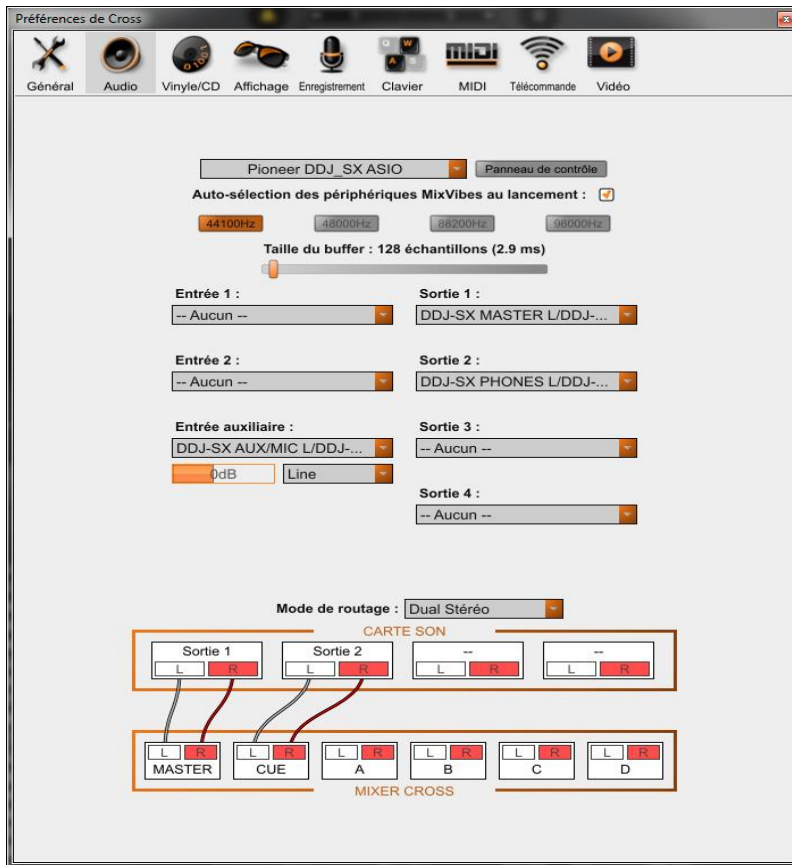




**Pioneer**

**DDJ-SX MAPPING FOR CROSS DJ 3.0**

# SETUP



### MODE SETUP DDJ-SX = PC

#### HOW TO CONFIGURE THE PIONEER DDJ-SX FOR CROSS DJ

- CROSS DJ DOWN**
- PUSH + BUTTON ON/OFF (REAR OF THE CONTROLLER)**

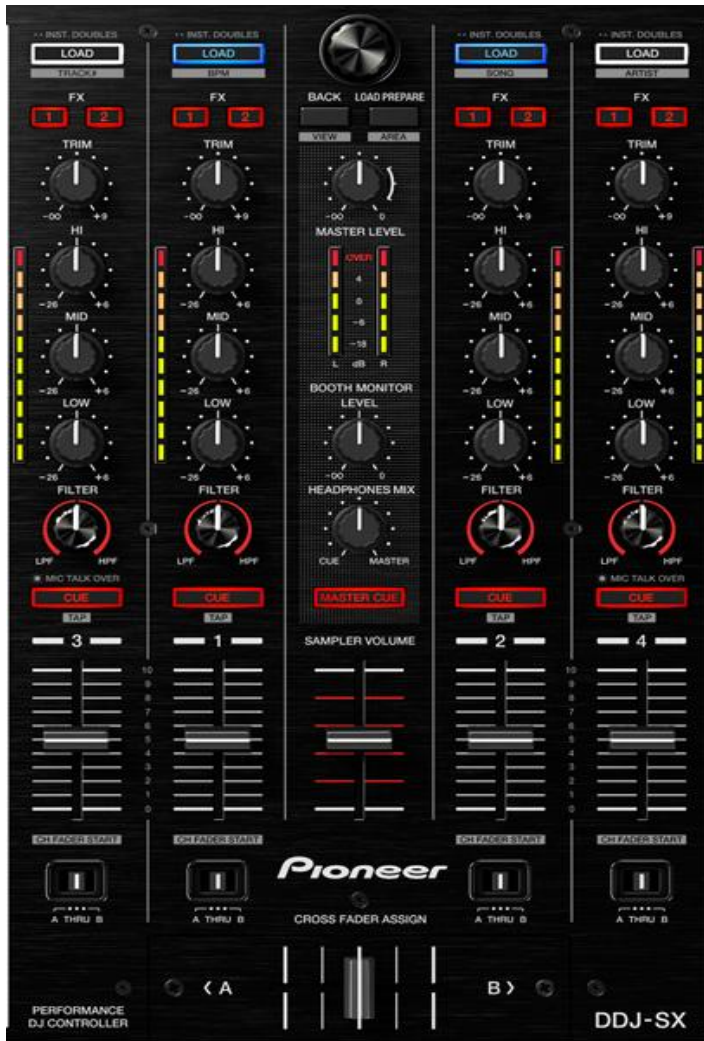
**--> MODE SETUP**

KEY LOCK/TEMPO RESET	ON
SLIP	ON
FX1 (BUTTON 2)	ON
BUTTON HOTCUE	ON --> CHOICE THE LED OF JOGWHEEL = PAD 1 TO 5 PAD 2 IS OUR CHOICE
BUTTON SAMPLER	ON
BUTTON IN	ON
- BUTTON ON/OFF
- LAUNCH CROSS DJ**

OFF, AND ON

CROSS DJ INTERFACE	CUE MONITOR	VALUE Max
CROSS DJ INTERFACE	MIX	VALUE Mini
CROSS DJ INTERFACE	MASTER VOLUME	VALUE Max

## MIXER COMMAND



	LOAD	LOAD (AUDIO AND AUDIO/VIDEO)
SHIFT +	LOAD	UNLOAD
	SELECTOR	BROWSE THE ACTIVE BROWSABLE
SHIFT +	SELECTOR	TRANSITION TYPE (VIDEO) SELECT
PUSH	SELECTOR	PERFORM PRIMARY ACTION ON ACTIVE BROWSABLE
SHIFT + PUSH	SELECTOR	TOGGLE DISPLAY
	BACK	CHANGE THE ACTIVE BROWSABLE
SHIFT +	BACK	COLLECTION VIEW EXPANDED
	LOAD PREPARE	LOAD TO PREPARE
SHIFT +	LOAD PREPARE	FULL SCREEN
	FX (BUTTON 1)	FX 1 ASSIGN EFFECT
	FX (BUTTON 2)	FX 2 ASSIGN EFFECT
SHIFT +	FX (BUTTON1) CH 3	SYNC LINK
SHIFT +	FX (BUTTON2) CH 3	LINK AUDIO/VIDEO VOLUMES FADERS
SHIFT +	FX (BUTTON1) CH 1	QUANTIZE
SHIFT +	FX (BUTTON2) CH 1	QUANTIZE VALUE (INC)
SHIFT +	FX (BUTTON1) CH 2	SNAP
SHIFT +	FX (BUTTON2) CH 2	SNAP VALUE (INC)
	TRIM	GAIN
	HI	HI EQ
	MID	MID EQ
	LOW	LO EQ
	FILTER	FILTER
	CUE	CUE MONITOR
SHIFT +	CUE	TAP TEMPO / CONFIRM TAP TEMPO
	FADERS	VOLUME
SHIFT +	FADERS	FADERS START
	CROSS FADER ASSIGN	CROSS FADER ASSIGN
	CROSS FADER	CROSS FADER AUDIO/VIDEO OR AUDIO
SHIFT +	MASTER CUE	AS DUAL CROSSFADER AUDIO/VIDEO
	SAMPLER VOLUME	CROSSFADER VIDEO
SHIFT +	SAMPLER VOLUME	MASTER VOLUME VIDEO

## PLAYER COMMAND



	PANEL SELECT	2/4 PLAYERS
SHIFT +	PANEL SELECT	LOCATOR ON / OFF
	CENSOR	REVERSE HOLD
SHIFT +	CENSOR	REVERSE TOGGLE
	NEEDLE SEARCH	NEEDLE SEARCH
	JOG MODE	VINYL ON/OFF
	KEY LOCK	PITCH MODE
LONG PUSH	TEMPO RESET	PITCH RESET
SHIFT +	TEMPO RANGE	PITCH RANGE
	SLIP	SLIP MODE
	TEMPO	PITCH VALUE
SHIFT +	TEMPO	KEY SEMITONES
	GRID ADJUST	BEATGRID ON/OFF
SHIFT +	GRID ADJUST	DEFINE DOWNBEAT
	SLIDE	MATCH KEY WITH MASTER
SHIFT +	SLIDE	CLEAR/ANALYSE BEATGRID
	1/2	CONTROL PLAYER A/B
	DUAL DECK	CONTROL PLAYER A AND C
	3/4	CONTROL PLAYER C/D
SHIFT +	3/4	SWITCH PLAYER C TO SAMPLER C/D
	SHIFT	SHIFT
	SYNC	SYNC WITH MASTER
SHIFT +	SYNC	PLAYER AS MASTER
	CUE	CUE
SHIFT +	CUE	BACK TO START
	PLAY	PLAY/PAUSE
	HOTCUE	HOTCUE CONTROL
	ROLL	ROLLING CONTROL (1/16 - 1/8 - 1/4 - 1/3 - 1/2 - 3/4 - 1 - 2)
SHIFT +	ROLL (BLINK)	AUTOLOOP TRIGGER (1/16 - 1/8 - 1/4 - 1 - 2 - 4 - 8 - 16)
	SLICER	ONLY IF DECK C IS SAMPLER --> HOT NEW SLICING BANK
	SAMPLER	ONLY IF DECK C IS SAMPLER
	AUTOLOOP	AUTOLOOP ON/OFF
SHIFT +	AUTOLOOP	LOOP ON/OFF
	1/2X	LOOP HALVE
SHIFT +	1/2X	AUTOLOOP SELECT DEC
	2X	LOOP DOUBLE
SHIFT +	2X	AUTOLOOP SELECT INC
	IN	LOOP IN / ADJUST
	OUT	LOOP OUT / ADJUST
SHIFT +	OUT	LOOP ON/OFF - RELOOP
	PARAMETER LEFT	SMART-SEEK DEC
	PARAMETER RIGHT	SMART-SEEK INC
SHIFT +	PARAMETER (L AND R)	SMART-SEEK LENGHT DEC/INC

## FX AND TITLERS COMMAND



### FX 1

	KNOB 1	FX AMOUNT
	BUTTON 1	FX ON/OFF
SHIFT +	BUTTON 1	FX SELECT (INC)
	KNOB 2	TITLER IMAGE SIZE
SHIFT	KNOB 2	TITLER IMAGE PLACEMENT INDEX
	KNOB 3	TITLER IMAGE TRANSPARENCY
	BEATS	TITLER IMAGE PRESET INDEX
PUSH +	BEATS	ENABLE/DESABLE TITLER IMAGE
	BUTTON 2	LOAD ONLY AUDIO
	BUTTON 3	LOAD ONLY VIDEO
	TAP	FX SWITCH (AUDIO/VIDEO/ AUDIO/VIDEO)
SHIFT +	TAP	SAVE PRESET TITLER IMAGE

### FX 2

	KNOB 1	FX AMOUNT
	BUTTON 1	FX ON/OFF
SHIFT +	BUTTON 1	FX SELECT (INC)
	KNOB 2	TITLER TEXT SIZE
SHIFT	KNOB 2	TITLER TEXT PLACEMENT INDEX
	KNOB 3	TITLER TEXT TRANSPARENCY
	BEATS	TITLER TEXT PRESET INDEX
PUSH +	BEATS	ENABLE/DESABLE TITLER TEXT
	BUTTON 2	LOAD ONLY AUDIO
	BUTTON 3	LOAD ONLY VIDEO
	TAP	FX SWITCH (AUDIO/VIDEO/ AUDIO/VIDEO)
SHIFT +	TAP	SAVE PRESET TITLER TEXT



## GRID ADJUST COMMAND



IF GRID ADJUST IS ON  
HOTCUE LED BLINK

ALL PAD LEDS ARE ON

PAD 1	GRID SHRINK
PAD 2	GRID EXPAND
PAD 3	GRID MOVE LEFT
PAD 4	GRID MOVE RIGHT
PAD 5	ADD GRID
PAD 6	REMOVE GRID
PAD 7	ZOOM PLAYER 100 %
PAD 8	INITIALIZE ZOOM TO 50%

## HOTCUE COMMAND



HOTCUE ON

PAD LED BLINKING  
IF HOTCUE IS A LOOP

SHIFT +		
PAD 1	LOCATOR 1	DELETE LOCATOR 1
PAD 2	LOCATOR 2	DELETE LOCATOR 2
PAD 3	LOCATOR 3	DELETE LOCATOR 3
PAD 4	LOCATOR 4	DELETE LOCATOR 4
PAD 5	LOCATOR 5	DELETE LOCATOR 5
PAD 6	LOCATOR 6	DELETE LOCATOR 6
PAD 7	LOCATOR 7	DELETE LOCATOR 7
PAD 8	LOCATOR 8	DELETE LOCATOR 8

## SLICER COMMAND



PAD 1 TO 4

PAD 5 TO 8

IF DECK C IS A SAMPLER DECK		LED IS ON IF SLICING PAD IS ON
PAD 1 TO 8	PUSH A PAD TO CREATE A HOT-SLICING BANK	

## SAMPLER COMMAND ON PLAYER A OR B



PAD 1 TO 4

PAD 5 TO 8

IF DECK C IS A SAMPLER DECK		LED ARE ON IF SAMPLE RUNNING
SHIFT +	PAD 1 TO 8 PAD 1 TO 8	PAD CONTROL 1 TO 8 EMPTY PAD 1 TO 8

## SAMPLER COMMAND ON PLAYER C AND D

PAD 1 TO 4

PAD 5 TO 8



LED ARE ON IF SAMPLE RUNNING		
HOTCUE BUTTON ON		PAD CONTROL 1 TO 8
HOTCUE BUTTON ON	SHIFT +	EMPTY PAD 1 TO 8
ROLL BUTTON ON		PAD MODE 1 TO 8
SLICER BUTTON ON		PAD SLICER CONTROL
SAMPLER BUTTON ON		PAD CONTROL 1 TO 8
SAMPLER BUTTON ON	SHIFT +	EMPTY PAD 1 TO 8
	GRID ADJUST	BROWSE LIST SAMPLE BANK
	SLIDE	LOAD SELECTED SAMPLE BANK
SHIFT +	SLIDE	CLEAR/ANALYSE BEATGRID
	AUTOLOOP	CLOCK START/STOP
	1/2X	CLOCK BEND DOWN
SHIFT+	1/2X	CLOCK DOWN
	2X	CLOCK BEND UP
SHIFT +	2X	COCK UP
	PARAMETER	SAMPLER MIXER TYPE