

# DDJ-RX

## Hardware Diagram for rekordbox dj



Group	No.	Name	Function	+SHIFT
<b>1,DECK</b>				
	1	PLAY/PAUSE	Play/Pause	
	2	CUE	Set/call cue, Back cue	Move to the beginning of track
	3	JOG	<i>platter</i> Scratch (Vinyl on)	Search
			<i>wheel side</i> Pitch bend (Vinyl off)	
			Pitch bend	
	4	TEMPO	Tempo control	
	5	MASTER TEMPO	Master tempo on/off	Tempo range
	6	NEEDLE SEARCH	Needle Search	
	7	DECK 1	Select deck 1	-
	8	DECK 2	Select deck 2	-
	9	DECK 3	Select deck 3	-
	10	DECK 4	Select deck 4	-
	11	SYNC	Sync on/off	Set to master deck
	12	AUTO BEAT LOOP	Auto Beat Loop on	Active Loop
			Auto Beat/Manual Loop off	
	13	LOOP 1/2X	Select loop size	Loop move left
			Loop half	
	14	LOOP 2X	Select loop size	Loop move right
			Loop double	
	15	LOOP IN	Loop in/Loop in adjustment	Retrigger
			<i>long press</i> Auto 4-beat loop on	
	16	LOOP OUT	Loop out/Loop out adjustment	Reloop/Exit
	17	CAPTURE	Loop capture	Slicer capture
	18	SEQ OVERDUB	Sequence recording standby	Save Sequence
	19	SEQ START	Sequence playback start	Select Sequence slot
	20	SLIP REVERSE	Slip reverse playback	Reverse playback
	21	SLIP	Slip mode on/off	Vinyl mode on/off
	22	GRID ADJUST	Beat grid adjustment	Expand beat grid interval
	23	GRID SLIDE	Beat grid slide	Reduce beat grid interval
	24	SHIFT	Shift	-
	25	FX PANEL	Select layout of FX panel	Sampler panel on/off
	26	Takeover indicator -		
	27	Takeover indicator +		
	28	QUANTIZE	Quantize on/off	Load Sequence
	29	On air indicator		

Group	No.	Name	Function	+SHIFT
<b>2,EFFECT</b>				
	1	1	Beat FX parameter 1	
	2	2	Beat FX parameter 2	
	3	3	Beat FX parameter 3	
	4	RELEASE FX	Select Release FX	Beat FX time parameter adjustment
			<i>press</i> Release FX on	Select Beat FX mode
	5	ON	Beat FX on/off	Select Beat FX
	6	ON	Beat FX on/off / parameter 4	Select Beat FX (multi mode only)
	7	ON	Beat FX on/off / parameter 5	Select Beat FX (multi mode only)
	8	BEAT <	Select beats for Beat FX	BPM auto mode on
	9	BEAT >	Select beats for Beat FX	BPM tap mode on
	10	FX1	FX 1 assign on/off	
	11	FX2	FX 2 assign on/off	
	12	COLOR	SOUND COLOR FX parameter	
	13	NOISE	Noise effect on/off	
	14	CRUSH	Crush effect on/off	
	15	PITCH	Pitch effect on/off	
	16	FILTER	Filter effect on/off	

Group	No.	Name	Function	+SHIFT
<b>3, MIXER</b>				
	1	CROSSFADER	Crossfader	Crossfader start
	2	CH FADER	Channel fader	Channel fader start
	3	TRIM	Trim	
	4	HI	EQ (High)	
	5	MID	EQ (Mid)	
	6	LOW	EQ (Low)	
	7	CUE	<i>PC/CD/LINE</i> Headphone monitor on/off	Tap BPM
			<i>PHONO</i>	
			<i>MIC</i> MIC talk over on/off	
	8	MASTER LEVEL	Master out volume	
	9	MASTER CUE	Master out monitor on/off	
	10	CROSSFADER ASSIGN	<i>A</i> Assign to left deck	
			<i>THRU</i> Crossfader through	
			<i>B</i> Assign to right deck	
	11	MASTER LEVEL	Master level indicator	
	12	CH LEVEL	Channel level indicator	
	13	SAMPLER VOLUME	Sampler volume	
	14	BOOTH MONITOR LEVEL	Booth out volume	
	15	SAMPLER SYNC	Sampler sync on/off	Set Sampler to master deck
	16	SAMPLER CUE	Sampler monitor on/off	Sampler tap BPM

Group	No.	Name	Function	+SHIFT
<b>4,FRONT PANEL</b>				
	1	CROSS F.CURVE	Crossfader curve	
	2	INPUT SELECT	PC/External input select	
	3	HEADPHONES MIX	Monitor balance	
	4	HEADPHONES VOL	Monitor volume	

Group	No.	Name	Function	+SHIFT
<b>5,BROWSER</b>				
	1	BROWSE	<i>rotate</i> Scroll Track list/Tree view	
			<i>press</i> Move cursor between Track list and Tree view	
	2	BACK	Move cursor between Track list and Tree view	Select layout of Browse section
	3	TAG TRACK	Add track to TAG LIST	Related track list display on/off
	4	LOAD	Load to deck 1	Sort by BPM
	5	LOAD	Load to deck 2	Sort by track title
	6	LOAD	Load to deck 3	Sort by track number
	7	LOAD	Load to deck 4	Sort by Artist name

Group	No.	Name	Function	+SHIFT
<b>6,PERFORMANCE PADS</b>				
1~8	PERFORMANCE PAD	<i>mode</i>		
		<i>HOT CUE</i>	Set/call Hot Cue	Delete Hot Cue
		<i>PAD FX 1</i>	Pad FX on	-
		<i>SLICER</i>	Slicer section playback	Slice shift (Pad 5 and Pad 6)
		<i>SAMPLER</i>	Sampler slot playback	Load a sample to Sampler slot
		<i>BEAT JUMP</i>	Move Playback position	-
		<i>PAD FX 2</i>	Pad FX on	-
		<i>SLICER LOOP</i>	Slicer section playback	Slice shift (Pad 5 and Pad 6)
		<i>VELOCITY SAMPLER</i>	Sampler slot playback/ Sampler slot volume adjustment	Sampler slot playback stop Load a sample to Sampler slot
		<i>ACTIVE CENSOR</i>	Active Censor	-
		<i>SEQUENCE CALL</i>	Sequence slot playback	Sequence Slot Stop
	9	HOT CUE	HOT CUE mode on	BEAT JUMP mode on
		<i>press twice</i>	ACTIVE CENSOR on	-
	10	PAD FX 1	PAD FX mode 1 on	PAD FX mode 2 on
	11	SLICER	SLICER mode on	SLICER LOOP mode on
	12	SAMPLER	SAMPLER mode on	VELOCITY SAMPLER mode on
			<i>press twice</i> SEQUENCE CALL on	-
	PARAMETER (◀)	<i>mode</i>		
		<i>HOT CUE</i>	Select a cue point or loop stored in a track	-
		<i>PAD FX 1</i>	Change beat setting for Pad FX temporarily	-
		<i>SLICER</i>	Slice roll setting	Slice length setting
		<i>SAMPLER</i>	Select Sampler bank Sequence MUTE mode on/off	-
		<i>BEAT JUMP</i>	Beat setting for Beat jump	Beat setting for Beat Jump
		<i>PAD FX 2</i>	Change beat setting for Pad FX temporarily	-
		<i>SLICER LOOP</i>	Slice roll setting	Slice length setting
		<i>VELOCITY</i>	Select Sampler bank Sequence MUTE mode on/off	-
		<i>ACTIVE CENSOR</i>	Call IN point of the specified section	Beat setting for effect
		<i>SEQUENCE CALL</i>	-	-
	PARAMETER (▶)	<i>mode</i>		
		<i>HOT CUE</i>	Select a cue point or loop stored in a track	-
		<i>PAD FX 1</i>	Change beat setting for Pad FX temporarily	-
		<i>SLICER</i>	Slice roll setting	Slice length setting
		<i>SAMPLER</i>	Select Sampler bank Sequence ERASE mode on/off	-
		<i>BEAT JUMP</i>	Beat setting for Beat jump	Beat setting for Beat Jump
		<i>PAD FX 2</i>	Change beat setting for Pad FX temporarily	-
		<i>SLICER LOOP</i>	Slice roll setting	Slice length setting
		<i>VELOCITY</i>	Select Sampler bank Sequence ERASE mode on/off	-
		<i>ACTIVE CENSOR</i>	Call IN point of the specified section	Beat setting for effect
		<i>SEQUENCE CALL</i>	-	-

- \*1: If the Needle Lock setting in the Preferences of rekordbox dj is set to "Lock", the Needle search function is available when a track is paused or you touch top surface of Jog dial.
- \*2: In order to activate DUAL DECK mode for left deck, press the [DECK 3] button while pressing the [DECK 1] button or press the [DECK 1] button while pressing the [DECK 3] button.  
In order to cancel DUAL DECK mode for left deck, press the [DECK 1] button or [DECK 3] button.  
In order to activate DUAL DECK mode for right deck, press the [DECK 4] button while pressing the [DECK 2] button or press the [DECK 2] button while pressing the [DECK 4] button.  
In order to cancel DUAL DECK mode for right deck, press the [DECK 2] button or [DECK 4] button.
- \*3: When the [AUTO BEAT LOOP] button is pressed while pressing the [SHIFT] button during playback, the loop set closest to the playback position among the loops saved in the track will be active.
- \*4: When the [LOOP IN] button is pressed while pressing the [SHIFT] button during loop playback, the playback position moves to the loop-in point and the loop playback continues.
- \*5: Pad mode of the unit becomes SAMPLER mode while the [CAPTURE] button is pressed. When a Performance Pad is pressed while pressing the [CAPTURE] button during loop playback, the loop is loaded to a Sampler slot.  
When the [CAPTURE] button is pressed while pressing the [SHIFT] button during SLICER mode or SLICER LOOP mode, each sections in SLICER are loaded to Sampler slots.
- \*6: In order to record a Sampler performance with Sequencer, the playback mode of the Sampler slot is required to set to [Oneshot] mode.
- \*7: Even if the [SLIP REVERSE] button is kept pressed, slip reverse playback is automatically canceled after 8 beats have elapsed. The playback returns to normal after reverting to the background.
- \*8: When Jog dial is turned while pressing the [GRID ADJUST] button, the beat grid interval can be adjusted.  
When the [GRID ADJUST] button is pressed while pressing the [SHIFT] button, the beat grid's spacing is doubled.
- \*9: When Jog dial is turned while pressing the [GRID SLIDE] button, the overall beat grid can be slid to the left or right.  
When the [GRID SLIDE] button is pressed while pressing the [SHIFT] button, the beat grid's spacing is reduced by 1/2.
- \*10: Each time the [FX PANEL] button is pressed, display of [FX] panel and [CFX] panel is switched as follows.  
[FX] panel·[CFX] panel display off → [FX] panel → [CFX] panel → [FX] panel + [CFX] panel → back to [FX] panel·[CFX] panel display off
- \*11: When the sound of the deck being operated can be output as the master sound, the indicator lights.  
As with the [SLIP] button, it is possible to display the slip status if you change the setting in Utilities mode.
- \*12: When the release FX is turned on, the beat FX in the same effect unit are turned off.
- \*13: If the [INPUT SELECT] switch is [PC] position, SOUND COLOR FX included in rekordbox dj are available. If the [INPUT SELECT] switch is other than [PC] position, SOUND COLOR FX included in this unit are available.
- \*14: When the [SAMPLER SYNC] button is pressed while pressing the [SHIFT] button, the Sampler is set as the master for synchronization.
- \*15: Only a Sampler slot with the playback mode set to [Loop] will be the same tempo as the BPM value on the Sampler panel.
- \*16: While the playlist palette is displayed, the cursor moves between the track list, tree view and playlist panel.
- \*17: Each time the [BACK] button is pressed while pressing the [SHIFT] button, display of the Browse section is switched as follows.  
TAG list·Playlist palette display off → TAG list → Playlist palette bank 1 → Playlist palette bank 2 → Playlist palette bank 3 → back to TAG list·Playlist palette display off
- \*18: When Pad 1, Pad 2, Pad 3, Pad 4, Pad 5, Pad 6, or Pad 7 is pressed, the Pad FX turns on according to the effect type and number of beats settings assigned to the pad that was pressed.  
When Pad 8 is pressed, the Release FX turns on according to effect type assigned to the pad was pressed. (Pad FX other than the Release FX are turned off at the same time.)
- \*19: When Pad 5 is pressed while pressing the [SHIFT] button, the slicer's target area moves to the left.  
When Pad 6 is pressed while pressing the [SHIFT] button, the slicer's target area moves to the right.
- \*20: Left Pad 1 is assigned to the Sampler slot 1 and left Pad 8 is assigned to the Sampler slot 8. Right Pad 1 is assigned to the Sampler slot 9 and right Pad 8 is assigned to the Sampler slot 16.
- \*21: When Pad 1, Pad 3, Pad 5, or Pad 7 is pressed, the playback position moves to the left by the number of beats or number of bars assigned to the pressed pad.  
When Pad 2, Pad 4, Pad 6, or Pad 8 is pressed, the playback position moves to the right by the number of beats or number of bars assigned to the pressed pad.
- \*22: If the [Memory Cue Call Lock] setting in the Preferences of rekordbox is set to [Lock], the Cue point/Loop stored in a track can be called during pause.
- \*23: When the [PARAMETER (◀)] button or [PARAMETER (▶)] button is pressed, the loop playback length while the pad is pressed can be changed with the "SLICE ROLL" setting.  
When the [PARAMETER (◀)] button or [PARAMETER (▶)] button is pressed while pressing the [SHIFT] button, the slicer's target area can be changed with the "SLICE LENGTH" setting.
- \*24: When the [PARAMETER (◀)] button is kept pressed during a sequence playback, the Sequence MUTE mode is turned on. If a Performance Pad is pressed while the Sequence MUTE mode is activated, a sequence of the Sampler slot assigned to the pressed pad can be muted.
- \*25: When the [PARAMETER (▶)] button is kept pressed during a sequence playback, the Sequence ERASE mode is turned on. If a Performance Pad is pressed while the Sequence ERASE mode is activated, a sequence of the Sampler slot assigned to the pressed pad can be erased.
- \*26: When the [PARAMETER (◀)] button is pressed, the number of beats for Beat jump assigned to each Performance Pads are halved.  
When the [PARAMETER (▶)] button is pressed, the number of beats for Beat jump assigned to each Performance Pads are doubled.  
When the [PARAMETER (◀)] button is pressed while pressing the [SHIFT] button, the number of beats for Beat jump assigned to each Performance Pads is switched as follows.  
[16 beats / 8 bars / 16 bars / 32 bars] → [1 beat / 2 beats / 4 beats / 8 beats] → [FINE / 1/8 beat / 1/4 beat / 1/2 beat]  
When the [PARAMETER (▶)] button is pressed while pressing the [SHIFT] button, the number of beats for Beat jump assigned to each Performance Pads is switched as follows.  
[FINE / 1/8 beat / 1/4 beat / 1/2 beat] → [1 beat / 2 beats / 4 beats / 8 beats] → [16 beats / 8 bars / 16 bars / 32 bars]

\*27: In the Active Sensor Mode, you can set the followings using performance pads.

PAD 1-4 : Apply the following FX to the specified section

PAD 1 REV ROLL

PAD 2 TRANS

PAD 3 ECHO

PAD 4 V.BRAKE

Note: Only one FX can be applied to one track.

PAD 5 : Sets the IN point

PAD 6 : Sets the Out point

PAD 7 : Clears the specified section

PAD 8 : Turn on/off Active Sensor

For details on ACTIVE SENSOR function, see the rekordbox software's manual.

<https://rekordbox.com>

\*28: BEAT adjustment is enabled only when TRANS or V.BRAKE is selected.

Change history

1st edition	October 15, 2015	
2nd edition	June 16, 2016	<div>Addition</div> <div>[6,PERFORMANCE PADS]</div> <div>· [No.1~8 PERFORMANCE PAD]</div> <div>    [ACTIVE CENSOR] [Active Censor] ,</div> <div>    [SEQUENCE CALL] [Sequence slot playback] [Sequence Slot Stop].</div> <div>· [9 HOT CUE]</div> <div>    [press twice] [ACTIVE CENSOR on]</div> <div>· [12 SAMPLER]</div> <div>    [press twice][SEQUENCE CALL on]</div> <div>· [13 PARAMETER]</div> <div>    [ACTIVE CENSOR] [Call IN point of the specified section] [Beat setting for effect].</div> <div>    [SEQUENCE CALL]</div> <div>· [14 PARAMETER]</div> <div>    [ACTIVE CENSOR] [Call IN point of the specified section] [Beat setting for effect].</div> <div>    [SEQUENCE CALL]</div> <div>Notation 27 and 28 were added.</div>
3rd edition	October 19, 2016	<div>Addition</div> <div>[1,DECK]</div> <div>· [28 QUANTIZE] [Load Sequence]</div>