



AlphaTheta

PAD EDITOR Operation Guide



About this manual

Read “rekordbox Introduction” and “Instruction Manual.”

- In this manual, the name of buttons and menus displayed on rekordbox are indicated with brackets (e.g. [BPM], [Collection] window).
- Please note that depending on the operating system version, web browser settings, etc., operation may differ from the procedures described in this manual.
- Please note that the language on the rekordbox screen described in this manual may differ from the language on your screen.
- Please note that the specifications, design, etc. of rekordbox may be modified without notice and may differ from the descriptions in this manual.

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Introduction

Pad Editor can change Pad modes assigned to pad mode buttons on a DJ equipment supporting Pad Editor and customize the function for each pad.

DJ equipment supporting Pad Editor

- DDJ-FLX10
- DJM-S7
- DJM-S11
- DDJ-XP2
- DDJ-800
- DDJ-1000
- DDJ-XP1

Pad Editor can be used in PERFORMANCE mode.

Using Pad Editor

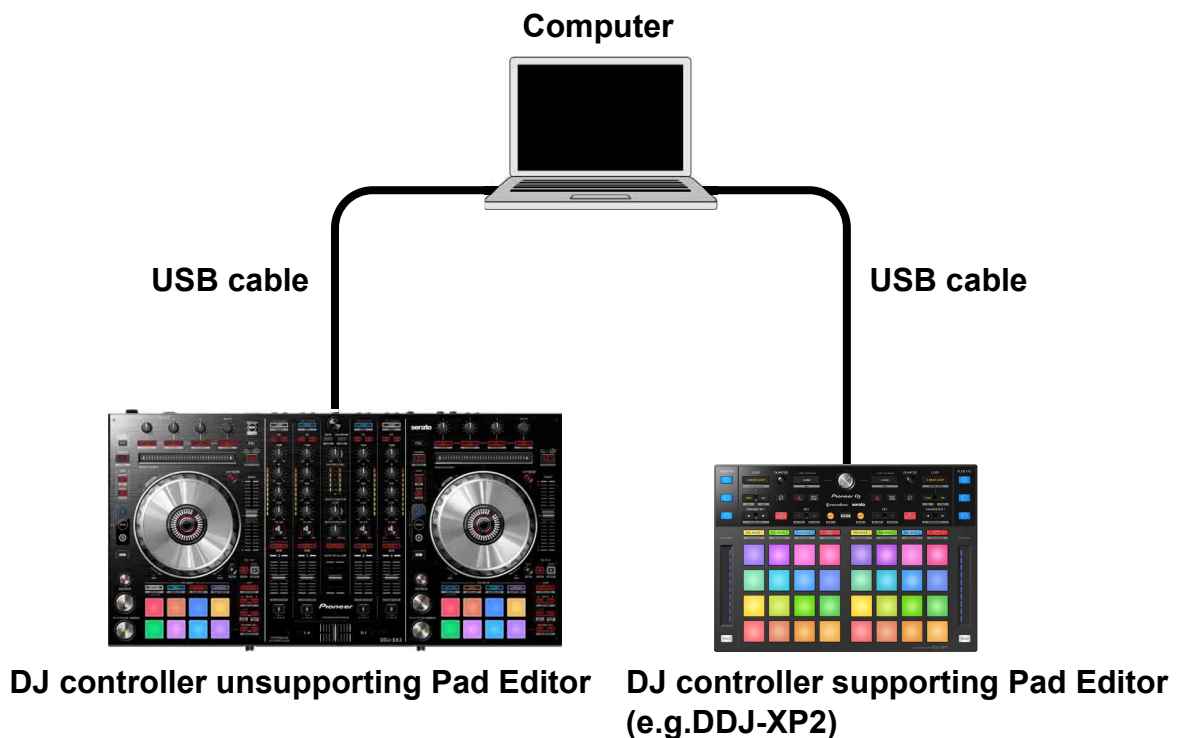
Check that **[PERFORMANCE]** is selected in the upper-left corner of the screen.

Connecting the computer to the controller supporting Pad Editor

Before using Pad Editor, connect the computer to the controller supporting Pad Editor with a USB cable, and then turn on the controller.

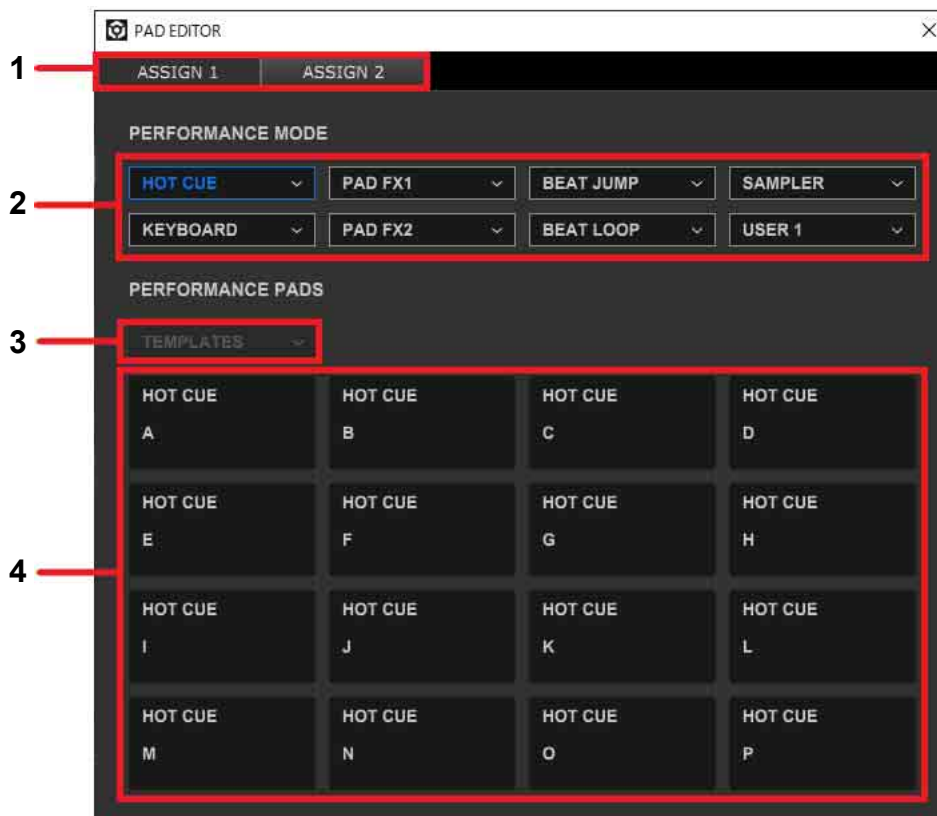
For details on the controller supporting Pad Editor, see the Instruction Manual of the controller.

Connection example



Displaying the Pad Editor screen


When a controller supporting Pad Editor is connected, click [PAD] in the upper-right corner of the screen to display the Pad Editor screen.



1. ASSIGN 1 / ASSIGN 2

For each ASSIGN, 8 Pad modes can be set.

2. Pad modes

When you change the Pad mode by using , the function is changed to be assigned to each pad.

For details on each function, see “Pad modes list” (page 10).

3. Templates for customizing pads

When you select from [USER1] to [USER8] for the Pad mode, select a template for customizing. (page 8)

For details on each template for pad customizing, see “List of templates for pad customizing” (page 11).

4. Pad functions

Displays Pad functions to be assigned according to the Pad mode.

For details on customizing Pad functions, see “Customizing Pads” (page 8).

For details on each assigned Pad function, see “List of assigned Pad functions for customizing” (page 12).

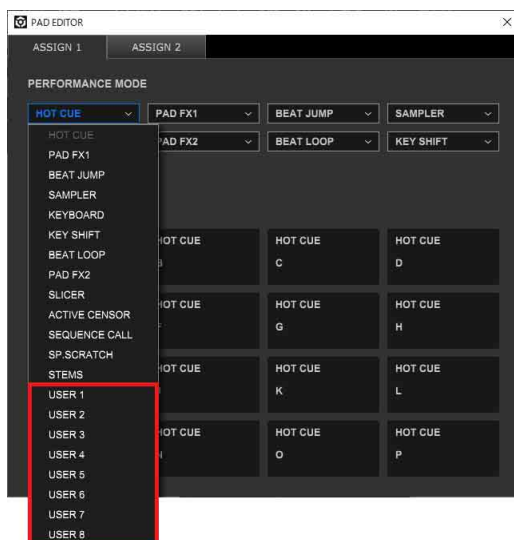
Note


- Pad Editor is applied to all decks.

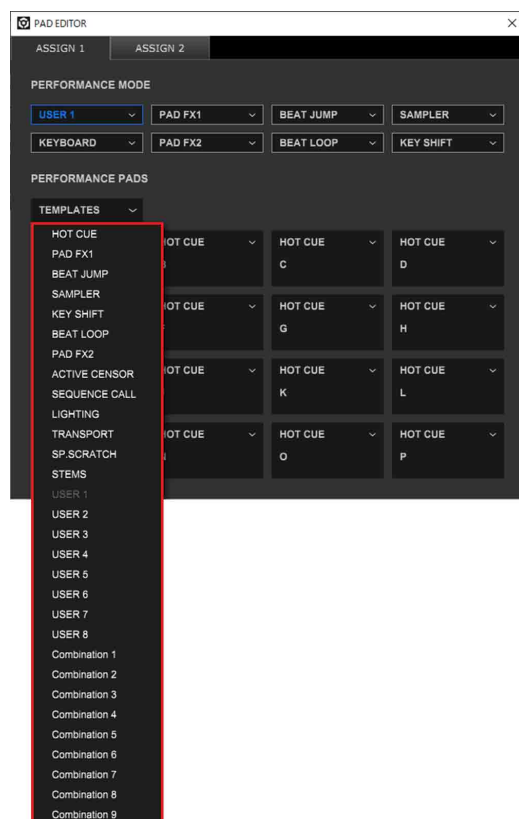
Customizing Pads


For selectable items, see “List of assigned Pad functions for customizing” (page 12).

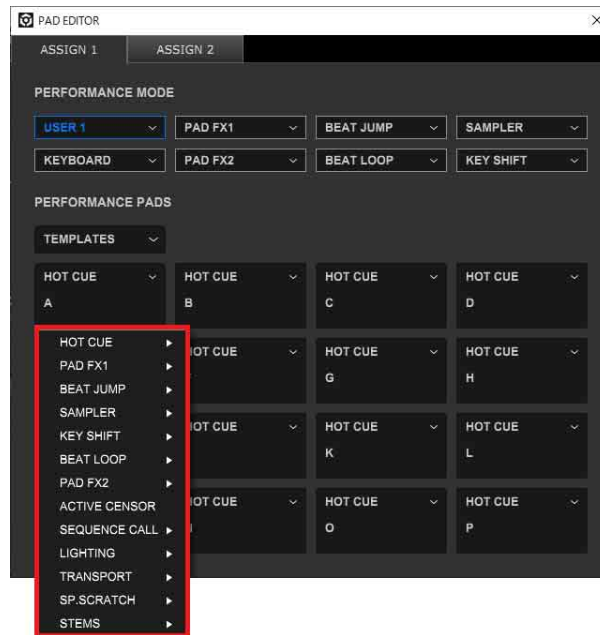
- 1 Click  of the Pad mode in [PERFORMANCE MODE], and select from [USER1] to [USER8].



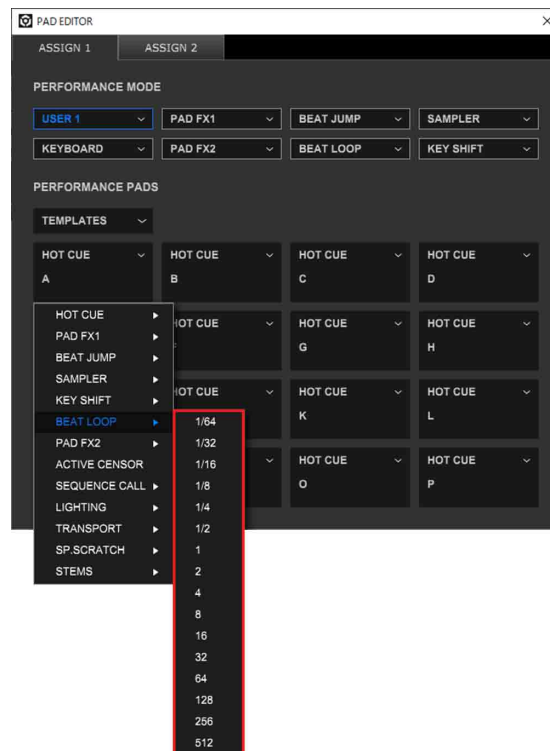
- 2 Click  of [TEMPLATES] in [PERFORMANCE PADS], and select a template. A template to base Pad functions on is assigned to each pad.



- 3 Click  of the pad in [PERFORMANCE PAD], and select your preferred function.



Select a detailed item depending on the function.



Menu list

Pad modes list

Pad mode	Description
HOT CUE	When using a Hot Cue, you can instantly call up the specific playback position.
PAD FX1	While the pad is being pressed, the assigned FX is turned on.
BEAT JUMP	You can instantly jump to the playback position with the beat and direction assigned to the pad.
SAMPLER	Plays tracks loaded to the sampler slots.
KEYBOARD	Plays a Hot Cue with pitch assigned to the pad.
KEY SHIFT	Shifts the key among the track with the pitch assigned to the pad.
BEAT LOOP	Plays in loop set with the beat assigned to the pad.
PAD FX2	While the pad is being pressed, the assigned FX is turned on.
SLICER	While the pad is being pressed, the track is sliced and plays the sliced section in loop.
ACTIVE SENSOR	By using the ACTIVE SENSOR, you can apply the effect or function to the specified section. When the playback position reaches the specified position, the effect or function is automatically turned on.
SEQUENCE CALL	Plays the saved sequence.
SP.SCRATCH	Use this feature to take the track loaded into the sampler slot and load it onto a deck.
STEMS	Use this feature to divide a track into VOCAL, INST, BASS, and DRUMS Stems and output the audio accordingly.
USER 1 to 8	Use this mode to customize Pad functions.

List of templates for pad customizing

Template name	Description
HOT CUE	Assigns the Hot Cue A to P.
PAD FX1	Assigns the Pad FX.
BEAT JUMP	Assigns the beat and direction of the jump.
SAMPLER	Assigns Sampler Slot 1 to 16.
KEY SHIFT	Assigns the pitch for the Key Shift.
BEAT LOOP	Assigns the beat for the Beat Loop.
PAD FX2	Assigns the Pad FX.
ACTIVE CENSOR	Assigns effects and functions for the ACTIVE CENSOR.
SEQUENCE CALL	Assigns a slot for the sequence playback.
LIGHTING	Assigns items which can be controlled on LIGHTING.
TRANSPORT	Assigns the functions (changing the playback position, playback/pausing, Hot Cue settings, etc.).
SP.SCRATCH	Assigns Sampler Slot 1 to 16.
STEMS	Assigns Active Stem(Vocal, Inst, Bass, Drums) and Active Stem FX(Vocal, Inst, Bass, Drums).
USER 1 to 8	Assigns the customized Pad functions.
Combination 1 to 9	Assigns a recommended combination for Pad functions.

List of assigned Pad functions for customizing

Pad category	Pad function	Description
HOT CUE	HOT CUE/LOOP A to P	KEY NON, KEY -12 to +12
PAD FX1	PAD FX1: 1 to 16	-
BEAT JUMP	[◀], [▶]	FINE, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64, 128
SAMPLER	Sampler Slot 1 to 16	-
KEY SHIFT	SEMITONE UP, SEMITONE DOWN, KEY SYNC, KEY RESET, -12 to +12	-
BEAT LOOP	1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, 64, 128, 256, 512	-
PAD FX2	PAD FX2: 1 to 16	-
ACTIVE SENSOR	(You can select [ACTIVE SENSOR] on pad 1 or on pad 9. If you select [ACTIVE SENSOR] on pad 1, the effects and functions of [ACTIVE SENSOR] are assigned to pads 1 through 8. If you select [ACTIVE SENSOR] on pad 9, the effects and functions of [ACTIVE SENSOR] are assigned to pads 9 through 16.)	
SEQUENCE CALL	PATTERN 1 to 8	-
LIGHTING	HIGH, MID, LOW, COOL, NATURAL, HOT, SUBTLE, WARM, VIVID, CLUB 1, CLUB 2, RED, GREEN, BLUE, MAGENTA, YELLOW, CYAN, WHITE, USERCOLOR, BLACK OUT, STROBE (FAST), STROBE (MIDDLE), STROBE (SLOW), STROBE OFF, INTERLUDE 1 to 6, AMBIENT MODE OFF, DMX DIRECT CONTROL 1 to 3, DECK SEL/DECK1 to 4, DECK SEL/AUTO	-

Pad category	Pad function	Description
TRANSPORT	PLAY/PAUSE, CUE, PITCH BEND+, PITCH BEND-, CUE/ LOOP CALL <, CUE/LOOP CALL >, TEMPO RESET, SLIP, PREVIOUS TRACK, NEXT TRACK, ACTIVE LOOP	-
	BPM-, BPM+	SMALL, MEDIUM, LARGE
SP.SCRATCH	Sampler Slot 1 to 16	-
STEMS	Active Stem Vocal, Active Stem Inst, Active Stem Bass, Active Stem Drums, Active Stem FX Vocal, Active Stem FX Inst, Active Stem FX Bass, Active Stem FX Drums, Active Stem Mute/Solo	-

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