)**
Displays the sound level of the respective channels before passing through the channel faders.
- 12 TRIM control (page 12)**
Adjusts the level of audio signals input in each channel.
- 13 EQ/ISO (HI, MID, LOW) controls (page 12)**
These adjust the sound quality of the respective channels.
- 14 CUE button (page 12)**
Presses the [CUE] button(s) for the channel(s) you want to monitor.
- 15 Channel Fader (page 12)**
Adjusts the level of audio signals output in each channel.
- 16 CROSS FADER ASSIGN (A, THRU, B) selector switch (page 12)**
Sets the output destination of each channel to [A] or [B].
- 17 Crossfader (page 12)**
Outputs audio signals assigned by the crossfader assign switch corresponding to the curve characteristics selected by [CROSS FADER] (Crossfader Curve Selector Switch).
- 18 MASTER LEVEL control (page 12)**
Adjusts the audio level output from the [MASTER1] and [MASTER2] terminals.
- 19 Master Level Indicator (page 12)**
Displays the audio level output from the [MASTER1] and [MASTER2] terminals.
- 20 BALANCE control (page 13)**
Adjusts the left/right balance of the sound output from the [MASTER1] terminals, etc.
- 21 MONO, STEREO selector switch (page 13)**
Switches the sound output from the [MASTER1] terminals, etc., between monaural and stereo.
- 22 BOOTH MONITOR control (page 13)**
Adjusts the level of audio signals output from the [BOOTH] terminal.
- 23 EQ CURVE (ISOLATOR, EQ) selector switch (page 12)**
Switches the function of the [EQ/ISO (HI, MID, LOW)] controls.
- 24 CH FADER (↷, ↶) selector switch (page 12)**
Switches the channel fader's curve characteristics.
- 25 CROSS FADER (↖, ↗, ✕) selector switch (page 12)**
This switches the crossfader curve characteristics.
- 26 Main unit display**
- 27 BEAT ◀, ▶ buttons (page 15)**
Set the beat fraction for synchronizing the effect sound.
- 28 TAP (ENTER) button**
— **TAP**: When the BPM measurement mode is set to [TAP], the BPM is input manually by tapping the button with a finger (page 15).
— **ENTER**: Used to change this unit's settings (page 21).
- 29 SETUP (WAKE UP) button (page 21)**
— **SETUP**: Displays the [USER SETUP] or [CLUB SETUP] screen.
— **WAKE UP**: Cancels the auto standby mode.
- 30 AUTO/TAP button (page 14)**
Switches the BPM measurement mode.
- 31 COLOR FX selector buttons (page 14)**
These turn the SOUND COLOR FX and BOOST COLOR FX effects on and off.
- 32 BOOST button (page 14)**
Switches the SOUND COLOR FX and BOOST COLOR FX functions.
- 33 COLOR control (page 14)**
Adjusts the quantitative parameter of the SOUND COLOR FX and BOOST COLOR FX effects.
- 34 Beat effect selector switch (page 15)**
Switches the BEAT EFFECT effect type.
- 35 Effect channel selector switch (page 14)**
Switches the channel to which the BEAT EFFECT and the SOUND COLOR FX/BOOST COLOR FX effects are applied.
- 36 TIME control (page 15)**
Adjusts the BEAT EFFECT's time parameter.
- 37 LEVEL/DEPTH control (page 15)**
Adjusts the BEAT EFFECT's quantitative parameter.
- 38 ON/OFF button (page 15)**
Turns the BEAT EFFECT function on/off.

Do not pull on the channel fader and crossfader knobs with excessive force. The knobs have a structure by which they cannot be pulled off easily. Pulling the knobs strongly may result in damaging the unit.

Basic Operation

Outputting sound

1 Press [POWER] button.

Turn on the power of this unit.

2 Switch the input selector switches.

Selects the input sources for the different channels from among the devices connected to this unit.

- [PHONO]: Selects the analog player connected to the [PHONO] terminals.
- [CD/LINE], [LINE]: Selects the DJ player or cassette deck connected to the [CD/LINE] or [LINE] terminals.
- [USB */*]: Selects the sound of the computer connected to the [USB] port.

3 Turn the [TRIM] control.

Adjusts the level of audio signals input in each channel. The corresponding channel level indicator lights when audio signals are being properly input to that channel.

4 Move the channel fader away from you.

Adjusts the level of audio signals output in each channel.

5 Switch the [CROSS FADER ASSIGN (A, THRU, B)] selector switch.

Switches the output destination of each channel.

- [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.)

6 Set the crossfader.

This operation is not necessary when the [CROSS FADER ASSIGN (A, THRU, B)] selector switch is set to [THRU].

7 Turn the [MASTER LEVEL] control.

Audio signals are output from the [MASTER1] and [MASTER2] terminals.

The master level indicator lights.

Adjusting the sound quality

Turn the [EQ/ISO (HI, MID, LOW)] controls for the respective channels.

The adjustable ranges for the respective controls are as shown below.

- **HI**: -26 dB to +6 dB (13 kHz)
- **MID**: -26 dB to +6 dB (1 kHz)
- **LOW**: -26 dB to +6 dB (70 Hz)

❖ Switching the function of the [EQ/ISO (HI, MID, LOW)] controls

Switch the [EQ CURVE (ISOLATOR, EQ)] selector switch.

- [ISOLATOR]: Functions as an isolator.
- [EQ]: The equalizer function is set.

Monitoring sound with headphones

1 Connect headphones to the [PHONES] terminal.

2 Press the [CUE] button(s) for the channel(s) you want to monitor.

3 Switch the [MONO SPLIT, STEREO] selector switch.

- [MONO SPLIT]: The sound of the channels for which the [CUE] button is pressed is output from the headphones output's left

channel, the [MASTER] channel sound is output from the right channel.

- [STEREO]: The sound of the channels for which the [CUE] button is pressed is output from the headphones in stereo.

4 Turn the [MIXING] control.

This adjusts the monitor volume balance of the sound of channels for which the [CUE] button is pressed and the sound of the [MASTER] channel.

5 Turn the [LEVEL] control for [HEADPHONES].

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

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

Switching the fader curve

❖ Select the channel fader curve characteristics

Switch the [CH FADER (↘, ↗)] selector switch.

- [↘]: The curve rises suddenly at the back side.
- [↗]: The curve rises gradually (the sound gradually increases as the channel fader is moved away from the front side).

❖ Select the crossfader curve characteristics

Switch the [CROSS FADER (↖, ↗, ×)] selector switch.

- [↖]: Makes a sharply increasing curve (if the crossfader is moved away from the [A] side, audio signals are immediately output from the [B] side).
- [↗]: Makes a curve shaped between the two curves above and below.
- [×]: Makes a gradually increasing curve (if the crossfader is moved away from the [A] side, the sound on the [B] side gradually increases, while the sound on the [A] gradually decreases).

Starting playback on a DJ player using the fader (fader start)

If you connect a Pioneer DJ player using a control cable (supplied with a DJ player), you can start playback of control other operations of the DJ player with the fader of this unit.

Connect this unit and Pioneer DJ player beforehand. For instructions on connections, see *Connecting input terminals* on page 5.

❖ Start playback using the channel fader

1 Set the [CROSS FADER ASSIGN (A, THRU, B)] selector switch to [THRU].

2 Press one of the [FADER START (CH-2, CH-3)] buttons.

Select the channel to be started with the fader start function.

3 Set the channel fader to the nearest position towards you.

4 Set the cue on the DJ player.

The DJ player pauses playback at the cue point.

5 Move the channel fader away from you.

Playback starts on the DJ player.

- If you set the channel fader back to the original position, the player instantaneously returns to the cue point already set and pauses playback (back cue).

❖ Start playback using the crossfader

- 1 Set the **[CROSS FADER ASSIGN (A, THRU, B)]** selector switch to **[A]** or **[B]**.
- 2 Press one of the **[FADER START (CH-2, CH-3)]** buttons. Select the channel to be started with the fader start function.
- 3 Set the crossfader.
Set to the edge opposite the side on which the channel you want to use with the fader start function is set.
- 4 Set the cue on the DJ player.
The DJ player pauses playback at the cue point.
- 5 Set the crossfader.
Playback starts on the DJ player.
 - If you set the crossfader back to the original position, the player instantaneously returns to the cue point already set and pauses playback (back cue).

- To adjust the sound output from the **[USB]** terminals, select **[REC OUT]** at **[Mixer Audio Output]** in the setting utility.

- 1 Set the **[MONO, STEREO]** selector switch to **[STEREO]**.

2 Turn the **[BALANCE]** control.

The sound's left/right balance changes according to the direction in which the **[BALANCE]** control is turned and its position.

- Rotating to the rightmost position outputs only the right sound of stereo audio. Rotating to the leftmost position outputs only the left sound of stereo audio.

Audio is output from the **[BOOTH]** terminal

Turn the **[BOOTH MONITOR]** control.

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

Using a microphone

- 1 Connect the microphone to the **[MIC]** jack.
- 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 **[MIC]** channel is attenuated by 18 dB (default) when a sound of -10 dB or greater is input to the microphone.
 - The **[TALK OVER]** sound attenuation level can be changed at **[USER SETUP]** screen. For instructions on changing this, see *Changing the settings* on page 21.
 - The talk over mode can be switched to the normal mode or the advanced mode. For instructions on changing it, see *Changing the settings* on page 21.
- 3 Turn the **[MIC LEVEL]** control.
Adjust the level of the sound output from the **[MIC]** 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 **[MIC]** channels' **[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)

Switching between monaural and stereo audio

This switches the sound output from the **[MASTER1]**, **[MASTER2]**, **[BOOTH]**, **[REC OUT]**, **[PHONES]**, **[DIGITAL MASTER OUT]** and **[USB]** terminals between monaural and stereo.

- To adjust the sound output from the **[USB]** terminals, select **[REC OUT]** at **[Mixer Audio Output]** in the setting utility.

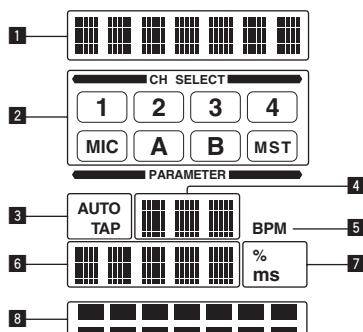
Switch the **[MONO, STEREO]** selector switch.

- **[MONO]**: Outputs monaural audio.
- **[STEREO]**: Outputs stereo audio.

❖ Adjusting the L/R balance of audio

The left/right balance of the sound output from the **[MASTER1]**, **[MASTER2]**, **[BOOTH]**, **[REC OUT]**, **[PHONES]**, **[DIGITAL MASTER OUT]** and **[USB]** terminals can be adjusted.

Advanced Operations



Number	Name	Descriptions	SOUND COLOR FX	BOOST COLOR FX	BEAT EFFECT
1	Effect display section	The name of the selected effect is displayed.	—	—	✓
2	Channel select display section	The name of the channel to which the effect is applied is displayed.	✓	✓	✓
3	AUTO (TAP)	[AUTO] lights when the BPM measurement mode is set to the auto mode. [TAP] lights when in the manual input mode.	—	✓	✓
4	BPM value display (3 digits)	When in the auto mode, this displays the automatically detected BPM value. When the BPM cannot be detected, the previously detected BPM value is displayed and flashes. When in the manual input mode, this displays the BPM value that was input manually.	—	✓	✓
5	BPM	This is always lit.	—	✓	✓
6	Parameter display section	This displays the parameters specified for the individual effects. When the [BEAT ◀, ▶] button is pressed, the corresponding beat fraction is displayed for 1 second. When a value outside the parameter range is specified with the [BEAT ◀, ▶] button, the value does not change and the display flashes.	—	—	✓
7	% (ms)	These light according to the units for the different effects.	—	—	✓
8	Beat display section	This lights according to the selected beat number position.	—	—	✓

SOUND COLOR FX

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

❖ Using the SOUND COLOR FX function

1 Press one of the [**COLOR FX**] selection buttons.

This selects the type of effect.

The button that was pressed flashes.

- Even if one of the [**COLOR FX**] selection buttons is already selected, when a different button is selected and pressed, that button is selected.
- For the types of effects, see *BOOST COLOR FX/SOUND COLOR FX effect types* on page 16.

2 Turn the effect channel selector switch.

This selects the channel to which the effect is applied.

- [**1**] – [**4**]: The effect is applied to the sound of the respective channel.
- [**MIC**]: The effect is applied to the sound of [**MIC**] channel.
- [**CF.A**], [**CF.B**]: The effect is applied to the sound of the cross-fader's [**A**] (left) or [**B**] (right) side.
- [**MASTER**]: The effect is applied to the sound of the [**MASTER**] channel.
- When the effect channel selector switch is turned while the [**COLOR**] control is turned to any position other than the center and an effect is being applied to the sound, the effect is canceled.

3 Turn the [**COLOR**] control.

When the control is turned, the effect is applied to the sound.

❖ Canceling the SOUND COLOR FX effect

Press the [**COLOR FX**] selection button that is flashing.

The effect is canceled.

BOOST COLOR FX

These are effects that change in association with the [**BOOST**] button, the [**COLOR**] control and the tempo (BPM = Beats Per Minute) of the currently playing track.

❖ Using the BOOST COLOR FX function

1 Press [**AUTO/TAP**] button.

Select the BPM measurement mode.

- [**AUTO**]: The BPM is measured automatically from the audio signal that is being input. The [**AUTO**] mode is set when this unit's power is turned on.
- [**TAP**]: The BPM is input manually by tapping the [**TAP**] button with a finger.
- The [**AUTO**] BPM measurement range is BPM = 70 to 180. With some tracks it may not be possible to measure the BPM correctly. If the BPM cannot be measured, the BPM value on the display flashes. In such cases, use the [**TAP**] button to input the BPM manually.

2 Press the [**BOOST**] button.

The [**BOOST**] button lights.

3 Press one of the [**COLOR FX**] selection buttons.

This selects the type of effect.

The button that was pressed flashes.

- Even if one of the [**COLOR FX**] selection buttons is already selected, when a different button is selected and pressed, that button is selected.
- For the types of effects, see *BOOST COLOR FX/SOUND COLOR FX effect types* on page 16.

4 Turn the effect channel selector switch.

This selects the channel to which the effect is applied.

- **[1] – [4]**: The effect is applied to the sound of the respective channel.
- **[MIC]**: The effect is applied to the sound of **[MIC]** channel.
- **[CF.A]**, **[CF.B]**: The effect is applied to the sound of the cross-fader's **[A]** (left) or **[B]** (right) side.
- **[MASTER]**: The effect is applied to the sound of the **[MASTER]** channel.
- When the effect channel selector switch is turned while the **[COLOR]** control is turned to any position other than the center and an effect is being applied to the sound, the effect is canceled.

5 Turn the [COLOR] control.

When the control is turned, the effect is applied to the sound. Changes can be applied to the effect by turning the control quickly.

❖ Canceling the BOOST COLOR FX effect

Press the [COLOR FX] selection button that is flashing.

The effect is canceled.

- When the **[BOOST]** button is pressed and turned off, the function switches to SOUND COLOR FX.

BEAT EFFECT

This function lets you instantaneously set various effects according to the tempo (BPM = Beats Per Minute) of the currently playing track.

❖ Using the BEAT EFFECT function

1 Press [AUTO/TAP] button.

Select the BPM measurement mode.

- **[AUTO]**: The BPM is measured automatically from the audio signal that is being input. The **[AUTO]** mode is set when this unit's power is turned on.
- **[TAP]**: The BPM is input manually by tapping the **[TAP]** button with a finger.
- The **[AUTO]** BPM measurement range is BPM = 70 to 180. With some tracks it may not be possible to measure the BPM correctly. If the BPM cannot be measured, the BPM value on the display flashes. In such cases, use the **[TAP]** button to input the BPM manually.

2 Turn the beat effect selector switch.

This selects the type of effect.

- For the types of effects, see *Types of BEAT EFFECT* on page 16.
- To use **[SND/RTN]**, see *Using the external effector* below.

3 Turn the effect channel selector switch.

This selects the channel to which the effect is applied.

- **[1] – [4]**: The effect is applied to the sound of the respective channel.
- **[MIC]**: The effect is applied to the sound of **[MIC]** channel.
- **[CF.A]**, **[CF.B]**: The effect is applied to the sound of the cross-fader's **[A]** (left) or **[B]** (right) side.
- **[MASTER]**: The effect is applied to the sound of the **[MASTER]** channel.

4 Press the [BEAT ◀, ▶] button.

Set the beat fraction for synchronizing the effect sound. The effect time corresponding to the beat fraction is set automatically.

5 Press the [ON/OFF] button for [BEAT EFFECTS].

The effect is applied to the sound.

The effect's time parameter can be adjusted by turning the **[TIME]** control.

The effect's quantitative parameter can be adjusted by turning the **[LEVEL/DEPTH]** control.

The **[ON/OFF]** button flashes when the effect is on.

- When the **[ON/OFF]** button is pressed again, the effect turns off.

❖ Inputting the BPM manually

Tap the [TAP] button at least 2 times in rhythm with the beat (in quarter notes) of the sound being played.

The average value of the interval at which the **[TAP]** button was tapped by finger is set as the BPM.

- When the BPM is set using the **[TAP]** button, the beat fraction is set to **[1/1]** and the time of one beat (quarter note) is set as the effect time.
- The BPM can be set manually by turning the **[TIME]** control while pressing the **[TAP]** button.
- The BPM can be set in units of 0.1 by pressing the **[AUTO/TAP]** button while pressing the **[TAP]** button and turning the **[TIME]** control while pressing the two buttons.

❖ Using the external effector

1 Connect this unit and external effector.

For instructions on connections, see *Connecting output terminals* on page 5.

2 Turn the beat effect selector switch.

Select **[SND/RTN]**.

3 Turn the effect channel selector switch.

This selects the channel to which the effect is applied.

4 Press the [ON/OFF] button for [BEAT EFFECTS].

The sound that has passed through the external effector is output from the **[MASTER]** channel.

- When the **[ON/OFF]** button is pressed again, the effect turns off.

Operating DJ software using the MIDI function

This unit is equipped with a "Full Assignable MIDI" function allowing the operation information of virtually all of the unit's controls and buttons to be sent to the DJ software as MIDI signals. This unit can be used as a USB MIDI controller when it is connected by USB cable to a computer on which MIDI-compatible DJ software is installed. Furthermore, the tempo (BPM) of the sound being played is sent as MIDI timing clocks, so the tempo on the DJ software can be synchronized with the tempo of the sound output from this unit.

To operate DJ software with this unit, first install the MIDI-compatible DJ software on the computer. The MIDI-related settings must also be made on the DJ software.

- For the messages output by this unit, see *List of MIDI Messages* on page 19.
- If you want to change this unit's MIDI channel, see *Changing the settings* on page 21.

1 Connect this unit's [USB] terminal to the computer.

For details about connections, see *Connecting to the control panel* on page 6.

2 Launch the DJ software.

3 Press the [MIDI] [ON/OFF] button.

Turn the MIDI function on.

Transmission of the MIDI messages begin.

- When a fader or control is moved, a message corresponding to the position is sent.
- When the **[START/STOP]** button is pressed and held in for more than 2 seconds, a set of MIDI messages corresponding to the button, fader or control positions is sent (Snapshot).
- When the **[ON/OFF]** button for **[MIDI]** is pressed again, transmission of MIDI messages stops.
- The MIDI timing clocks (BPM information) are sent regardless of the **[MIDI] [ON/OFF]** button's setting.

❖ Sending the MIDI start and MIDI stop messages

Press the [START/STOP] button for [MIDI].

- The MIDI start and MIDI stop messages are sent alternatively each time the **[START/STOP]** button is pressed, regardless of whether the MIDI function is on or off.

Types of effects

BOOST COLOR FX/SOUND COLOR FX effect types

Effect Name	[BOOST] button status	Descriptions	[COLOR] control
NOISE	Off	White noise generated inside this unit is mixed in to the sound of the channel via the filter and output. <ul style="list-style-type: none"> The volume can be adjusted by turning the [TRIM] controls for the respective channels. The sound quality can be adjusted by turning the [EQ/ISO (HI, MID, LOW)] controls. 	Turn counterclockwise: The cut-off frequency of the filter through which the white noise passes gradually decreases. Turn clockwise: The cut-off frequency of the filter through which the white noise passes gradually increases.
	On	An echo is applied to the white noise. The echo's cycle changes according to the speed at which the knob is turned.	An echo with a cycle equal to 3/4 the time of one beat of the BPM is applied. When turned quickly, and echo with a cycle of 1/4 is applied.
JET	Off	The flanger effect is applied.	Turn counterclockwise: A flanger effect with a strong bass sound is applied. Turn clockwise: A flanger effect with a strong treble sound is applied.
	On	A reverberation effect similar to a tape echo is applied.	Turn counterclockwise: A reverberation effect is applied. The further the control is turned, the longer the delay time. Turn clockwise: A reverberation effect is applied. The further the control is turned, the shorter the delay time. The delay time changes according to the position of the control. When turned quickly, the speed at which the delay time changes increases.
CRUSH	Off	Changes the original sound to a crushed-like sound for output.	Turn counterclockwise: Increases the sound's distortion. Turn clockwise: The sound is crushed before passing through the high pass filter.
	On	An echo is applied to the [CRUSH] effect. The echo's cycle changes according to the speed at which the knob is turned.	An echo with a cycle equal to 3/4 the time of one beat of the BPM is applied. When turned quickly, and echo with a cycle of 1/4 is applied.
FILTER	Off	Outputs sound that has passed through a filter.	Turn counterclockwise: Gradually decreases the low-pass filter's cutoff frequency. Turn clockwise: Gradually increases the high-pass filter's cutoff frequency.
	On	An echo is applied to the [FILTER] effect. The echo's cycle changes according to the speed at which the knob is turned.	An echo with a cycle equal to 3/4 the time of one beat of the BPM is applied. When turned quickly, and echo with a cycle of 1/4 is applied.

Types of BEAT EFFECT

DELAY ¹

A delay sound is output once according to the beat fraction set with the [BEAT ◀, ▶] buttons.

When 1/2 beat delay sound is added, 4 beats become 8 beats.

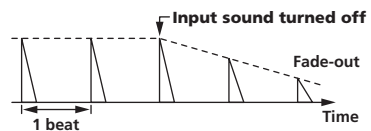


BEAT ◀, ▶ buttons (parameter 1)	Use these to set a time delay of 1/8 - 16/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the delay time. 1 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the delay sound.

ECHO ^{1 2}

A delay sound is output several times and gradually attenuated according to the beat fraction set with the [BEAT ◀, ▶] buttons.

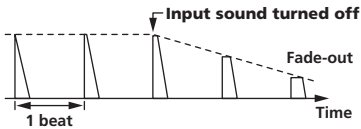
With 1/1 beat echoes, the delay sounds are faded out according to the track's tempo even after the input sound has been cut.



BEAT ◀, ▶ buttons (parameter 1)	Use these to set a time delay of 1/8 - 16/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the delay time. 1 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the echo sound.

SPIRAL ¹ ²

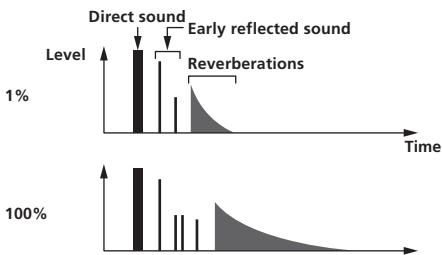
This function adds a reverberation effect to the input sound. When the delay time is changed, the pitch changes simultaneously.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set a time delay of $1/8 - 16/1$ with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the delay time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the effect sound and to set the quantitative parameter.

REVERB ¹ ²

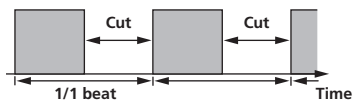
This function adds a reverberation effect to the input sound.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set the extent of the reverberation effect, from 1 - 100 %.
TIME control (parameter 2)	Use this to set the degree of the reverb effect. 1 - 100 (%)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the effect sound and to set the cut-off frequency of the filter through which the effect sound passes.

TRANS ¹

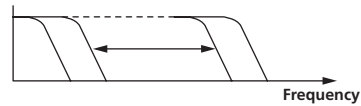
The sound is cut according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set a cut time of $1/16 - 16/1$ with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the effect time. 10 to 16000 (ms)
LEVEL/DEPTH control (parameter 3)	Sets the balance between the original sound and the effect sound.

FILTER ¹

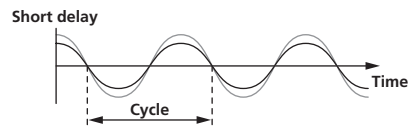
The filter's cutoff frequency changes according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set the cycle for moving the cut-off frequency as a time of $1/4 - 64/1$ with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the cycle at which the cut-off frequency is moved. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	The further the control is turned clockwise, the more the effect is stressed. When turned all the way counterclockwise, only the original sound is output.

FLANGER ¹

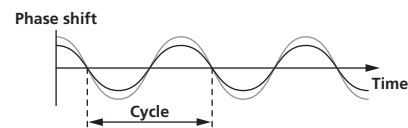
A 1-cycle flanger effect is produced according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set the $1/4 - 64/1$ effect time with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the cycle by which the flanger effect moves. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	The further the control is turned clockwise, the more the effect is stressed. When turned all the way counterclockwise, only the original sound is output.

PHASER ¹

The phaser effect changes according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set the cycle for moving the phaser effect as of time of $1/4 - 64/1$ with respect to the time of one beat of the BPM.
TIME control (parameter 2)	This sets the cycle by which the phaser effect is moved. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	The further the control is turned clockwise, the more the effect is stressed. When turned all the way counterclockwise, only the original sound is output.

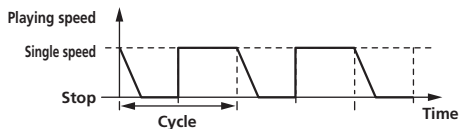
ROBOT ¹

The original sound is changed to a sound like one produced by a robot.

BEAT ◀ ▶ buttons (parameter 1)	Use these to set the degree of the effect sound, from -100 - 100 %.
TIME control (parameter 2)	Use this to set the degree of the effect sound. -100-100 (%)
LEVEL/DEPTH control (parameter 3)	Sets the balance between the original sound and the effect sound.

VINYL BRAKE ¹ ²

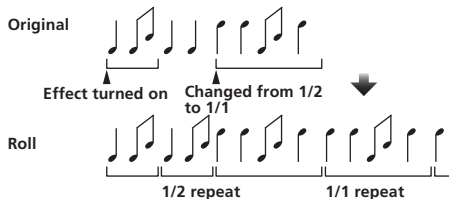
The playing speed of the input sound changes according to the beat multiple set with the [BEAT ◀ ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Sets the cycle at which the playing speed of the input sound changes to 1/4 – 64/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Sets the cycle at which the playing speed of the input sound changes. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	Sets the balance between the original sound and the effect sound, as well as the amount of change in the playing speed.

SLIP ROLL ¹ ²

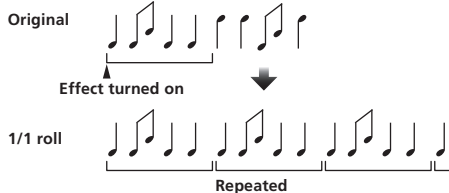
The sound being input at the point when the [ON/OFF] is pressed is recorded, and the recorded sound is output repeatedly according to the beat fraction set with the [BEAT ◀ ▶] buttons. When the effect time changes, the input sound is recorded again.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set an effect time of 1/16 – 16/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the ROLL sound as well as the length of the ROLL that is played.

ROLL ¹ ²

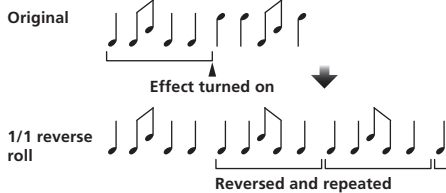
The sound being input at the point when the [ON/OFF] is pressed is recorded, and the recorded sound is output repeatedly according to the beat fraction set with the [BEAT ◀ ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set an effect time of 1/16 – 16/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the ROLL sound as well as the length of the ROLL that is played.

REV ROLL ¹ ²

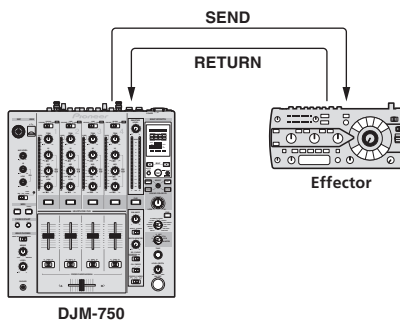
The sound being input at the point when the [ON/OFF] button is pressed is recorded, and the recorded sound is reversed then output repeatedly according to the beat fraction set with the [BEAT ◀ ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set an effect time of 1/16 – 16/1 with respect to the time of one beat of the BPM.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the ROLL sound as well as the length of the ROLL that is played.

SND/RTN ¹

Connect an external effector, etc., here.





BEAT ◀ ▶ buttons (parameter 1)	—
TIME control (parameter 2)	—
LEVEL/DEPTH control (parameter 3)	This adjusts the sound level input to the [RETURN] terminal.

- When [CF.A], [CF.B] or [MASTER] is selected with the effect channel selector switch, if the sound of the channel you want to monitor is not being output to the [MASTER] channel, the effect sound cannot be monitored even if the [CUE] button for [BEAT EFFECTS] is pressed.
- If the effect is off, the effect sound cannot be monitored even by pressing the [CUE] button for [BEAT EFFECTS].

List of MIDI Messages

- “CC” is the abbreviation of “control change”. A control change is a type of MIDI signal used to transmit various types of control information, such as timbre, volume, etc.
On this unit, values from 0 to 127 are output as CC mainly when controls and faders are operated. CC are also output when certain buttons are operated.
- “Note” is a MIDI term used when pressing or releasing notes on a piano or other keyboard.

Category	SW Name	SW Type	MIDI assignment	Trigger/Toggle	Transmitted data
CH1	TRIM	Control	CC 001	—	0-127
	HI	Control	CC 002	—	0-127
	MID	Control	CC 003	—	0-127
	LOW	Control	CC 004	—	0-127
	CUE	Button	CC 070	Trigger/Toggle	OFF=0, ON=127
	Channel fader	Control	CC 017	—	0-127
	CROSS FADER ASSIGN	Switch	CC 065	—	0, 64, 127
CH2	TRIM	Control	CC 006	—	0-127
	HI	Control	CC 007	—	0-127
	MID	Control	CC 008	—	0-127
	LOW	Control	CC 009	—	0-127
	CUE	Button	CC 071	Trigger/Toggle	OFF=0, ON=127
	Channel fader	Control	CC 018	—	0-127
	CROSS FADER ASSIGN	Switch	CC 066	—	0, 64, 127
CH3	TRIM	Control	CC 012	—	0-127
	HI	Control	CC 014	—	0-127
	MID	Control	CC 015	—	0-127
	LOW	Control	CC 021	—	0-127
	CUE	Button	CC 072	Trigger/Toggle	OFF=0, ON=127
	Channel fader	Control	CC 019	—	0-127
	CROSS FADER ASSIGN	Switch	CC 067	—	0, 64, 127
CH4	TRIM	Control	CC 080	—	0-127
	HI	Control	CC 081	—	0-127
	MID	Control	CC 092	—	0-127
	LOW	Control	CC 082	—	0-127
	CUE	Button	CC 073	Trigger/Toggle	OFF=0, ON=127
	Channel fader	Control	CC 020	—	0-127
	CROSS FADER ASSIGN	Switch	CC 068	—	0, 64, 127
Crossfader	Crossfader	Control	CC 011	—	0-127
Fader curve	CH FADER 	Switch	CC 094	—	0, 127
	CROSS FADER 	Switch	CC 095	—	0, 64, 127
Master	MASTER LEVEL	Control	CC 024	—	0-127
	BALANCE	Control	CC 023	—	0-127
	CUE	Button	CC 074	Trigger/Toggle	OFF=0, ON=127
	EQ CURVE (ISOLATOR, EQ)	Switch	CC 033	—	0, 127
BOOTH MONITOR	BOOTH MONITOR	Control	CC 025	—	0-127
BEAT EFFECTS	◀	Button	CC 076	Trigger only	OFF=0, ON=127
	▶	Button	CC 077	Trigger only	OFF=0, ON=127
	AUTO/TAP	Button	CC 069	Trigger/Toggle	OFF=0, ON=127
	TAP	Button	CC 078	Trigger only	OFF=0, ON=127
	CUE	Button	CC 075	Trigger/Toggle	OFF=0, ON=127

Category	SW Name	SW Type	MIDI assignment	Trigger/Toggle	Transmitted data	
BEAT EFFECTS	EFFECT SELECT	DELAY	Switch	CC 042	[2]	OFF=0, ON=127
		ECHO	Switch	CC 055	[2]	OFF=0, ON=127
		SPIRAL	Switch	CC 043	[2]	OFF=0, ON=127
		REVERB	Switch	CC 054	[2]	OFF=0, ON=127
		TRANS	Switch	CC 053	[2]	OFF=0, ON=127
		FILTER	Switch	CC 059	[2]	OFF=0, ON=127
		FLANGER	Switch	CC 050	[2]	OFF=0, ON=127
		PHASER	Switch	CC 057	[2]	OFF=0, ON=127
		ROBOT	Switch	CC 051	[2]	OFF=0, ON=127
		VINYL BRAKE	Switch	CC 061	[2]	OFF=0, ON=127
		SLIP ROLL	Switch	CC 058	[2]	OFF=0, ON=127
		ROLL	Switch	CC 046	[2]	OFF=0, ON=127
		REV ROLL	Switch	CC 047	[2]	OFF=0, ON=127
		SND/RTN	Switch	CC 062	[2]	OFF=0, ON=127
		CH1	Switch	CC 034	[2]	OFF=0, ON=127
		CH2	Switch	CC 035	[2]	OFF=0, ON=127
		CH3	Switch	CC 036	[2]	OFF=0, ON=127
		CH4	Switch	CC 037	[2]	OFF=0, ON=127
	MIC	Switch	CC 038	[2]	OFF=0, ON=127	
	CF.A	Switch	CC 039	[2]	OFF=0, ON=127	
CF.B	Switch	CC 040	[2]	OFF=0, ON=127		
MASTER	Switch	CC 041	[2]	OFF=0, ON=127		
TIME		Switch	CC 013	—	—	
		Switch	CC 045	—	TIME value (When FLANGER , PHASER , FILTER or VINYL BRAKE is selected, the value is halved. When a negative value is selected, it is set to a positive value.)	
	LEVEL/DEPTH	Switch	CC 091	—	0-127	
	ON/OFF • When an effect other than [SND/RTN] is selected at BEAT EFFECT	Button	CC 114	—	OFF=0, ON=127	
	ON/OFF • When [SND/RTN] is selected at BEAT EFFECT	Button	CC 064	—	OFF=0, ON=127	
SOUND COLOR FX (BOOST COLOR FX)	EFFECT SELECT	NOISE	Button	CC 085	Trigger/Toggle ^[1]	OFF=0, ON=127
		JET	Button	CC 084	Trigger/Toggle ^[1]	OFF=0, ON=127
		CRUSH	Button	CC 086	Trigger/Toggle ^[1]	OFF=0, ON=127
		FILTER	Button	CC 087	Trigger/Toggle ^[1]	OFF=0, ON=127
	BOOST	Button	CC 100	Trigger/Toggle	OFF=0, ON=127	
	EFFECT KNOB	Control	CC 005	—	0-127	
MIC	HI	Control	CC 030	—	0-127	
	LOW	Control	CC 031	—	0-127	
Fader Start	FADER START CH-2	Button	CC 089	Trigger/Toggle	OFF=0, ON=127	
	FADER START CH-3	Button	CC 090	Trigger/Toggle	OFF=0, ON=127	
HEADPHONES	MIXING	Control	CC 027	—	0-127	
	LEVEL	Control	CC 026	—	0-127	
	Timing Clock	—	Timing Clock	—	—	
Fader Start	FADER START CH-2		Note 103	—	BACK CUE = 0, PLAY = 127	
	FADER START CH-3		Note 104	—	BACK CUE = 0, PLAY = 127	
MIDI	START	Button	START	—	—	
	STOP	Button	STOP	—	—	

[1] When turning one button on switches another button from on to off, MIDI on and off messages are sent from the two buttons.

When there is no button that switches off, only the MIDI on message is sent from the button that was pressed.

[2] When switched from one position to another position, the MIDI ON and OFF signals are sent respectively from both positions.

- When the [START/STOP] button is pressed for over 1 second, MIDI messages corresponding to the positions of the buttons, faders and controls are sent in a bundle (Snapshot).

The MIDI Snapshot sends all MIDI messages other than MIDI start and MIDI stop.

Changing the settings

1 Press the [SETUP (WAKE UP)] button for over 1 second.

The [USER SETUP] screen is displayed.

- To display the [CLUB SETUP] screen, first turn this unit's power off, then press the [POWER] button while pressing the [SETUP (WAKE UP)] button.

2 Press the [BEAT ◀, ▶] button.

Select the setting item.

3 Press the [TAP] button.

The screen switches to the setting item's setting value change screen.

4 Press the [BEAT ◀, ▶] button.

Change the setting value.

5 Press the [TAP] button.

Enter the setting value.

The previous screen reappears.

- To return to the previous screen without changing the settings, press the [AUTO/TAP] button.

6 Press the [SETUP (WAKE UP)] button.

Close the [USER SETUP] screen.

- To close the [CLUB SETUP] screen, press the [POWER] button to turn this unit's power off.

About the auto standby function

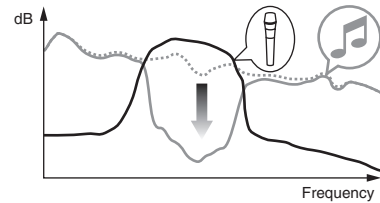
When [Auto Standby] is set to [ON], the standby mode is set automatically if 4 hours pass with all of the conditions shown below met.

- That none of this unit's buttons or controls are operated.
- That no audio signals of -10 dB or greater are input to this unit's input terminals.
- When the [SETUP (WAKE UP)] button is pressed, the standby mode is canceled.
- This unit is shipped with the auto standby function turned on. If you do not want to use the auto standby function, set [Auto Standby] to [OFF].

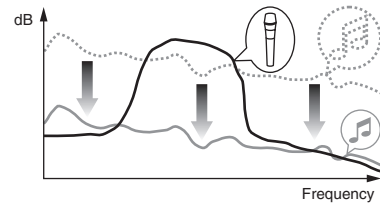
About the talk over function

The talk over function has the two modes described below.

- [ADV] (advanced talk over): The mid-range only of the sound of channels other than the [MIC] channel is attenuated according to the [Talk Over LEVEL] setting value and output.



- [NOR] (normal talk over): The sound of channels other than the [MIC] channel is attenuated according to the [Talk Over LEVEL] setting value and output.



Setting preferences

*: Setting upon purchase

Mode	Options settings	Screen display	Setting value	Descriptions
USER SETUP	MIDI CH	MIDI CH	1* to 16	Sets the MIDI channel.
	MIDI Button Type	MIDI BT	TGL*, TRG	Selects the MIDI signal transmission mode, [TGL (TOGGLE)] or [TRG (TRIGGER)].
	Talk Over Mode	TLK MOD	ADV*, NOR	Selects the talk over function's mode, [ADV (ADVANCED)] or [NOR (NORMAL)].
	Talk Over LEVEL	TLK LVL	-6 dB, -12 dB, -18 dB*, -24 dB	Sets the talk over function's sound attenuation level.
CLUB SETUP	Digital Master Out Level	DOUT LV	-19 dB*, -15 dB, -10 dB, -5 dB	Sets the maximum level of the sound output from the [DIGITAL MASTER OUT] terminals. ^[1]
	Digital Master Out Sampling Rate	DOUT FS	48 kHz, 96 kHz*	Sets the digital signal's sampling rate.
	MASTER ATT.	MST ATT	-6 dB, -3 dB, 0 dB*	Sets the attenuation level of the sound output from the [MASTER1] and [MASTER2] terminals.
	Auto Standby	AUTOSTB	ON*, OFF	Turns the auto standby function on and off.
	Mic Output To Booth Monitor	MIC BTH	ON*, OFF	Sets whether or not to output the microphone's audio signals from [BOOTH] terminals.
	Peak Limiter	PKLIMIT	ON*, OFF	Lessens sudden, unpleasant digital clipping of the master output.
	PC UTILITY	PC UTLY	ON*, OFF	Sets whether or not to launch the computer's setting utility software automatically when a USB cable is connected.
Factory Reset	INITIAL	YES, NO*	Restores all the settings to their factory defaults.	

[1] Note that the output sound may be distorted even if the master level indicator does not light up to the very top.

Additional information

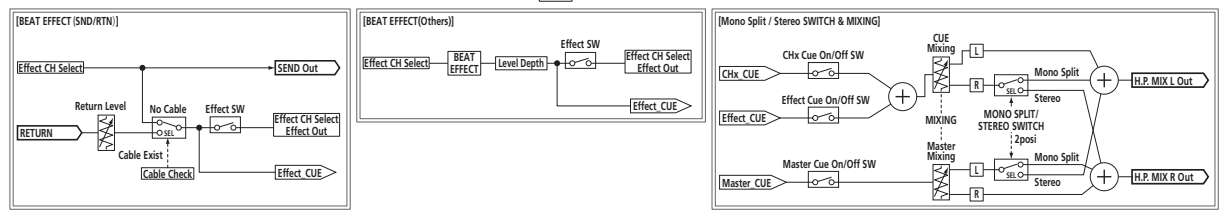
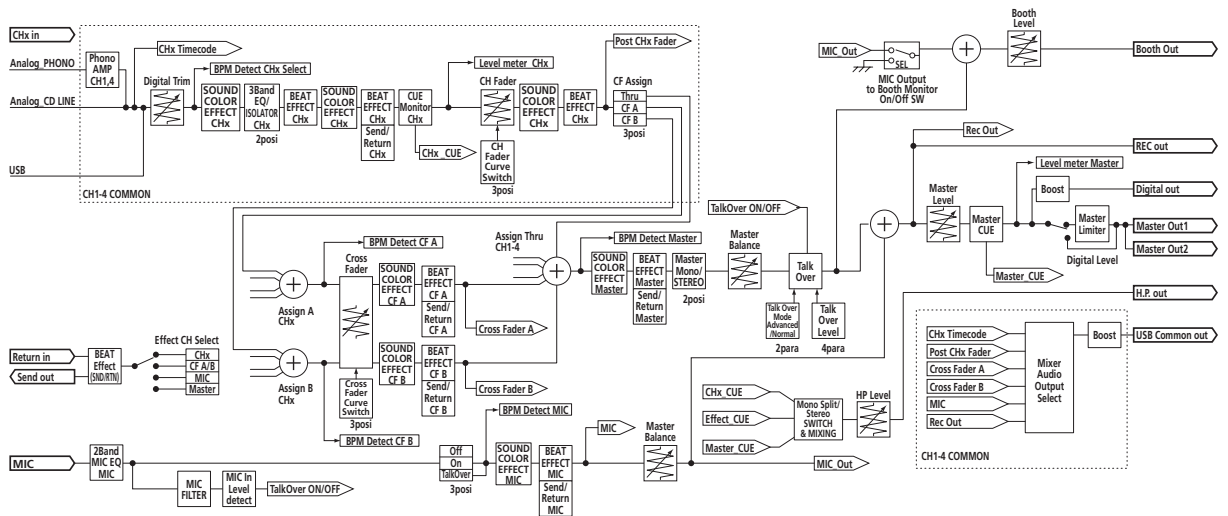
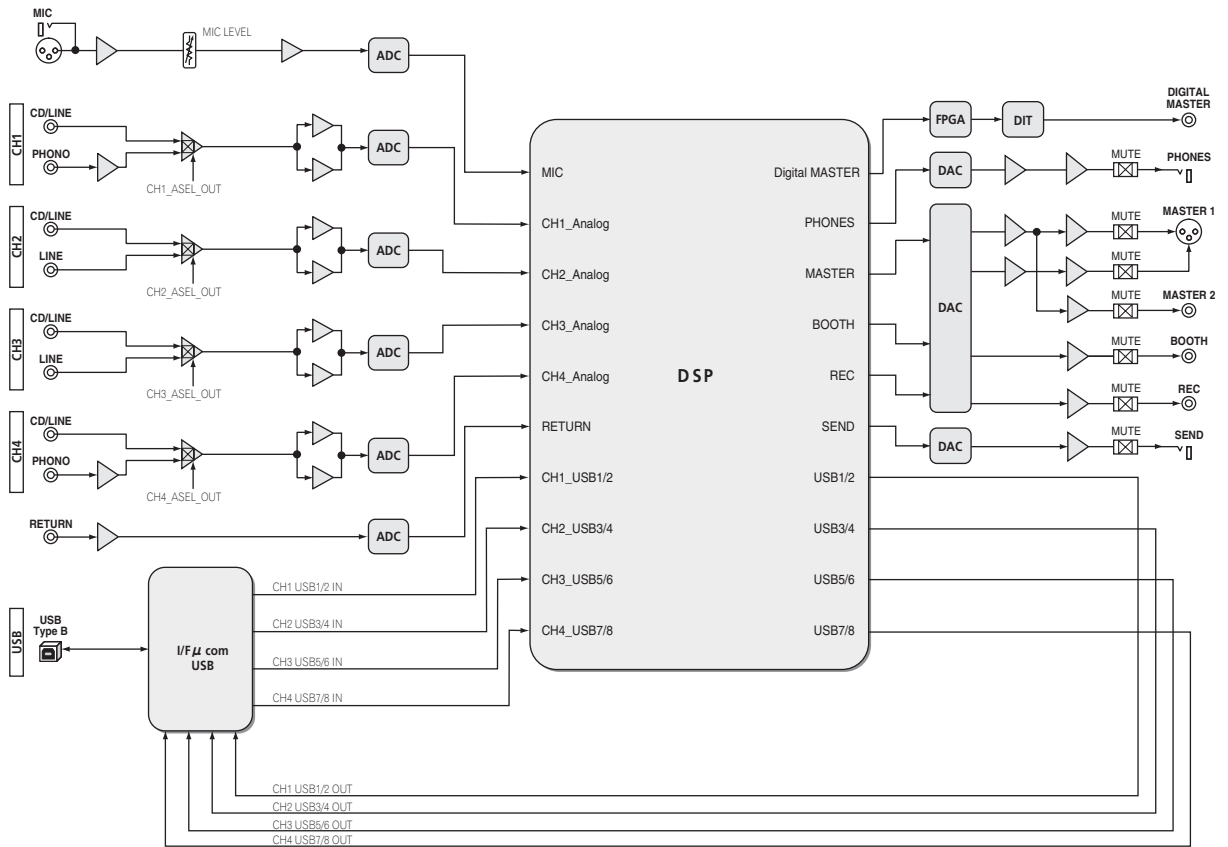
Troubleshooting

- Incorrect operation is often mistaken for trouble or malfunction. If you think that there is something wrong with this component, check the points below. Sometimes the trouble may lie in another component. Inspect the other components and electrical appliances being used. If the trouble cannot be rectified after checking the items below, ask your nearest Pioneer authorized service center or your dealer to carry out repair work.
- The player may not operate properly due to static electricity or other external influences. In such cases, normal operation may be restored by unplugging the power cord then plugging it back in.

Problem	Check	Remedy
The power is not turned on.	Is the power cord properly connected?	Plug in the power cord to an AC outlet.
No sound or small sound.	Is the input selector switch set to the proper position?	Switch the input selector switch to switch the channel's input source. (page 12)
	Are the connection cables properly connected?	Connect the connection cables properly. (page 5)
	Are the terminals and plugs dirty?	Clean the terminals and plugs before making connections.
	Is [MASTER ATT.] set to [-6 dB] , etc.?	At the [CLUB SETUP] screen, switch [MASTER ATT.] . (page 21)
Digital sound cannot be output.	Is the digital audio output's sampling frequency (fs) suited for the specifications of the connected device?	On the [CLUB SETUP] screen, set [Digital Master Out Sampling Rate] according to the specifications of the connected equipment. (page 21)
Distorted sound.	Is the sound level output from the [MASTER] channel appropriately set?	Adjust the [MASTER LEVEL] control so that the master channel level indicator lights at around [0 dB] at the peak level. (Page 12) Set [MASTER ATT.] to [-3 dB] or [-6 dB] . (page 21)
	Is the level of audio input to each channel properly set?	Adjust the [TRIM] control so that the channel level indicator lights at about [0 dB] at the peak level. (Page 12)
Can't crossfade.	Are the CROSS FADER ASSIGN (A, THRU, B) selector switches properly set?	Set the [CROSS FADER ASSIGN (A, THRU, B)] selector switches for the different channels properly. (Page 12)
Can't fader start a DJ player.	Is the [FADER START (CH-2, CH-3)] button set to [OFF] ?	Set the [FADER START (CH-2, CH-3)] button on the control panel to [ON] . (Page 12)
	Is the DJ player properly connected to the [CONTROL] terminal?	Properly connect the DJ player to the [CONTROL] terminal using the control cord. (page 5)
	Are the audio cables properly connected?	Connect this unit's audio input terminals and the DJ player's audio output terminals by audio cable. (page 5)
[BEAT EFFECTS] does not work.	Is the effect channel selector switch set to the proper position?	Turn the effect channel selector switch to select the channel to which you want to apply the effect. (Page 15)
[SOUND COLOR FX] does not work.	Is the effect channel selector switch set to the proper position?	Turn the effect channel selector switch to select the channel to which you want to apply the effect. (Page 15)
	Is the [COLOR] control set to an appropriate position?	Turn the [COLOR] control clockwise or counterclockwise. (page 14)
[BOOST COLOR FX] does not work.	Is the effect channel selector switch set to the proper position?	Turn the effect channel selector switch to select the channel to which you want to apply the effect. (Page 15)
	Is the [COLOR] control set to an appropriate position?	Turn the [COLOR] control clockwise or counterclockwise. (page 14)
	Is the [SOUND COLOR FX] [BOOST] button set to [ON] ?	Set the [SOUND COLOR FX] [BOOST] button to [ON] . (page 14)
Can't use an external effector.	Is the [ON/OFF] button for [BEAT EFFECTS] set to [ON] ?	Press the [ON/OFF] button for [BEAT EFFECTS] to set [SEND/RTN] to [ON] . (page 15)
	Is the external effector properly connected to the [SEND] or [RETURN] terminal?	Connect the external effector to the [SEND] and [RETURN] terminals. (page 5)
Distorted sound from an external effector.	Is the external effector's audio output level set to an appropriate level?	Adjust the external effector's audio output level.
Tempo (BPM) cannot be measured or measurement value of tempo (BPM) is implausible.	Is the audio input level too high or too low?	Adjust the [TRIM] control so that the channel level indicator lights at about [0 dB] at the peak level. (Page 12) For some tracks, it may not be possible to measure the tempo (BPM) . Use the [TAP] button to input the tempo manually. (page 15)
Measured tempo (BPM) differs from tempo indicated on CD.	—	The values may differ slightly due to the different ways in which the BPM is measured.
MIDI sequencer does not synchronize.	Is the MIDI sequencer's sync mode set to Slave?	Set the MIDI sequencer's sync mode to Slave.
	Does the MIDI sequencer you are using support MIDI timing clocks?	MIDI sequencers not supporting MIDI timing clocks cannot be synchronized.
MIDI control does not work.	Is the MIDI channel turned on?	Press the [ON/OFF] button for [MIDI] . (page 15)
	Are the MIDI settings properly set?	To operate DJ software with this unit, this unit's MIDI messages must be assigned to the DJ software you are using. For instructions on assigning messages, see your DJ software's operating instructions.
This unit is not recognized after it has been connected to a computer.	Is the driver software properly installed on your computer?	Install the driver software. If it is already installed, reinstall it. (page 6)

Problem	Check	Remedy
Sound of a computer cannot be output from this unit.	Are this unit and computer properly connected?	Connect this unit and the computer directly using the included USB cable. (page 6)
	Are the audio output device settings properly set?	Select this unit with the audio output device settings. For instructions on making settings for your application, see your application's operating instructions.
	Is the input selector switch set to the proper position?	Set the input selector switch to the [USB */*] position. (Page 12)
Effect sound cannot be monitored even when the [CUE] button for [BEAT EFFECTS] is pressed.	—	For [ECHO] , [SPIRAL] , [REVERB] , [ROLL] , [SLIP ROLL] , [REV ROLL] and [VINYL BRAKE] , when the effect is off, the effect sound cannot be monitored. This is not a malfunction.
Sound is distorted when an analog player is connected to this unit's [PHONO] terminals. Or, lighting of the channel level indicator does not change even when the [TRIM] control is turned.	Have you connected an analog player with a built-in phono equalizer?	For analog players with built-in phono equalizers, connect the player to the [CD/LINE] or [LINE] terminals. (page 5) If the analog player with built-in phono equalizer has a PHONO/LINE selector switch, switch it to PHONO.
	Is an audio interface for computers connected between the analog player and this unit?	If the audio interface for computers has a line level output, connect it to the [CD/LINE] or [LINE] terminal. (page 5) If the analog player has a PHONO/LINE selector switch, switch it to PHONO.

Block Diagram



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