## Pioneer Dj

## **PLX-CRSS12**

## **Hardware Diagram for rekordbox**



Group	No.	Name			Function	+ SHIFT	+ 5-8
1 PFR	FOR	DRMANCE PADS					
	1	SHFT			Shift	-	-
		5-8			Select Pad5-8	Instant Doubles	_
	3	HOT CUE		press	Hot Cue mode	Track Separation mode	-
				press twice	Pad FX1 mode	User Mode 1	=
	4	SAMPLER		press	Sampler mode	Sample Scratch mode	-
		press twice		Beat Jump mode	User Mode 2	_	
	5	PERFORMANCE mode					
		PADS Hot Cue		Pad 1	Set/Call Hot Cue A	Delete Hot Cue A	Call Memory Cue ◀
				Pas 2	Set/Call Hot Cue B	Delete Hot Cue B	Call Memory Cue ►
				Pad 3	Set/Call Hot Cue C	Delete Hot Cue C	_
				Pad 4	Set/Call Hot Cue D	Delete Hot Cue D	=
				Pad 5	Set/Call Hot Cue E	Delete Hot Cue E	Call Memory Cue ◀
				Pad 6	Set/Call Hot Cue F	Delete Hot Cue F	Call Memory Cue ►
				Pad 7	Set/Call Hot Cue G	Delete Hot Cue G	-
				Pad 8	Set/Call Hot Cue H	Delete Hot Cue H	=
			Track Separation	Pad 1	Mute on / off for Vocal part	=	=
				Pas 2	Mute on / off for INST part	=	=
				Pad 3	Mute on / off for Drums part	=	=
				Pad 4	Switch Mute / Solo	=	=
				Pad 5	Pad FX Bank 2 Effect A on	=	=
				Pad 6	Pad FX Bank 2 Effect B on	-	-
				Pad 7	Pad FX Bank 2 Effect C on	-	_
		L		Pad 8	Pad FX Bank 2 Effect D on	-	_
			Pad FX 1	Pad 1	Pad FX Bank 1 Effect A on	-	-
				Pas 2	Pad FX Bank 1 Effect B on	=	=
				Pad 3	Pad FX Bank 1 Effect B on	=	=
				Pad 4	Pad FX Bank 1 Effect D on	-	-
				Pad 5	Pad FX Bank 1 Effect E on	_	-
				Pad 6	Pad FX Bank 1 Effect F on	=	=
				Pad 7	Pad FX Bank 1 Effect G on	-	=
			User mode 1	Pad 8	Pad FX Bank 1 Effect H on	-	-
				Pad 1			
				Pas 2			
				Pad 3			
				Pad 4	Mappable by user	Mappable by user	Mappable by user
				Pad 5	.,,	.,,	
				Pad 6			
				Pad 7			
				Pad 8			
			Sampler	Pad 1	Sampler Slot 1 playback	Sampler Slot 1 stop	Switch Sampler bank ◀
				Pas 2	Sampler Slot 2 playback	Sampler Slot 2 stop	Switch Sampler bank ►
				Pad 3	Sampler Slot 3 playback	Sampler Slot 3 stop	-
				Pad 4	Sampler Slot 4 playback	Sampler Slot 4 stop	
				Pad 5	Sampler Slot 5 playback	Sampler Slot 5 stop	Switch Sampler bank ◀
				Pad 6	Sampler Slot 6 playback	Sampler Slot 6 stop	Switch Sampler bank ►
				Pad 7	Sampler Slot 7 playback	Sampler Slot 7 stop	_
		-	0	Pad 8	Sampler Slot 8 playback	Sampler Slot 8 stop	-
			Sample Scratch	Pad 1	Load Sampler Slot 1 on DECK	Unload Sample from DECK	Switch Sampler bank ◀
				Pas 2	Load Sampler Slot 2 on DECK	Unload Sample from DECK	Switch Sampler bank ►
				Pad 3	Load Sampler Slot 3 on DECK	Unload Sample from DECK	_
				Pad 4	Load Sampler Slot 4 on DECK	Unload Sample from DECK	_
				Pad 5	Load Sampler Slot 5 on DECK	Unload Sample from DECK	Switch Sampler bank ◀
				Pad 6	Load Sampler Slot 6 on DECK	Unload Sample from DECK	Switch Sampler bank ▶
				Pad 7	Load Sampler Slot 7 on DECK	Unload Sample from DECK	-
			Deat laws	Pad 8	Load Sampler Slot 8 on DECK	Unload Sample from DECK	-
			Beat Jump	Pad 1 Pas 2	Move the playback position to the left by the beat assigned to Pad 1	_	Switch Beat Jump bank ◀
		Hormode 2			Move the playback position to the right by the beat assigned to Pad 2	=	Switch Beat Jump bank ►
				Pad 3	Move the playback position to the left by the beat assigned to Pad 3	_	Switch Beat Jump page 4
				Pad 4	Move the playback position to the right by the beat assigned to Pad 4	<del>-</del>	Switch Beat Jump page ▶
			Pad 5	Move the playback position to the left by the beat assigned to Pad 5 Move the playback position to the right by the beat assigned to Pad 6	_	Switch Beat Jump bank 4	
			Pad 6	Move the playback position to the right by the beat assigned to Pad 6  Move the playback position to the left by the beat assigned to Pad 7	_	Switch Beat Jump bank >	
				Pad 7	Move the playback position to the left by the beat assigned to Pad 7  Move the playback position to the right by the beat assigned to Pad 8	_	Switch Beat Jump page ◀
			User mode 2	Pad 8	Move the playback position to the right by the beat assigned to Pad 8	<u>-</u>	Switch Beat Jump page ▶
				Pad 1 Pas 2			
			Pad 3	1			
				Pad 4	Mappable by user	Mappable by user	Mappable by user
				Pad 5	1		
			Pad 6	1			
		i l		Pad 7		1	1
				Pad 8			