Pioneer DJ

AII-IN-ONE DJ SYSTEM

XDJ-RR

pioneerdj.com/support/
rekordbox.com

For FAQs and other support information for this product, visit the above site.

Operating Instructions

Contents

How to read this manual
- Thank you for purchasing this Pioneer DJ product.
  Be sure to read both this manual and the Operating Instructions
  (Quick Start Guide). Both contain important information that you
  should understand before using this product.
- 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. [**CH1**], [**CUE**] button, [**Start**] menu)

Before you start

Supported sources

This unit supports the following sources
- USB devices
- Computers

Supported media

This unit supports USB mass storage class devices (external hard disks, portable flash memory devices, digital audio players, etc.).

Folder levels	Up to 8 levels (files in folders beyond the 8th level cannot be played)
Maximum number of folders	Unlimited (folders beyond the 10,000th folder within a single folder cannot be displayed)
Maximum number of files	Unlimited (files beyond the 10,000th file within a single folder cannot be displayed)
File systems	FAT16, FAT32 and HFS+ (NTFS is not supported)

- Tracks managed by rekordbox can be played with this unit by connecting a mobile device on which rekordbox (for rekordbox (iOS/Android)) is installed with this unit via USB.
  For the latest supported devices, see the following Pioneer DJ support site.
  pioneerdj.com/support/
- For details on rekordbox (iOS/Android), see the rekordbox online support site (rekordbox.com).
- It takes time to read a connected USB device if the device contains many folders and files.
- Folders and files exceeding the upper limits cannot be displayed.

USB devices that cannot be used

- Optical disc devices such as external DVD/CD drives are not supported.
- Do not use a USB hub.
- iPod cannot be used. (Music data on iPod touch or iPhone can only be played on this unit if it is added to the rekordbox (iOS/Android) library.)

Cautions on using USB devices

- Some USB devices may not operate properly when connected to this unit. Pioneer DJ will accept no responsibility whatsoever for the loss of data stored by the user on USB devices, or other direct or indirect problems arising due to the connection of USB devices to this unit.
- When a current above the permissible level is passed through the USB device insertion slot of this unit, the USB indicator will flash. Communication may be stopped by stopping the power supply to the USB device. To return to normal conditions, please remove the USB device connected to this unit. Avoid re-using the USB device for which an excess current has been detected. If the unit does not return to the normal condition (no communication) after you perform the above-mentioned procedure, turn the power of this unit off and then on again.
- If multiple partitions are set on the USB device, only the first partition can be used. (When rekordbox library information is present, the partition containing the rekordbox library information has priority.)
- USB devices equipped with flash card readers may not operate when connected to this unit.
- Depending on the USB device you are using, the desired performance may not be achieved.

Supported music file formats

This unit supports the following music file formats.

Type	File extension	Compatible formats	Bit depth	Bit rate	Sampling frequency	Encoding method
MP3	.mp3	MPEG-1 AUDIO LAYER-3	16 bit	32 kbps to 320 kbps	32 kHz, 44.1 kHz, 48 kHz	CBR, VBR
AAC	.m4a, .aac and .mp4	MPEG-4 AAC LC	16 bit	16 kbps to 320 kbps	32 kHz, 44.1 kHz, 48 kHz	CBR, VBR
		MPEG-2 AAC LC	16 bit	16 kbps to 320 kbps	32 kHz, 44.1 kHz, 48 kHz	CBR, VBR
WAV	.wav	WAV	16 bit, 24 bit	—	44.1 kHz, 48 kHz	Uncompressed PCM
AIFF	.aif, .aiff	AIFF	16 bit, 24 bit	—	44.1 kHz, 48 kHz	Uncompressed PCM

MP3 files

MP3 files support constant bit rate (CBR) and variable bit rate (VBR) files. Files in both bit rates can be played with this unit, but the searching speed is slower for VBR files than for CBR files. To prioritize operability, we recommend recording files in CBR.

AAC files

- AAC is the abbreviation for "Advanced Audio Coding", a basic format of audio compression technology used for MPEG-2 and MPEG-4.
- The file format and extension of AAC data depend on the application used to create the data.
- AAC files with the ".m4a" (encoded with iTunes®) , ".aac", or ".mp4" extension can be played with this unit. Copyright-protected files such as those purchased from the iTunes Store cannot be played. Some files cannot be played with this unit depending on the version of iTunes used to encode the files.

ID3 tags

The tag information types which can be registered from a music file are ID3 tags (v1, v1.1, v2.2.0, v2.3.0, and v2.4.0) or meta tags.

Music file artwork

JPEG files with the extension of ".jpg" or ".jpeg" can be added to music files as artwork.
- Images larger than 800 x 800 pixels cannot be displayed.

Character displays

❖ MP3/AAC

To display the information such as track names written in local character codes other than Unicode, select the language in the [**LANGUAGE**] setting.
⮞ *Language settings* (p.28)

Preparing the software

Music management software, rekordbox, and the driver software are not included with this product.
Access the rekordbox site and Pioneer DJ support site, and download the rekordbox software and driver software respectively.
• Prepare a computer, network devices, etc., that are required to access the internet.

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rekordbox and rekordbox dj

• rekordbox is a composite software that enables track management and DJ performances. Music files on computers and mobile devices can be managed (analysis, setting, creation, and history storage) with the music management software rekordbox. Excellent DJ performances can be achieved by using the music files managed by rekordbox together with this unit.
• Enter the license key included with this product to use "rekordbox dj", the DJ performance function of rekordbox.
• For information on the latest system requirements, compatibility, and supported operating systems of rekordbox, see [**System Requirements**] from [**Support**] on the Pioneer DJ website (rekordbox.com).
• Operation on all computers is not guaranteed, even if the computers meet the required operating environment.
• The CPU and hard disc may not provide sufficient processing capabilities depending on the power-saving setting, etc. on the computer. Confirm that the computer meets the conditions to provide constant high-performance (for example, connecting the computer to a power outlet to maintain a stable power supply) especially when using rekordbox on a laptop.
• A separate contract with an Internet service provider and payment of the utilization fee are required to access the Internet.
• Use the latest version/service pack of the operating system.

❖ Obtaining the rekordbox software

1 Launch a web browser on a computer and access "rekordbox.com".

2 Click [Download] in the [Download] menu of "rekordbox.com".
The rekordbox download page is displayed.

3 Click the download banner.
Downloading of rekordbox starts.

❖ Installation (for Mac)

Do not connect this unit to a computer until installation and initial setup have been completed.

• Close all the applications running on the computer before installing the software.

1 Unzip the downloaded rekordbox software file.

2 Double-click the rekordbox software to launch the installer.

3 Read the license agreement, and select [Agree] if you agree to the terms.
Proceed by following the instructions on the screen.
• If you do not agree to the contents of the license agreement, click [**Disagree**] to cancel the installation.

4 If the installation completion screen appears, click [Close] to close the rekordbox installer.

❖ Installation (for Windows)

Do not connect this unit to a computer until installation and initial setup have been completed.

• Log in to the computer as the administrator before installation.
• Close all the applications running on the computer before installing the software.

1 Unzip the downloaded rekordbox software file.

2 Double-click the rekordbox software to launch the installer.

3 Read the license agreement, select [I agree to the license terms and conditions] if you agree to the terms, and click [Next].
After the installation destination is specified, the installation starts.
• If you do not agree to the license agreement, click [**Close**] to cancel the installation.

4 If the installation completion screen appears, click [Close] to close the rekordbox installer.

❖ rekordbox (iOS/Android)

Tracks managed by rekordbox can be played by connecting the mobile device on which rekordbox (iOS/Android) is installed via USB. For the supported devices, see the Pioneer DJ website (rekordbox.com).
• For details on installing rekordbox (iOS/Android), see the Pioneer DJ website (rekordbox.com).

Using the online support site

Before making inquiries on rekordbox operating procedures or technical issues, read the rekordbox (Mac/Windows) user's manual and online manual and check the FAQ provided on the rekordbox online support site.

<rekordbox online support site>
rekordbox.com

Obtaining the audio driver software

This driver software is dedicated to inputting sound to and outputting sound from a computer. To use this unit while connected to a computer with Windows, macOS or OS X installed, install this driver software on the computer beforehand.

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  2 "Program" means all or any part of Pioneer DJ's software licensed to You by Pioneer DJ under this Agreement.

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Place, 4-4-5 Minatomirai, Nishi-ku, Yokohama, Kanagawa, 220-0012 Japan

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7 TERMINATION

Pioneer DJ may terminate this Agreement at any time upon Your breach of any provision. If this Agreement is terminated, You will stop using the Program, permanently delete it from your computer or mobile device where it resides, and destroy all copies of the Program and Documentation in Your possession, confirming to Pioneer DJ in writing that You have done so. Sections 2.2, 2.3, 2.4, 3, 4, 5, 6, 7 and 8 will continue in effect after this Agreement's termination.

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1 Limitation of Liability. In no event will Pioneer DJ or its subsidiaries be liable in connection with this Agreement or its subject matter, under any theory of liability, for any indirect, incidental, special, consequential or punitive damages, or damages for lost profits, revenue, business, savings, data, use, or cost of substitute procurement, even if advised of the possibility of such damages or if such damages are foreseeable. In no event will Pioneer DJ's liability for all damages exceed the amounts actually paid by You to Pioneer DJ or its subsidiaries for the Program. The parties acknowledge that the liability limits and risk allocation in this Agreement are reflected in the Program price and are essential elements of the bargain between the parties, without which Pioneer DJ would not have provided the Program or entered into this Agreement.

2 The limitations or exclusions of warranties and liability contained in this Agreement do not affect or prejudice Your statutory rights as consumer and shall apply to You only to the extent such limitations or exclusions are permitted under the laws of the jurisdiction where You are located.

3 Severability and Waiver. If any provision of this Agreement is held to be illegal, invalid or otherwise unenforceable, that provision will be enforced to the extent possible or, if incapable of enforcement, deemed to be severed and deleted from this Agreement, and the remainder will continue in full force and effect. The waiver by either party of any default or breach of this Agreement will not waive any other or subsequent default or breach.

4 No Assignment. You may not assign, sell, transfer, delegate or otherwise dispose of this Agreement or any rights or obligations under it, whether voluntarily or involuntarily, by operation of law or otherwise, without Pioneer DJ's prior written consent. Any purported assignment, transfer or delegation by You will be null and void. Subject to the foregoing, this Agreement will be binding upon and will inure to the benefit of the parties and their respective successors and assigns.

5 Entire Agreement. This Agreement constitutes the entire agreement between the parties and supersedes all prior or contemporaneous agreements or representations, whether written or oral, concerning its subject matter. This Agreement may not be modified or amended without Pioneer DJ's prior and express written consent, and no other act, document, usage or custom will be deemed to amend or modify this Agreement.

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

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Checking the latest information on the driver software

For the latest information on the driver software, see the Pioneer DJ support site below.
pioneerdj.com/support/

Installing the audio driver software

Notes on installation

- Read *Software end user license agreement* carefully before installing the driver software.
- The driver installer includes installation programs in the following 12 languages.
  English, French, German, Italian, Dutch, Spanish, Portuguese, Russian, Chinese (simplified characters), Chinese (traditional characters), Korean, Japanese.
- When using an operating system in languages other than the ones listed above, select [**English**] for the installation procedure.
- The driver software is compatible with the following operating systems.

Supported operating systems		
Mac: macOS High Sierra 10.13/Sierra 10.12 (latest update), OS X 10.11 (latest update)		✓
Windows: Windows® 10, Windows® 8.1, Windows® 7 (latest service pack)	32-bit version	✓
	64-bit version	✓

- Turn this unit off, then disconnect the USB cable connecting this unit and the computer.
- Close all the applications running on the computer before installing the software.
- 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.

Obtaining the driver software

1 Launch a web browser on a computer and access the following Pioneer DJ site.
pioneerdj.com

2 Click [Support].

3 Click [Software & firmware updates].

4 Click [XDJ-RR] in the [ALL-IN-ONE DJ SYSTEM] category.

5 Click [Drivers].

6 Click [Download link] and save the file.
Download either the driver software for Mac or Windows.

Installation (for Mac)

Do not connect this unit and the computer until the installation is completed.

- 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.
- Close all the applications running on the computer before installing the software.

1 Unzip the driver software for Mac (XDJRRM###dmg. zip) downloaded in *Obtaining the driver software*.
indicates the driver software's version.

2 Double-click the downloaded file (XDJ-RR_M_#.#.#.dmg).
The contents of [**XDJ-RR_M_#.#.#.dmg**] are displayed.
"**#.#.#**" indicates the driver software's version.

3 Double-click [XDJ-RRAudioDriver.pkg].
The driver software installation screen appears.

4 Read the information displayed on the screen and click [Continue Anyway] to proceed.

5 When the end user license agreement appears, select the language for the installation, read [Software end user license agreement] carefully, and then click [Continue Anyway].
You can select the desired language from multiple languages according to the system environment of your computer.

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

7 Complete the installation by following the instructions on the screen.
- To cancel the installation after it has started, click [**Cancel**].

Precautions when installing the driver software on macOS High Sierra 10.13

A new security function was added to macOS High Sierra 10.13. When installing Pioneer DJ driver software on macOS High Sierra 10.13, the procedure below must be performed to authenticate the driver software.

The operations described here are required when installing new driver software on macOS High Sierra 10.13.
These operations are not required for driver software that was already installed on macOS and OS X before they were upgraded to macOS High Sierra 10.13.

1 Install Pioneer DJ driver software on macOS High Sierra 10.13.
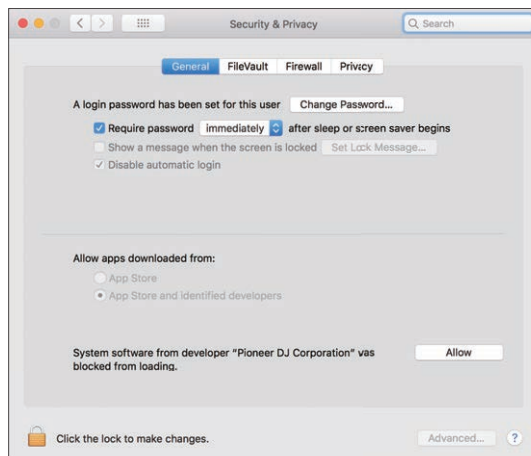The following dialog box will appear during driver software installation.
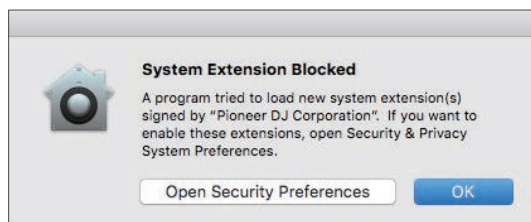
2 Click [Security Setting].
The [**Security & Privacy**] dialog box is displayed.

3 Confirm that [System software from developer "Pioneer DJ Corporation" was blocked from loading.] is displayed at the bottom of the screen.
If it is not displayed, reinstall the driver software.

4 Click [Allow] at the bottom right of the screen.

5 When this unit is connected to a Mac, disconnect the USB cable and then reconnect it again.

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Installation (for Windows)

Do not connect this unit and the computer until the installation is completed.

- 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.
- Close all the applications running on the computer before installing the software.

1 Unzip the driver software for Windows (XDJRR####exe.zip) downloaded in *Obtaining the driver software*.
indicates the driver software's version.

2 Double-click the downloaded driver software (XDJ-RR_#.###.exe).
The driver software installation screen appears.
#.### indicates the driver software's version.

3 When the language selection screen appears, select the language for the installation and then click [OK].
You can select the desired language from multiple languages according to the system environment of your computer.

4 Read the license agreement, select [Agree] if you agree to the terms, and click [OK].
If you do not agree to the license agreement, click [**Cancel**] to cancel the installation.

5 Complete the installation by following the instructions on the screen.
If [**Windows Security**] appears on the screen while the installation is in progress, click [**Install this driver software anyway**] to continue the installation.
- When the installation is completed, a completion message appears.

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Connecting this unit and a computer

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

2 Press the [⏻] switch.
This unit turns on.
- The message [**Installing device driver software**] may appear when the unit is first connected to a Windows computer, or when the unit is connected to a different USB port on the computer. Wait a while until the message [**Your devices are ready for use**] appears.

Setting utility software

The setting utility can be used to perform the checks and settings described below.
— Adjusting the buffer size (when ASIO is used)
— Checking the version of the driver software

- -

Displaying the setting utility

For Mac
Click the [**Macintosh HD**] icon > [**Applications**] > [**Pioneer**] > [**XDJ-RR**] > [**XDJ-RR driver version display utility**].

For Windows 10
Click [**Pioneer**] > [**XDJ-RR Setting Utility**] from the [**Start**] menu.

For Windows 8.1
From [**Apps view**], click [**Pioneer**] > [**XDJ-RR Setting Utility**].

For Windows 7
Click [**All Programs**] > [**Pioneer**] > [**XDJ-RR**] > [**XDJ-RR Setting Utility**] from the Windows [**Start**] menu.

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Adjusting the buffer size (when ASIO is used)

This function can only be used by those using a Windows operating system.

This unit functions as an audio device conforming to the ASIO standards.
- If an application using this unit as the default audio device (DJ software, etc.) is running, quit the application before adjusting the buffer size.
- Display the setting utility before starting.

● **Click the [ASIO] tab.**
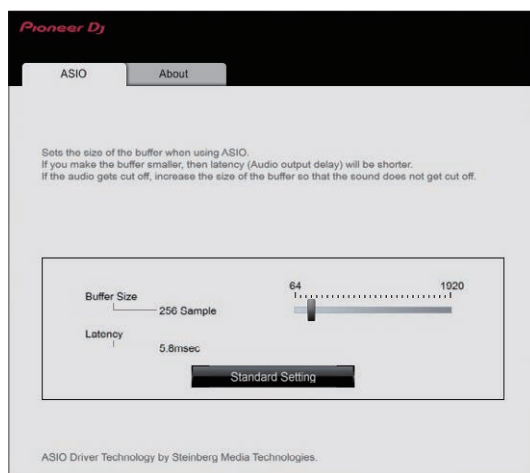
- If the buffer size is made large, dropouts in the audio data (interruptions in the sound), etc., tend to occur less, but the time lag due to the transmission delay (latency) of the audio data may increase.

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Checking the version of the driver software

- Display the setting utility before starting.

● **Click the [About] tab.**

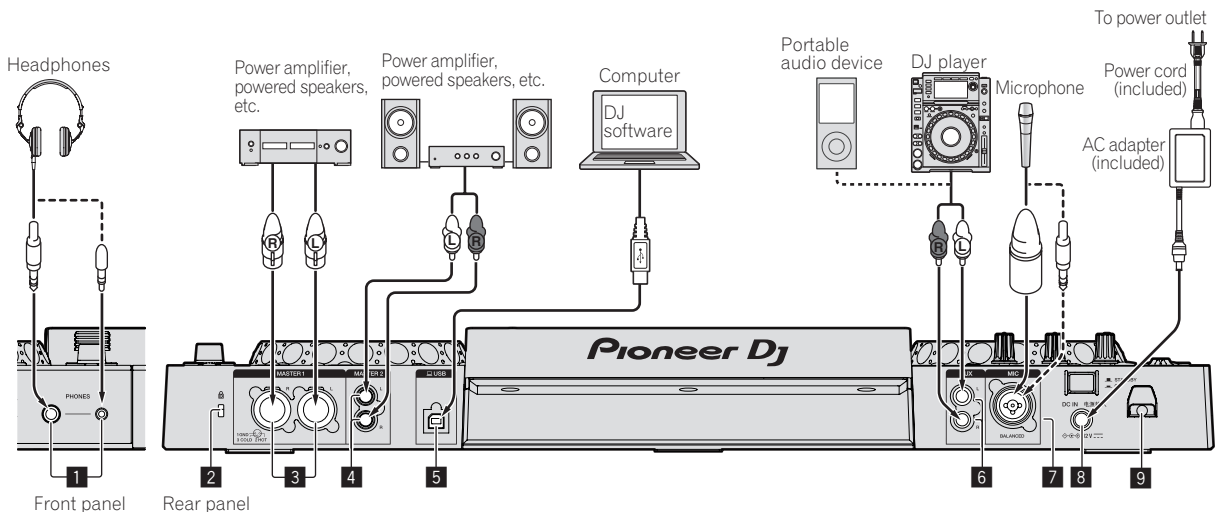## USB (LINK Export) connections driver software for rekordbox (Mac/Windows)

- Dedicated driver software is required for connecting the unit and rekordbox (Mac/Windows) via USB (LINK Export).
- For the driver software, access the Pioneer DJ support site below and download the software.
  pioneerdj.com/support/
- For information on installing the driver software, see the Pioneer DJ support site.

Connections

- Connect the power cord to a power outlet after all the connections are completed.
- Turn off this unit and disconnect the power cord from the power outlet before connecting components or changing the connections.
- Refer to the operating instructions for the components to be connected.
- Be sure to use the supplied power cord.
- Connect this unit and the computer directly using the included USB cable.

Connecting to the input/output terminals

Rear panel, front panel

Headphones

Power amplifier, powered speakers, etc.

Power amplifier, powered speakers, etc.

Computer

DJ software

Portable audio device

DJ player

Microphone

To power outlet

Power cord (included)

AC adapter (included)

Front panel   Rear panel

1 PHONES terminals

Connect headphones.
Stereo phone plugs (ø 6.3 mm) and stereo mini phone plugs (ø 3.5 mm) can be used.
- Do not use the two output terminals (one for a stereo phone jack and one for a mini-phone jack) simultaneously. If a cable is connected to or disconnected from one of the terminals while another terminal is in use, the volume for the terminal in use may increase or decrease unintentionally.

2 Kensington security slot

3 MASTER1 terminals

Connect to a power amplifier, powered speakers, etc.
Be sure to use these as balanced outputs.
- **Be careful not to accidentally insert the power cord of another unit.**
- **Do not connect a terminal that can supply phantom power.**

4 MASTER2 terminals

Connect to a power amplifier, powered speakers, etc.

5 ⬜ USB terminal

Connect to a computer.
- A USB hub cannot be used.
- Connect this unit and the computer directly using the included USB cable.
- For connecting to XDJ-RR, be sure to use the USB cable supplied with the unit for optimum performance.

6 AUX terminal

Connect a DJ player or a line level output component.

7 MIC terminal

Connect a microphone.

8 DC IN

Connect the AC adapter.
- Connect the power cord to a power outlet after all the connections are completed.
- Be sure to use the supplied power cord.

9 Cord hook

❖ Hooking the AC adapter power cord onto the cord hook

Fasten the AC adapter power cord into place by hooking it onto the cord hook. This prevents the power cord from being accidentally pulled and causing the plug to get disconnected from the terminal.
- Do not fasten with the base of the AC adapter power cord bent. If used continuously under these conditions, the power cord may be damaged, resulting in faulty contact.
- If the AC adapter is disconnected during playback, the sound will be interrupted.
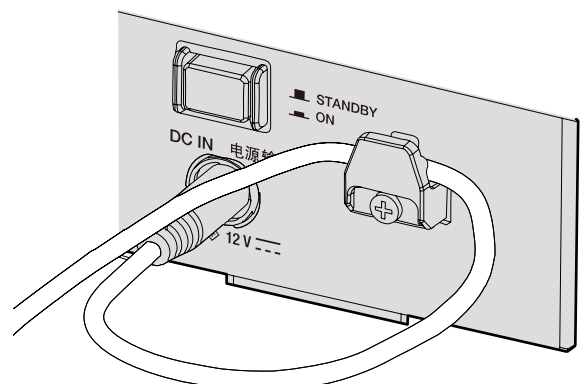
Basic style

Playback on this unit is performed mainly using tracks prepared with rekordbox installed on a computer.
For rekordbox operations, see the rekordbox (Mac/Windows) user's manual from the [Help] menu of rekordbox (Mac/Windows).

❖ PRO DJ LINK (USB Export)

You can play music files prepared using rekordbox on this unit and also use the settings such as playlists, cues, loops and hot cues set by rekordbox. Store music files and settings in a memory device (flash memory, hard disk, etc.) and connect it to this unit. Using PRO DJ LINK eliminates the need to bring a computer into the DJ booth.
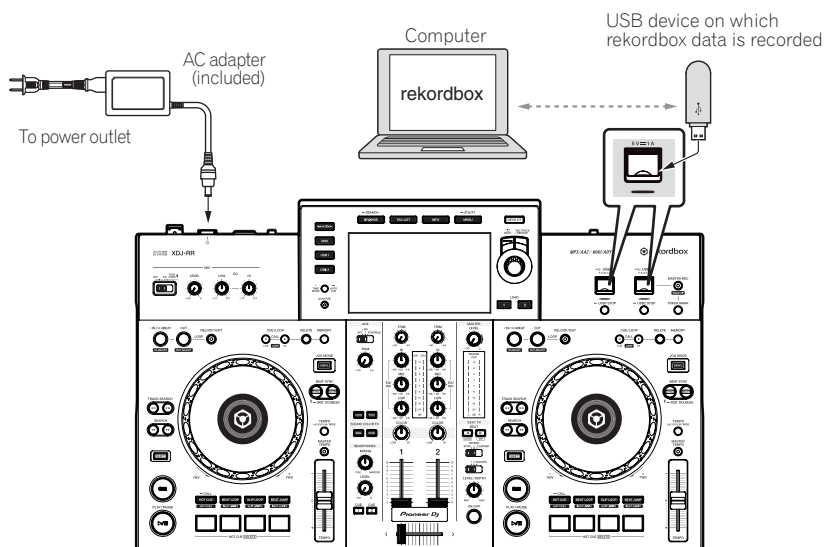

❖ PRO DJ LINK (LINK Export)

- When a computer on which rekordbox is installed is taken into the DJ booth and connected to this unit using a USB cable, tracks in rekordbox can be selected and played. You can use the information such as playlists, cues, loops and hot cues that have been set with rekordbox for performances.
- When a mobile device on which rekordbox (iOS/Android) is installed is connected using a USB cable, tracks in rekordbox can be selected and played. This makes it possible to use the information such as playlists, cues, loops and hot cues that have been set ahead of time with rekordbox for performances.
- Use your own cable when connecting this product to an iPhone or iPod.
- The driver software needs to be installed before connecting a computer on which rekordbox (Mac/Windows) is installed via a USB (LINK Export) connection. For details, see *USB (LINK Export) connections driver software for rekordbox (Mac/Windows)* on page 7.

Supported iPhone and iPod
- Made for iPhone X, iPhone 8, iPhone 8 Plus, iPhone 7, iPhone 7 Plus, iPhone SE, iPhone 6s, iPhone 6s Plus, iPhone 6, iPhone 6 Plus, iPhone 5s, iPhone 5c, iPhone 5, iPod touch (5th and 6th generation).
- For the latest supported devices, see the following Pioneer DJ website.
  pioneerdj.com/support/
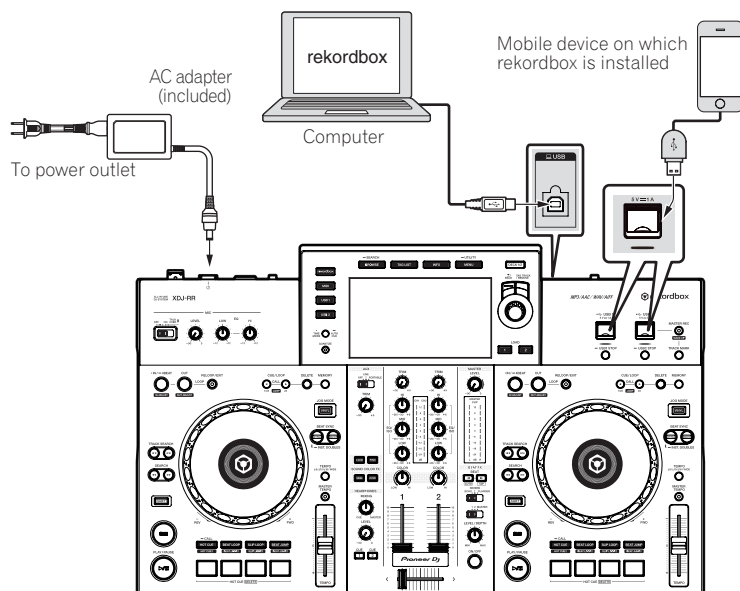
Part names and functions
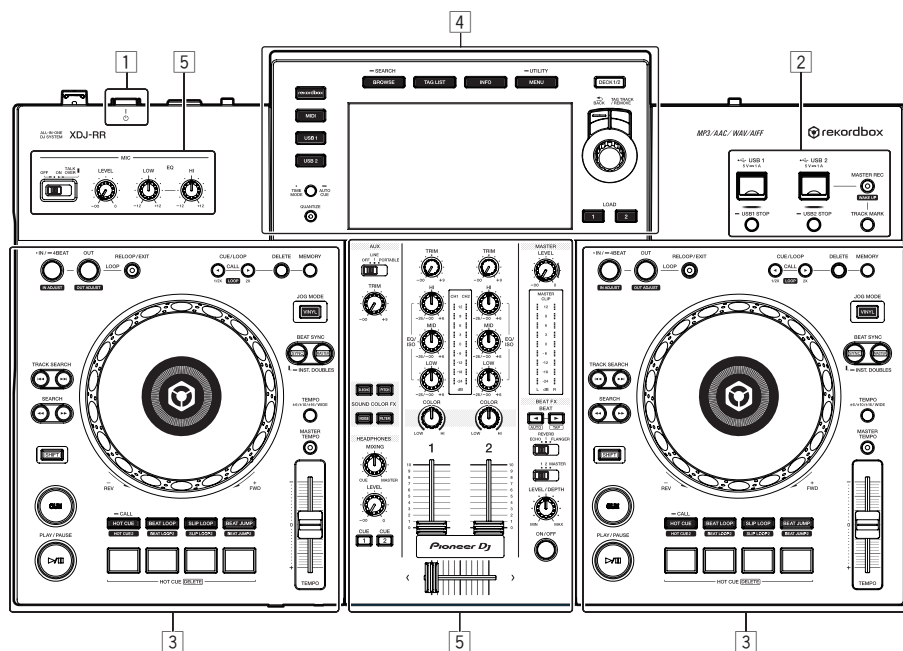
1 **Power section (page 10)**

2 **USB section (page 10)**

3 **Deck section (page 11)**

4 **Browse section (page 16)**

5 **Mixer/effect section (page 23)**

Power section

1 ⏻ **switch**
Press to turn this unit on and off.
➲ *Turning the power on* (p.26)

USB section
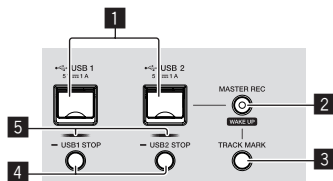
1 **USB1,2 Insertion slots**
Connect USB devices.
➲ *Connecting and disconnecting USB devices* (p.26)

2 **MASTER REC (WAKE UP) button**

- **MASTER REC**: Records sound output from the unit on a USB device connected to the USB2 slot.
➲ *Recording the performance* (p.10)

- **WAKE UP**: Cancels the auto standby mode.
➲ *Auto standby function* (p.27)

3 **TRACK MARK button**
Splits a track while the track is being recorded on the USB device.
➲ *Splitting a track while recording* (p.11)

4 **USB1,2 STOP buttons**
Press for over 2 seconds before disconnecting USB devices from this unit.
➲ *Connecting and disconnecting USB devices* (p.26)

5 **USB1,2 indicators**
Lights up or flashes when this unit is communicating with the USB device.
➲ *Connecting and disconnecting USB devices* (p.26)

Recording the performance

The same sound as the sound being output from the [**MASTER**] terminal can be recorded as a WAV file on a USB device.
- The name of the files created when the sound is recorded is in the format [**REC***.WAV**] (*** is a 3-digit number).

1 Connect the USB device to the USB2 slot.

2 Press the [MASTER REC (WAKE UP)] button.
Recording starts.
The [**MASTER REC (WAKE UP)**] button flashes.
- When the [**MASTER REC (WAKE UP)**] button is pressed again, the lighting of the [**MASTER REC (WAKE UP)**] button turns off and recording stops.
- Up to approximately 90 minutes recording is possible with 1 GB USB memory.

❖ Splitting a track while recording

Press the [TRACK MARK] button while recording.

The track currently being recorded is split and stored on the USB device. The file is divided right at the point where the [**TRACK MARK**] button is pressed. From this point onwards, the sound can continue to be recorded as a new file.

Deck section

1 **CUE/LOOP CALL, ◄ (LOOP 1/2X), ► (LOOP 2X) buttons**
Calls out stored cue and loop points.
➲ *Calling out stored cue or loop points* (p.14)

When pressed during loop playback, the loop is cut or extended.
➲ *Cutting loops (Loop Cut)* (p.14)
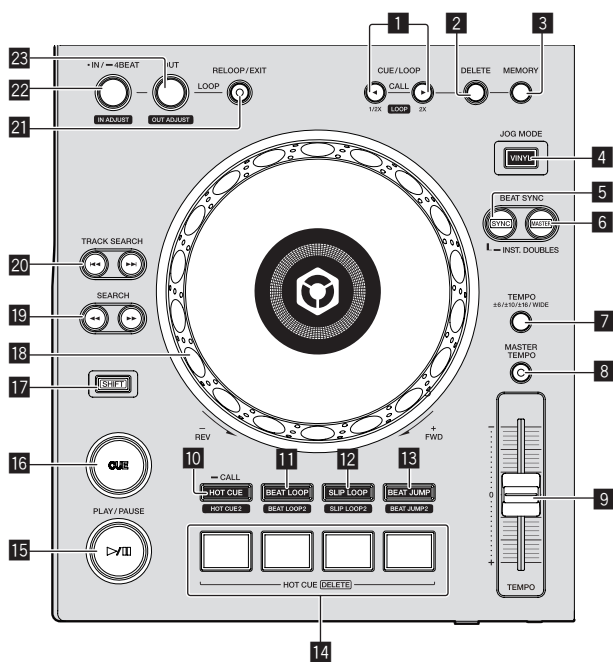➲ *Extending loops (Loop Doubling)* (p.14)

2 **DELETE button**
Deletes cue and loop points.
➲ *Deleting stored cue or loop points* (p.14)

3 **MEMORY button**
Store cue and loop points in the memory.
➲ *Storing cue or loop points* (p.14)

4 **JOG MODE (VINYL) button**
Switches between [**VINYL**] mode and normal mode.
➲ *Switching the jog dial mode* (p.12)

5 **SYNC/INST.DOUBLES button**
Synchronizes to the master deck's tempo.
➲ *Using the sync function* (p.16)

6 **MASTER button**
Sets the track loaded in this unit as the master for the beat sync function.
➲ *Using the sync function* (p.16)

7 **TEMPO RANGE button**
Changes the [**TEMPO**] slider's range of variation each time the button is pressed.
➲ *Selecting the playing speed adjustment range* (p.12)

8 **MASTER TEMPO button**
Turns on and off the master tempo function.

➲ *Adjusting the playing speed without changing the pitch (Master Tempo)* (p.12)

9 **TEMPO slider**
Adjusts the playing speed of tracks.
➲ *Adjusting the playing speed (Tempo Control)* (p.12)

10 **HOT CUE (CALL) button**
Switches to hot cue mode.
➲ *Using hot cues* (p.14)

11 **BEAT LOOP button**
Switches to beat loop mode.
➲ *Using beat loops* (p.15)

12 **SLIP LOOP button**
Switches to slip loop mode.
➲ *Using slip loop* (p.15)

13 **BEAT JUMP button**
Switches to beat jump mode.
➲ *Using beat jump* (p.15)

14 **Performance buttons**
In hot cue mode
➲ *Using hot cues* (p.14)

In beat loop mode
➲ *Using beat loops* (p.15)

In slip loop mode
➲ *Using slip loop* (p.15)

In beat jump mode
➲ *Using beat jump* (p.15)

15 **►/❚❚ (PLAY/PAUSE) button**
Plays or pauses the track.
➲ *Playback* (p.12)

16 **CUE button**
Sets a cue point or moves the cue point.
➲ *Setting the Cue point* (p.13)

17 **SHIFT button**

18 **Jog dial**
• Scratch
When [**VINYL**] mode is set and the jog dial is turned while touching a metal part on the top of the dial, the sound is played according to the direction and speed at which the jog dial is turned.
➲ *Operating the jog dial* (p.12)

• Pitch bend
The playing speed can be adjusted by turning the outer part of the jog dial during playback.
➲ *Operating the jog dial* (p.12)

19 **SEARCH ◄◄, ►► buttons**
Forwarded/reverses a track while the button is pressed.
➲ *Forward and reverse scanning* (p.12)

20 **TRACK SEARCH ❙◄◄, ►►❙ buttons**
Searches for the beginning of tracks.

21 **RELOOP/EXIT button**
Starts loop playback (reloop) or cancels loop playback (loop exit).
➲ *Returning to loop playback (Reloop)* (p.13)
➲ *Canceling loop playback (Loop Exit)* (p.13)

22 **LOOP IN/4BEAT (IN ADJUST) button**
Sets and fine-adjusts the loop in point.
➲ *Setting loops* (p.13)

23 **LOOP OUT (OUT ADJUST) button**
Sets and fine-adjusts the loop out point.
➲ *Setting loops* (p.13)

Playback

Press the [▶/Ⅱ (PLAY/PAUSE)] button.
If the auto-play mode of the [**UTILITY**] screen is off, the track is played to the end, and then playback stops. The next track is not played.

❖ Pausing

During playback, press the [▶/Ⅱ (PLAY/PAUSE)] button.
• Playback resumes when the [▶/Ⅱ (**PLAY/PAUSE**)] button is pressed again.

Forward and reverse scanning

Press one of the [SEARCH ◀◀, ▶▶] buttons.
The track is scanned in the forward or reverse direction while one of the [**SEARCH ◀◀, ▶▶**] buttons is pressed.
• If the auto-play mode of the [**UTILITY**] screen is off, you cannot rewind to the previous track or skip ahead to the next track.
• It is not possible to move to a different category or folder during forward or reverse scanning.

Finding the beginnings of tracks (Track Search)

Press one of the [TRACK SEARCH ◀◀, ▶▶Ⅰ] buttons.
Press the [▶▶Ⅰ] to move to the beginning of the next track.
When [Ⅰ◀◀] is pressed, playback returns to the beginning of the currently playing track. When pressed twice in a row, playback returns to the beginning of the previous track.
• It is not possible to move to a different category or folder with the track search function.

Super fast search

Turn the jog dial while pressing one of the [SEARCH ◀◀, ▶▶] buttons.
The track is fast-forwarded/fast-reversed in the direction in which the jog dial is turned.
• When the [**SEARCH ◀◀, ▶▶**] button is released, this function is canceled.
• When you stop the jog dial from spinning, normal playback resumes.
• The fast-forward/fast-reverse speed can be adjusted according to the speed at which the jog dial is spun.

Super fast track search

Turn the jog dial while pressing one of the [TRACK SEARCH ◀◀, ▶▶Ⅰ] buttons.
The track is advanced at high speed in the direction in which the jog dial is turned.

Adjusting the playing speed (Tempo Control)

Move the [TEMPO] slider forward or backward.
The playing speed increases when the slider is moved to the [**+**] side (towards you), and decreases when the slider is moved to the [**–**] side (away from you).
The rate at which the playing speed is changed is indicated on the main unit display.

❖ Selecting the playing speed adjustment range

Press the [TEMPO RANGE] button.
The playing speed adjustment range switches each time the button is pressed.
[**WIDE, ±16, ±10, ±6**] is displayed on the main unit display.
• The speed can be adjusted in increments of 0.02% in the [**±6**]% setting, 0.05% in the [**±10**] and [**±16**]% settings, and 0.5% in the [**WIDE**] setting.
• The [**WIDE**] adjustment range is ±100 %. When set to –100 %, playback stops.

❖ Adjusting the playing speed without changing the pitch (Master Tempo)

Press the [MASTER TEMPO] button.
The [**MASTER TEMPO**] button lights up. The pitch does not change even when the playing speed is changed with the [**TEMPO**] slider.
• The sound is digitally processed, so the sound quality changes.

Operating the jog dial

• The top of the jog dial has an embedded switch. Do not place objects on the jog dial or subject it to strong impact.
• Water or other liquids getting into the set will lead to a malfunction.

❖ Switching the jog dial mode

The jog dial has two modes.
• [**VINYL**] mode: When a metal part on the top of jog dial is touched during playback, playback stops, and when the jog dial is turned at this point, the sound is output according to the rotation of the jog dial.
• Normal mode: Playback does not stop even when a metal part on the top of jog dial is touched. Also, such operations as scratching cannot be performed.

Press the [JOG MODE (VINYL)] button.
Jog mode switches to [**VINYL**] mode and the [**JOG MODE (VINYL)**] button lights up.

❖ Scratch

When the jog dial is set to [**VINYL**] mode, the sound can be played according to the direction and speed at which the jog dial is turned by turning the jog dial while touching a metal part on the top of the dial.

1 Press the [JOG MODE (VINYL)] button.
Set the jog mode to the [**VINYL**] mode.

2 During playback, touch a metal part on the top of the jog dial.
Playback stops.

3 While still touching the metal part on the top of the jog dial, turn the jog dial in the direction and at the speed at which you want to play the sound.
The sound is played according to the spinning direction and speed of the jog dial.

4 Take your finger off the metal part on the top of the jog dial.
Normal playback resumes.

❖ Pitch bend

During playback, spin the outer section of the jog dial.
The playing speed increases when spun clockwise, and decreases when spun counterclockwise. When spinning is stopped, playback returns to the normal speed.
• When jog mode is set to normal mode, the same operation is possible by spinning the top of the jog dial.

❖ Frame search

In pause mode, spin the jog dial.
The position at which the track is paused can be moved in units of 0.5 frames.
- The approximate time for 0.5 frames is 6.7 msec.
- Spin clockwise to move in the direction of playback, and counter-clockwise to move in the opposite direction. The position moves 1.8 seconds per one full rotation of the jog dial.

- -

Setting the Cue point

1　During playback, press the [▶/Ⅱ (PLAY/PAUSE)] button.
Playback is paused.

2　Press the [CUE] button.
The point at which the track is paused is set as the cue point.
The [▶/Ⅱ (**PLAY/PAUSE**)] button flashes and the [**CUE**] button lights up. No sound is output at this time.
- When a new cue point is set, the previously set cue point is canceled.

❖ Adjusting the cue point position

1　Press the [SEARCH ◀◀, ▶▶] buttons while paused at the cue point.
The [▶/Ⅱ (**PLAY/PAUSE**)] and [**CUE**] buttons flash.
The cue point can be fine-adjusted in steps of 0.5 frames.

2　Press the [CUE] button.
The position at which the button is pressed is set as the new cue point.
- When a new cue point is set, the previously set cue point is canceled.

❖ Returning to the cue point (Back Cue)

During playback, press the [CUE] button.
The set immediately returns to the currently set cue point and pauses.
- When the [▶/Ⅱ (**PLAY/PAUSE**)] button is pressed, playback starts from the cue point.

❖ Checking the cue point (Cue Point Sampler)

Keep pressing the [CUE] button after returning to the cue point.
Playback starts from the set cue point. Playback continues while the button is pressed.
- If the [▶/Ⅱ (**PLAY/PAUSE**)] button is pressed while sampling the cue, playback continues even if the [**CUE**] button is released.

❖ Setting the cue point during playback (Real Time Cue)

During playback, press the [LOOP IN/4BEAT (IN ADJUST)] button at the point at which you want to set the cue point.
The point at which the button is pressed is set as the cue point.

- -

Setting loops

Use this function to play specific sections repeatedly.
The loop playback interval cannot be set for a previous or next track.
- When the quantize function is on, there may be a slight delay in operation of this function to synchronize the beat.

1　During playback, press the [LOOP IN/4BEAT (IN ADJUST)] button at the point at which you want to start loop playback (the loop-in point).
Sets the loop-in point.

- This operation is not necessary if you want to set the currently set cue point as the loop-in point.

2　Press the [LOOP OUT (OUT ADJUST)] button at the point at which you want to end loop playback (the loop-out point).
The loop-out point is set, and loop playback starts.

❖ Fine-adjusting the loop-in point (Loop In Adjust)

1　During loop playback, press the [LOOP IN/4BEAT (IN ADJUST)] button.
The [**LOOP IN/4BEAT** (**IN ADJUST**)] button starts flashing rapidly, and the [**LOOP OUT** (**OUT ADJUST**)] button turns off.
The time of the loop-in point is displayed on the main unit display.

2　Press one of the [SEARCH ◀◀, ▶▶] buttons.
The loop-in point can be adjusted in units of 0.5 frames.
- The same operation is possible using the jog dial.
- The loop-in point's range of adjustment is ±30 frames.
- The loop-in point cannot be set at a point beyond the loop-out point.

3　Press the [LOOP IN/4BEAT (IN ADJUST)] button.
Loop playback resumes.
- Normal loop playback also resumes if no operation is performed for over 10 seconds.

❖ Fine-adjusting the loop-out point (Loop Out Adjust)

1　During loop playback, press the [LOOP OUT (OUT ADJUST)] button.
The [**LOOP OUT** (**OUT ADJUST**)] button starts flashing rapidly, and the [**LOOP IN/4BEAT** (**IN ADJUST**)] button turns off.
The time of the loop-out point is displayed on the main unit display.

2　Press one of the [SEARCH ◀◀, ▶▶] buttons.
The loop-out point can be adjusted in units of 0.5 frames.
- The same operation is possible using the jog dial.
- The loop-out point cannot be set at a point before the loop-out point.

3　Press the [LOOP OUT (OUT ADJUST)] button.
Loop playback resumes.
- Normal loop playback also resumes if no operation is performed for over 10 seconds.

❖ Canceling loop playback (Loop Exit)

During loop playback, press the [RELOOP/EXIT] button.
Playback continues beyond the loop-out point without returning to the loop-in point.

❖ Returning to loop playback (Reloop)

After canceling loop playback, press the [RELOOP/EXIT] button during playback.
Playback returns to the previously set loop-in point, and loop playback resumes.

❖ Setting loops automatically (4-beat Loop)

During playback, press the [LOOP IN/4BEAT (IN ADJUST)] button for over 1 second.
A loop of 4 beats starting from the point at which the button is pressed is set automatically according to the BPM of the currently playing track, and loop playback starts.
- If the track's BPM cannot be detected, the BPM is set to 120.

❖ **Cutting loops (Loop Cut)**

During loop playback, press the [CUE/LOOP CALL, ◄ (LOOP 1/2X)] button.
The time the loop is played is cut in half each time the button is pressed.

❖ **Extending loops (Loop Doubling)**

During loop playback, press the [CUE/LOOP CALL, ►(LOOP 2X)] button.
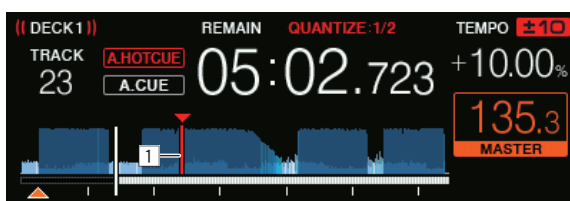The loop's length is doubled each time the button is pressed.

❖ **Using active loops**

1 Connect the USB device to this unit.

2 Load a track for which an active loop has been set with rekordbox.
One loop stored in rekordbox can be set as the active loop.
The set active loop point is displayed as a waveform, as indicated by 1 shown below.

When the set point is reached, the loop is set automatically and loop playback begins.

❖ **Emergency loops**

With this unit, a 4-beat loop is set automatically to prevent the sound from being interrupted if a track cannot be played any longer.
• DJ playback is restricted during emergency looping. To cancel emergency looping, load the next track.

- -

Storing cue or loop points

1 Connect the USB device to this unit.

2 Set Cue Point or Loop Point.

3 Press the [MEMORY] button.
[MEMORY] is displayed on the main unit display for several seconds, then the point information is stored on the USB device.
Stored cue and loop points are indicated by a [▼] at the top of the waveform display.
• To store loop points, press the [MEMORY] button during loop playback.

❖ **Calling out stored cue or loop points**

1 Connect the USB device to this unit.

2 Load the track containing the cue or loop points you want to call out.
Stored cue and loop points are indicated by a [▼] at the top of the waveform display.

3 Press the [CUE/LOOP CALL, ◄(LOOP 1/2X)] or [CUE/LOOP CALL, ►(LOOP 2X)] button.
Press the [CUE/LOOP CALL, ◄(LOOP 1/2X)] button to call out a point before the currently playing position, and press the [CUE/LOOP CALL, ►(LOOP 2X)] button to call out a point after the currently playing position.
The track jumps to the called out point and pauses.

• When multiple points are stored, a different point is called out each time the button is pressed.
• Loops set as active loops can also be called out as stored loops.
• If the called out point has a comment set by rekordbox, the comment is displayed in the area where the name of the track is displayed.
• The set comment list can also be displayed on the track list in the browse screen by pressing the rotary selector. Also, selecting a comment from the displayed list and pressing the [LOAD 1,2] button will call out the selected point.

4 Press the [►/II (PLAY/PAUSE)] button.
Normal or loop playback starts from the point that was called out.

❖ **Deleting stored cue or loop points**

1 Connect the USB device to this unit.

2 Load the track containing the cue point or loop points you want to delete.
Stored cue and loop points are indicated by a [▼] at the top of the waveform display.

3 Press the [CUE/LOOP CALL, ◄(LOOP 1/2X)] or [CUE/LOOP CALL, ►(LOOP 2X)] button to call out the point to be deleted.
The track jumps to the called out point and pauses.
• When multiple points are stored, a different point is called out each time the button is pressed.

4 Press the [DELETE] button.
The main unit display shows [DELETED], and the selected point information is deleted.
• When a stored loop set as an active loop is deleted, the active loop is also deleted.

- -

Using hot cues

When a hot cue is set, that point can be called out and played instantaneously. Up to 8 hot cues can be set per music track.

❖ **Setting hot cues**

1 Press the [HOT CUE (CALL)] button to switch to hot cue mode.

2 During playback or while pausing, press one of the Performance buttons at the point at which you want to set the hot cue.
A hot cue is set at the position at which the button is pressed and the Performance button lights up. The hot cue is simultaneously stored in the USB device.
• By pressing the [HOT CUE (CALL)] button in hot cue mode, you can switch between [HOT CUE] (A, B, C, D) and [HOT CUE2] (E, F, G, H).
• During loop playback, the loop is registered as a hot cue.
• The direction of playback is not recorded for hot cues.
• When a hot cue is set during scratch play, playback may stop temporarily.
• When the quantize function is on, there may be a slight delay in operation of this function to synchronize the beat.
• A hot cue which has already been recorded in the Performance button cannot be re-recorded. To store a new Hot Cue, first delete the stored Hot Cue.
• The color of the hot cue can be set on this unit or in rekordbox.

When [HOT CUE COLOR] in the [UTILITY] screen is set to [OFF]

Content stored in the hot cue	Color
Cue Point	Green
Loop	Orange

When [HOT CUE COLOR] in the [UTILITY] screen is set to [ON]

Content stored in the hot cue	Color
Cue Point	Fixed color of each button
Loop	Orange

❖ Playing hot cues

During playback or while pausing, press one of the Performance buttons.

The hot cue stored on that button is called out and playback begins. The information of the loop play stored in a Performance button is different from the loop playback set by using the [**LOOP IN/4BEAT (IN ADJUST)**] or [**LOOP OUT (OUT ADJUST)**] buttons.

- After the loop stored in the Performance button is called out, you can cancel the loop playback by using the [**RELOOP/EXIT**] button. You can also fine-tune the loop in point with the help of the [**LOOP IN/4BEAT (IN ADJUST)**] button or the loop out point with the help of the [**LOOP OUT (OUT ADJUST)**] button.
- The information stored in the Performance button changes if adjustments are made.

❖ Calling out hot cues

1 Connect the USB device to this unit.

2 Load the track containing the hot cue you want to call out.

3 In hot cue mode, press the [HOT CUE (CALL)] button for over 1 second.

The unit switches to the hot cue call out mode and the Performance buttons where hot cues are stored flash.

4 Press the Performance button corresponding to the Hot Cue to be called out.

The hot cue is called out and the Performance button lights up.

- To not call out a hot cue, press the [**HOT CUE** (**CALL**)] button for over 1 second without pressing the Performance button. The Performance button for which the hot cue was not called out turns off.

❖ Calling out hot cues automatically when tracks are loaded

The settings of this unit can be changed to calling out hot cues automatically when tracks are loaded.

1 Press the [MENU (UTILITY)] button for over 1 second.

2 In the [UTILITY] screen, select [ON], [rekordbox SETTING] or [OFF] for [HOT CUE AUTO LOAD].

- — [**ON**]:
  🔖 is displayed for all tracks and hot cues are automatically called out when the tracks are loaded. Hot cues are also automatically called out when track search is performed.
  [**A. HOT CUE**] on the main unit display lights up in red.
- — [**rekordbox SETTING**]:
  🔖 is displayed only for the tracks set with rekordbox, and hot cues are automatically called out when the tracks with 🔖 displayed are loaded. Hot cues are not called out when track search is performed.
  [**A. HOT CUE**] on the main unit display lights up in white.
- — [**OFF**]:
  🔖 is not displayed. Hot cues are not called out when tracks are loaded.

❖ Deleting hot cues

Press one of the Performance buttons while keeping the [SHIFT] button pressed.

The hot cue stored on the corresponding button is deleted, and a new hot cue can be stored to the button.

Using beat loops

A loop with the specified number of beats is set based on the BPM and loop playback starts.

1 Press the [BEAT LOOP] button to switch to beat loop mode.

2 Press the Performance button corresponding to the number of beats you want to set.

From the playback position where the Performance button was pressed, the loops corresponding to the number of beats set are automatically set according to the tempo (BPM), after which loop playback starts. During loop playback, the Performance button will flash.

- By pressing the [**BEAT LOOP**] button in beat loop mode, you can switch between [**BEAT LOOP**] (2 beats, 4 beats, 8 beats, or 16 beats) and [**BEAT LOOP2**] (1/8 beat, 1/4 beat, 1/2 beat, or 1 beat).
- If the track's BPM cannot be detected, the BPM is set to 120.

❖ Canceling loop playback

To cancel a loop, either click the Performance button flashing when loop playback is ON, or press [**RELOOP/EXIT**] button.

Using slip loop

1 Press the [SLIP LOOP] button to switch to slip loop mode.

2 Press and hold the Performance button corresponding to the number of beats you want to set.

Loop playback for which a loop has been set automatically begins. Normal playback continues in the background even during loop playback.
If a number of beats for which the length of the loop will exceed 8 seconds has been selected, loop playback will not begin.

- By pressing the [**SLIP LOOP**] button in slip loop mode, you can switch between [**SLIP LOOP**] (1/16 beat, 1/8 beat, 1/4 beat, or 1/2 beat) and [**SLIP LOOP2**] (1 beat, 2 beats, 1/3 beat, or 3/4 beat).

3 Release your finger from the Performance button.

Normal playback of the sound that was playing in the background resumes.

Display of the position playing in the background

- When in slip mode, the position currently playing is indicated by a yellow line on the main unit display's waveform display (overall waveform or enlarged waveform). The position playing in the background is indicated by a white line on the main unit display's waveform display (overall waveform).

Using beat jump

The playback position can be moved according to the length of the selected beat (1 beat, 2 beats, 4 beats, or 8 beats).

- If a loop is set, it operates as a loop move.

1 Press the [BEAT JUMP] button to switch to beat jump mode.

2 Select the length of the beat and press the Performance button.

The playback position is moved according to the length of the selected beat.

- By pressing the [**BEAT JUMP**] button in beat jump mode, you can switch between [**BEAT JUMP**] (1 beat or 2 beats) and [**BEAT JUMP2**] (4 beats or 8 beats).
- If the track's BPM cannot be detected, the BPM is set to 120.
- When the quantize function is on, there may be a slight delay in operation of this function to synchronize the beat.

Using loop move

The playback position of the loop can be moved according to the length of the selected beat (1 beat, 2 beats, 4 beats, or 8 beats).

1 Press the [BEAT JUMP] button to switch to beat jump mode.

2 Set the loop.

3 Select the length of the beat and press the Performance button.

The playback position of the loop can be moved according to the length of the selected beat.

- By pressing the [**BEAT JUMP**] button in beat jump mode, you can switch between [**BEAT JUMP**] (1 beat or 2 beats) and [**BEAT JUMP2**] (4 beats or 8 beats).
- If the track's BPM cannot be detected, the BPM is set to 120.
- When the quantize function is on, there may be a slight delay in operation of this function to synchronize the beat.

Using the sync function

This function can be used to automatically synchronize the tempo (BPM) and beat positions on the left and right decks based on the tracks' beat grid information as analyzed with rekordbox.

- Music files must be analyzed with rekordbox beforehand in order to use the SYNC function. For instructions on analyzing music files with rekordbox, see the rekordbox user's manual.
- The following describes the procedure for synchronizing the [**DECK 2**] track with the [**DECK 1**] track.

1 Play a track that has been analyzed with rekordbox on [DECK 1].

The deck on which you play a track that has been analyzed with rekordbox first is set as the master deck.

- The master deck can also be specified by pressing the [**MASTER**] button.

2 Play a track that has been analyzed with rekordbox on [DECK 2].

3 Press the [SYNC/INST.DOUBLES] button of [DECK 2].

[**DECK 2**] is synchronized to the tempo (BPM) and beat positions of the track playing on [**DECK 1**].

- When the [**SYNC/INST.DOUBLES**] button is pressed again, the SYNC function turns off.
- Use the procedure below to restore the currently playing track's tempo (BPM) to its original tempo after turning the SYNC function off.
  — Move the tempo slider to the position of the synchronized [**TEMPO**] (BPM), and then set it back to the center position.
  — Reload the same track.
- Depending on the track's beat information, the sound may not be synchronized in the SYNC state after the [**SYNC/INST.DOUBLES**] button is pressed. If this happens, the sound can be re-synchronized by pressing the [**SYNC/INST.DOUBLES**] button to turn SYNC off then back on.

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Using instant double

Playback of a track loaded in the deck not being operated can be started from the same position on the deck on the operation side.
For details on the operations, see the following.

- Load the track loaded in the deck not being operated into the deck on the operation side.
- Press the [**SYNC/INST.DOUBLES**] button of the deck on the operation side for over 1 second.
- Press the [**LOAD 1,2**] button twice.

Browse section
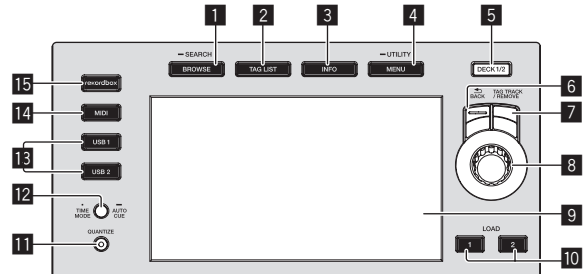
1 BROWSE(SEARCH) button
Displays the [**BROWSE**] screen.
  ➲ *Switching to the browse screen* (p.18)

2 TAG LIST button
Displays the [**TAG LIST**] screen.
  ➲ *Editing tag lists* (p.21)

3 INFO button
Displays the [**INFO**] screen.
  ➲ *Displaying the details of the currently loaded track* (p.22)

4 MENU (UTILITY) button
- Press:
  Displays the menu screen.

- Press for over 1 second:
  Displays the [**UTILITY**] screen.
  ➲ *Changing the settings* (p.27)

5 DECK1/2 button
- Switches to the deck want to be active.

6 BACK button
- Press:
  The screen returns to the layer above.
  ➲ *Moving back up to a higher layer* (p.19)

- Press for over 1 second:
  The screen moves to the top layer.
  ➲ *Moving back up to a higher layer* (p.19)

7 TAG TRACK/REMOVE button
Adds and removes tracks from the tag list.
  ➲ *Adding tracks to tag lists* (p.21)
  ➲ *Removing tracks from tag lists* (p.21)

8 Rotary selector

9 Main display
  ➲ *Main display* (p.17)

10 LOAD 1/2 button
Loads the tracks on the specified [**DECK**].
  ➲ *Playing music files on media connected to this unit* (p.26)

11 QUANTIZE button
Turns the quantize function on or off.

- When the [**QUANTIZE**] button is pressed while pressing the [**SHIFT**] button, switching is possible only for the deck for which the [**SHIFT**] button is pressed.
  ➲ *Using the quantize function* (p.27)

⓬ TIME MODE (AUTO CUE) button
- Press:
  The main unit display's time display mode switches to the elapsed time or remaining time display.
  When the [**TIME MODE (AUTO CUE)**] button is pressed while pressing the [**SHIFT**] button, switching is possible only for the deck for which the [**SHIFT**] button is pressed.

- Press for over 1 second:
  When pressed for over 1 second, auto cue turns on or off.
  ➲ *Setting auto cue* (p.18)

⓭ USB1,2 buttons
Press these buttons to display the music files stored on the USB device connected to USB1 or USB2 and mobile devices on which rekordbox is installed.
➲ *Playing music files on media connected to this unit* (p.26)
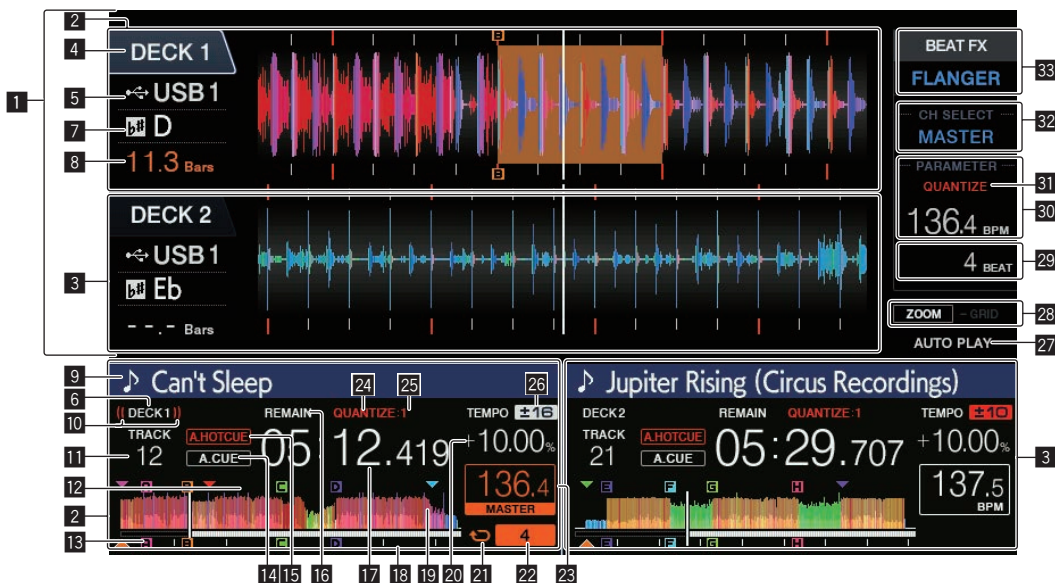
⓮ MIDI button
Press this button to use rekordbox dj and other DJ software.
➲ *Using DJ software* (p.29)

⓯ rekordbox button
Press this button to display the music files stored in rekordbox (EXPORT MODE) connected via PRO DJ LINK (LINK Export).
➲ *Playing the rekordbox library on a computer or mobile device* (p.26)

Main display

Normal playback screen

⓵ Information display section
The enlarged waveform analyzed with rekordbox, etc., is displayed.
- The color of the enlarged waveform can be changed using rekordbox or [**MENU (UTILITY)**] of this unit.
➲ *Changing the color set in the USB device* (p.27)

⓶ DECK1 information
Information regarding DECK1 is displayed.

⓷ DECK2 information
Information regarding DECK2 is displayed.

⓸ DECK
This indicates the number of the deck displaying information. It also indicates whether that deck is active in the Information display section.

⓹ Device
Indicates the location of the track.

⓺ DECK
Indicates the number of the deck whose information is displayed.

⓻ Key
Indicates the key of the track.

⓼ Beat count down
Indicates the number of bars or beats from the currently playing position to the nearest stored cue point.

⓽ Track names
You can set the background color on rekordbox or this unit.
➲ *Changing the color set in the USB device* (p.27)

⓾ On Air display
Displayed while sound is output from MASTER OUT.

⓫ Track number display
Indicates the track number (01 – 999).

⓬ Cue/loop/hot cue point memory display
Indicates the positions of cue points, loop points, and hot cue points stored on the USB device with marks. The colors for cue points and hot cue points can be set in rekordbox.

⓭ Cue/loop/hot cue point display
Indicates the positions of the set cue points, loop points, and hot cue points with marks.

⓮ A. CUE
Lights up when auto cue is set.
➲ *Setting auto cue* (p.18)

⓯ HOT CUE AUTO LOAD
Displayed when [**HOT CUE AUTO LOAD**] is turned on.
➲ *Calling out hot cues automatically when tracks are loaded* (p. 15)

⓰ REMAIN
Lights up when the time display is set to the remaining time.

[17] **Time display (minutes, seconds, milliseconds)**
Displays the remaining time or elapsed time.

[18] **Playing address display/scale display (1-minute intervals)**
The track is displayed as a bar graph. The current playback position is displayed as a white vertical line. When the elapsed time is displayed, the left edge of the graph lights up. When the remaining time is displayed, the display turns off from the left side. The entire graph flashes slowly when there are less than 30 seconds remaining in the track, and begins flashing rapidly when less than 15 seconds remain.

[19] **Waveform display**
Displays the waveform of the sound.
The color of the enlarged waveform can be changed using rekordbox or [**MENU (UTILITY)**] of this unit.
➲ *Changing the color set in the USB device* (p.27)

[20] **Playing speed display**
The value changes according to the position of the [**TEMPO**] slider.

[21] **Loop display**
Lights up during loop playback.
➲ *Setting loops* (p.13)

[22] **Loop beat display**
Indicates the number of beats currently set in the loop.

[23] **BPM display section (for deck)**
Displays BPM (Beats Per Minute) of the track currently being played.

[24] **QUANTIZE (for deck)**
Displayed when the quantize function of the deck operation is on. Displayed in red when the quantize function is enabled, and in gray when the function is disabled.
➲ *Using the quantize function* (p.27)

[25] **QUANTIZE BEAT VALUE**
Indicates the size of the beat of the quantize function.

[26] **Playing speed adjustment range display**
Indicates the range in which the playing speed can be adjusted with respect to the original playing speed recorded on the medium.

[27] **AUTO PLAY**
Lights up when the auto play mode is on in the [**UTILITY**] screen.
➲ *Auto-play mode* (p.27)

[28] **ZOOM and GRID ADJUST mode display**
When the rotary selector is pressed for over 1 second, the mode switches between [**ZOOM**] mode and [**GRID ADJUST**] mode.
• [**ZOOM**] mode: Two waveforms can be simultaneously zoomed in on or out of when the rotary selector is turned.
• [**GRID ADJUST**] mode: The beat grid of the track loaded in the active deck can be adjusted when the rotary selector is turned. The beat grid can be adjusted using the [**MENU (UTILITY)**] button.
  — [**RESET**]: Resets the adjusted beat grid.
  — [**SNAP GRID (CUE)**]: Moves the first beat to the position of the currently set cue.
  — [**SHIFT GRID**]: Reflects the results adjusted by using pitch bend during SYNC on the beat grid.

[29] **Parameter display section (BEAT)**
Displays the parameters specified for the individual effects.

[30] **BPM display section (for effects)**
Displays the automatically detected BPM in auto mode.
The color of the characters turns green during manual input mode, and [**TAP**] is displayed. This displays the manually input BPM value.

[31] **QUANTIZE (for effects)**
Displayed when the quantize function of the beat effect is on. Displayed in red when the quantize function is enabled, and in gray when the function is disabled.
➲ *Using the quantize function* (p.27)

[32] **Channel select display section**
The name of the channel to which the effect is applied is displayed.

[33] **Effect name**
The name of the selected effect is displayed.
➲ *Using the beat effect function* (p.24)

Setting auto cue

When a track is loaded or the track search operation is performed, the silent section at the beginning of the track is skipped and the cue point is automatically set at the point immediately before the sound starts.

Press the [TIME MODE (AUTO CUE)] button for over 1 second.
Auto cue is set to on.
[**A. CUE**] is displayed on the main unit display.
• When the [**TIME MODE (AUTO CUE)**] button is pressed again for over 1 second, auto cue is set to off.
• The auto cue level setting remains in the memory, even when the power is turned off.
• When the [**TIME MODE (AUTO CUE)**] button is pressed for over 1 second while pressing the [**SHIFT**] button, switching auto cue on/off is possible only for the deck for which the [**SHIFT**] button is pressed.

❖ **Changing the auto cue level**

The cue point to be set as the auto cue can be selected using one of the methods below.

Setting the cue point by the acoustic pressure level identified as a silent section (8 levels)
–36 dB, –42 dB, –48 dB, –54 dB, –60 dB, –66 dB, –72 dB and –78 dB

Automatically setting stored cues as cue points
MEMORY: The stored cue point nearest the beginning of the track is set as the cue point for auto cueing.
• When [**MEMORY**] is set, [**A. CUE**] lights up in white on the main unit display.
• The auto cue level setting remains in the memory, even when the power is turned off.

1 Press the [MENU (UTILITY)] button for over 1 second.
The [**UTILITY**] screen is displayed.

2 Turn the rotary selector, then press it.
Select [**AUTO CUE LEVEL**].

3 Turn the rotary selector, then press it.
The auto cue level setting changes.

Browsing tracks

You can browse the connected devices and the library on the connected computer to display the tracks in a list on this unit.
• When a USB device that does not contain the rekordbox library information is browsed, the folders and tracks (music files) are displayed in a list with a tree structure.

Switching to the browse screen

Press the device button that corresponds to the device whose contents you want to display.
When a button is pressed, the contents of the corresponding source are displayed in a list.
• When the browse screen is displayed, the [**BROWSE(SEARCH)**] button lights.
• When the [**BROWSE(SEARCH)**] button is pressed while the browse screen is displayed, the browse screen closes and the screen returns to the normal playback screen.
When the [**BROWSE(SEARCH)**] button is pressed again, the previous browse screen opens.

❖ Description of the screen

1 List of contents	The contents of the selected medium are displayed.	
2 Upper level	The name of the upper folder or media of the selected item is displayed. You can set the background color using rekordbox.	
3 Jacket photo	Part of the artwork registered in rekordbox is displayed. When the [**INFO**] button is pressed, the jacket photo turns off and the track names are displayed along the left edge. For lists of playlists and playing histories, a serial number is displayed. If there is no rekordbox library, the track names are constantly displayed along the left edge.	
4 Cursor	Turn the rotary selector to move the cursor up and down.	
5 User-set categories	The categories displayed in rekordbox can be selected. When the [**INFO**] button is pressed, the details of the track selected with the cursor are displayed. If there is no rekordbox library, the details of the track selected with the cursor are displayed.	

Basic operations on the browse screen

❖ Selecting items

1 Display the browse screen.
　➲ *Switching to the browse screen* (p.18)

2 Turn the rotary selector to select an item.
The jump function can be used by pressing the rotary selector for over 1 second.
　➲ *Searching for tracks using the jump function* (p.19)

3 Press the rotary selector to enter the item.
When there is a lower layer, that layer opens. When a menu, etc., is displayed, the selected item is entered.
If the rotary selector is pressed while the cursor is placed over a track title, the track menu is displayed.
　➲ *Track menu* (p.20)
• If the [**LOAD 1,2**] button is pressed while the cursor is placed over a track, the track is loaded to the specified deck of the unit.

❖ Moving back up to a higher layer

Press the [BACK] button while the browse screen is displayed.
The screen returns to the layer above.
• When the [**BACK**] button is pressed for over 1 second or the medium button for the medium being browsed is pressed, the display moves to the topmost level.
• To play a track on a USB device or a track in the rekordbox library on a computer or a mobile device, the information below can be viewed by pressing the [**BACK**] button at the topmost level.
　— When there is no rekordbox library information on the USB device: Free space and used space in the USB device
　— When there is rekordbox library information on the USB device: Free space and used space, as well as the number of tracks,

number of playlists and last modified dates recorded in the library information on the USB device
— rekordbox on a computer or mobile device: The number of tracks and playlists registered in the library of rekordbox

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Other browsing operations

❖ Rearranging tracks (Sort menu)

While browsing, the sort menu can be used to change the order of the tracks.
• This function only works in the following cases:
　— When browsing the rekordbox library on a computer or mobile device
　— When browsing the rekordbox library on a USB device

1 Display the rekordbox library.

2 When a list of the tracks is displayed, press the [MENU (UTILITY)] button.
The sort menu appears on the screen.

3 Use the rotary selector to select and enter the sort item.
The tracks on the list are sorted according to the selected item.
• The sort items displayed on the sort menu can be changed in the rekordbox settings. The rekordbox library on the USB device is reflected once it is re-exported after changing the settings.

❖ Searching for tracks

• This function only works in the following cases:
　— When browsing the rekordbox library on a computer or mobile device
　— When browsing the rekordbox library on a USB device

❖ Searching for tracks using the [SEARCH] category

In library browse mode, tracks can be search for using the [**SEARCH**] category.

1 Display the rekordbox library.

2 Use the rotary selector to select and enter the [SEARCH] category.
A character appears at the bottom of the main unit display.
The [**SEARCH**] screen can be started by the following methods.
　— Press the [**BROWSE(SEARCH)**] button for over 1 second.

3 Use the rotary selector to input characters.
Only the tracks including the character you have input are displayed.
• When more characters are input, only the tracks including the character string you have input are displayed.
• When the [**BACK**] button is pressed, the category selection screen reappears.
• Tracks can also be searched for by artist, album, comment or file name.
• When searching for tracks by artist, album, or file name, select [**ARTIST**], [**ALBUM**], or [**FILE NAME**] for the displayed category in rekordbox.

❖ Searching for tracks using the key of the track currently playing

When the displayed category is the key display, the key icon turns green for tracks whose key is a good match with the key of the track loaded in the deck set as the sync master.

❖ Searching for tracks using the jump function

The jump function can be used to instantaneously move to the track, category or folder you want to play.
The jump function includes the two modes below.

- Letter jumping: Use this when the tracks are arranged or sorted in alphabetical order.
- Page jumping: Use this when tracks are not in alphabetical order or are not sorted.

❖ Letter jump mode

1 Display a list sorted in alphabetical order.
Display a list sorted in alphabetical order, such as the rekordbox library or the track list on a USB device.

2 Press the rotary selector for at least 1 second.
The mode switches to letter jump mode. The first letter of the track or category selected with the cursor is enlarged.

3 Turn the rotary selector to select the character or symbol.
The cursor moves to tracks or categories starting with the selected character.
- If there are no tracks or categories starting with the selected character on the list, the cursor does not move.
  The characters displayed in letter jump mode are the letters A to Z, numbers 0 to 9 and certain symbols.

❖ Page jump mode

1 Display a list not sorted in alphabetical order.
Display a list that is not sorted in alphabetical order such as folders on a USB device.

2 Press the rotary selector for at least 1 second.
The mode switches to page jump mode.

3 Turn the rotary selector to select the page.
The display moves to the selected page.

❖ Using the information jump function

The categories to which tracks belong can be displayed by selecting items displayed in the details. This function is convenient for searching for tracks in the same genre as the loaded track, tracks with similar BPMs, etc.

1 Load a track.

2 On the normal playback screen, press the [INFO] button.
Details of the track are displayed.
  ➲ *Displaying the details of the currently loaded track* (p.22)

3 Select and enter the item.
The screen switches to the browse screen and the category for the selected item is displayed.
- To close the browse screen, press the [BROWSE(SEARCH)] button.
- It may not be possible to select items, example, for items with nothing to be displayed on the browse screen, items for which only icons are displayed in the details, etc.
- When a track is selected, the browse screen displayed directly before the track was loaded is displayed.
- If the connected USB device does not contain the rekordbox library, the tracks can only be selected.

❖ Track menu

When the rotary selector is pressed while the track is selected or one of the comments in the comments list of loop/memory cue is selected, track menu is displayed. The track menu can be executed by using rotary selector.

Track menu	Browse	Tag List	Comments list of memory cue/loop
LOAD TO DECK1	The track is loaded in [DECK1] and playback starts.		The selected point can be called out to [DECK1].
LOAD TO DECK2	The track is loaded in [DECK2] and playback starts.		The selected point can be called out to [DECK2].

Track menu	Browse	Tag List	Comments list of memory cue/loop
CUE/LOOP LIST	The comments list for the memory cue set in rekordbox is displayed.	—	—
CANCEL	Exiting from the Track menu.		

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Playing history (HISTORY)

The track playback history is stored and can be displayed in the [HISTORY] category on the browse screen.
- Playlists can be created based on the playing history in [HISTORY] using rekordbox. For details, see the rekordbox (Mac/Windows) user's manual.

❖ Storing the playing history

1 Connect the USB device to this unit.

2 Play tracks.
Tracks that have been played for approximately 1 minute are stored on the playing history list.
- When a USB device is connected to this unit for the first time or when it is reconnected to this unit, a new playing history is automatically created on the USB device.
- When the same track is played two or more times consecutively, it may not be stored in the history.
- The maximum number of tracks that can be stored on a playing history list is 999. From the 1 000th track on, the oldest entries on the playing history are deleted to make room for new entries. Up to 999 playing history lists can be created.
- When tracks are registered on the playing history list, their track names, etc., are displayed in green (indicating that they have been played).
- Names, etc. of the tracks in the [PLAYLIST] category can be changed to green (played) using the [MENU (UTILITY)] button. When changed, the tracks are registered in the playing history list.

❖ Deleting the playing history

1 Connect the USB device to this unit.

2 Display the rekordbox library.

3 Use the rotary selector to select and enter the [HISTORY] category.
A list of the playing history lists is displayed.

4 Turn the rotary selector and select the playing history list to be deleted.

5 Press the [MENU (UTILITY)] button.
The delete menu is displayed.

6 Turn the rotary selector to select and enter the deletion range.
- [DELETE]: The currently selected playing history list is deleted.
- [ALL DELETE]: All the playing history lists are deleted.
- When a USB device's playing history is loaded as a rekordbox playlist, the previously loaded playing history is deleted from the USB device.
- Names, etc. of the tracks in the [PLAYLIST] category can be changed from green (played) to white (not played) using [MENU (UTILITY)]. When changed, the tracks are deleted from the playing history list.

7 Use the rotary selector to select and enter [OK].

Editing tag lists

Tracks to be played next or tracks selected according to DJ situations can be marked and collected in lists. The list of collected tracks is called a "tag list".

- Up to 100 tracks per device can be added to a tag list.
- One tag list can be created per USB device. It is not possible to make a tag list containing tracks on different USB devices.
- It is not possible to register the same track in the same folder twice.
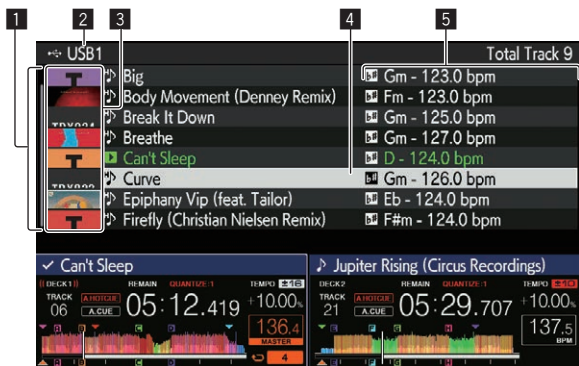
1 List of contents	The contents of the tag list are displayed.
2 Medium name	The name of the medium on which the track is recorded is displayed.
3 Jacket photo	Part of the artwork registered in rekordbox is displayed. When the [**INFO**] button is pressed, the jacket photo turns off and serial numbers are displayed.
4 Cursor	Turn the rotary selector to move the cursor up and down.
5 User-set categories	The categories displayed in rekordbox can be selected. When the [**INFO**] button is pressed, the details of the track selected with the cursor are displayed.

Adding tracks to tag lists

❖ Selecting and adding tracks

1 Switch to the browse screen and display the list of tracks.

2 Set the cursor to the track and press the [TAG TRACK/ REMOVE] button.
☑ is displayed on the left side of the track, and the track is added to the tag list of that USB device.
- Tracks can be recorded in the tag list before using rekordbox.
  - ⊃ For the operation, see the rekordbox (Mac/Windows) user's manual.

❖ Adding loaded tracks

1 Load a track.

2 On the normal playback screen, press the [INFO] button.

3 Press the [TAG TRACK/REMOVE] button.
The track loaded in this unit is added to the tag list.
- The track loaded in the active deck can also be added to the tag list by pressing the [**TAG TRACK**/**REMOVE**] button in the normal playback screen.

❖ Adding entire categories or folders

All the tracks in a selected category or folder can be added to a tag list.

1 Switch to the browse screen and select a category or folder that has tracks directly under it.
A list of the tracks is displayed on the right half of the information display screen.

2 Set the cursor to the category or folder, then press the [TAG TRACK/REMOVE] button.
The category or folder name flashes, and all the tracks in that category or folder are added to the tag list.
- When folders are added while in folder browse mode, tracks for which ID3 tags, etc., have never been loaded are registered using the file name as the track name. The artist names are not registered.
- After tracks have been added to the tag list, when the registered tracks are displayed in the track list on the browse screen or are loaded in a player and their ID3 tags, etc., are loaded, the file names switch to the track names and the artist names are also registered.

❖ Adding tracks from playlists

All the tracks on a selected playlist can be added to a tag list.

1 Switch to the browse screen and select and enter the [PLAYLIST] category.
A list of the playlists is displayed, and a list of the tracks is displayed on the right half of the information display screen.

2 Set the cursor to the playlist, then press the [TAG TRACK/REMOVE] button.
The playlist name flashes, and all the tracks on that playlist are added to the tag list.

Loading tracks from tag lists

1 Press the [TAG LIST] button.
The tag list is displayed.

2 Use the rotary selector to select and enter [USB1] or [USB2].
The tag list in the selected USB device is displayed.

3 Use the rotary selector to select and enter the track you want to load.
- If the rotary selector is pressed while the cursor is placed over a track title, the track menu is displayed.
  - ⊃ Track menu (p.20)
- If the [**LOAD 1,2**] button is pressed while the cursor is placed over a track, the track is loaded to the specified deck of the unit.

Removing tracks from tag lists

Tracks can be removed from tag lists.

❖ Removing one track at a time

1 Press the [TAG LIST] button.
The tag list is displayed.

2 Use the rotary selector to select and enter [USB1] or [USB2].
The tag list in the selected USB device is displayed.

3 Use the rotary selector to set the cursor to the track you want to remove.

4 Press the [TAG TRACK/REMOVE] button for over 1 second.
Tracks can be removed from tag lists by pressing the [**TAG TRACK**/ **REMOVE**] button at the screens and in the situations described below.
- When the cursor is set to a track registered in the tag list on the browse screen
- When the normal playback screen or a track's details screen is displayed while a track registered in the tag list is loaded

❖ **Removing all the tracks**

1 Press the [TAG LIST] button.
The tag list is displayed.

2 Use the rotary selector to select and enter [USB1] or [USB2].
The tag list in the selected USB device is displayed.

3 Press the [MENU (UTILITY)] button.
The [**LIST MENU**] is displayed.

4 Use the rotary selector to select and enter the [TAGLIST MENU].
The [**TAGLIST MENU**] is displayed.

5 Use the rotary selector to select and enter [REMOVE ALL TRACKS].

6 Use the rotary selector to select and enter [OK].

Transforming a tag list into a playlist

Tracks collected in tag lists can be converted into playlists.
• Converted playlists are displayed as items in the [**PLAYLIST**] category.

1 Press the [TAG LIST] button.
The tag list is displayed.

2 Use the rotary selector to select and enter [USB1] or [USB2].
The tag list in the selected USB device is displayed.

3 Press the [MENU (UTILITY)] button.
The [**LIST MENU**] is displayed.

4 Use the rotary selector to select and enter the [TAGLIST MENU].
The [**TAGLIST MENU**] is displayed.

**5 Use the rotary selector to select and enter [CREATE PLAYLIST].**

6 Use the rotary selector to select and enter [OK].
The contents of the tag list are converted into a playlist with the name [**TAG LIST XXX**].
• If no rekordbox library information is stored on the USB device, the tag list cannot be converted into a playlist.
• When tag lists include both tracks being managed with rekordbox and tracks not being managed with rekordbox, only the tracks being managed with rekordbox are converted into playlists.

Displaying the details of the currently loaded track

The details of the currently loaded track can be checked.
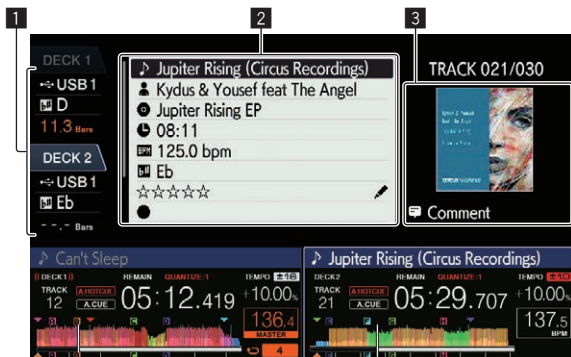
1 Deck information display	The deck where the track whose information is displayed is loaded, and the information such as the interface where the device containing the track is connected are displayed.
2 Track details	Detailed information on the loaded tracks is displayed.
3 Jacket photo and comment	The jacket photo and comments about the loaded track are displayed.

1 Load a track.

2 On the normal playback screen, press the [INFO] button.
Details of the track are displayed.
• Use [**DECK1/2**] button to select the [**DECK**] on which you want to see the track information.

## Changing track ratings

The track ratings can be changed.

1 Select the rating displayed in the detailed information (display example: ☆☆☆☆☆).

2 Press the rotary selector for over 1 second, then turn the rotary selector clockwise or counterclockwise.
The rating of the loaded track is changed.
• Use the [**DECK1/2**] button to select the [**DECK**] to which the track you want to edit is loaded.

Mixer/effect section
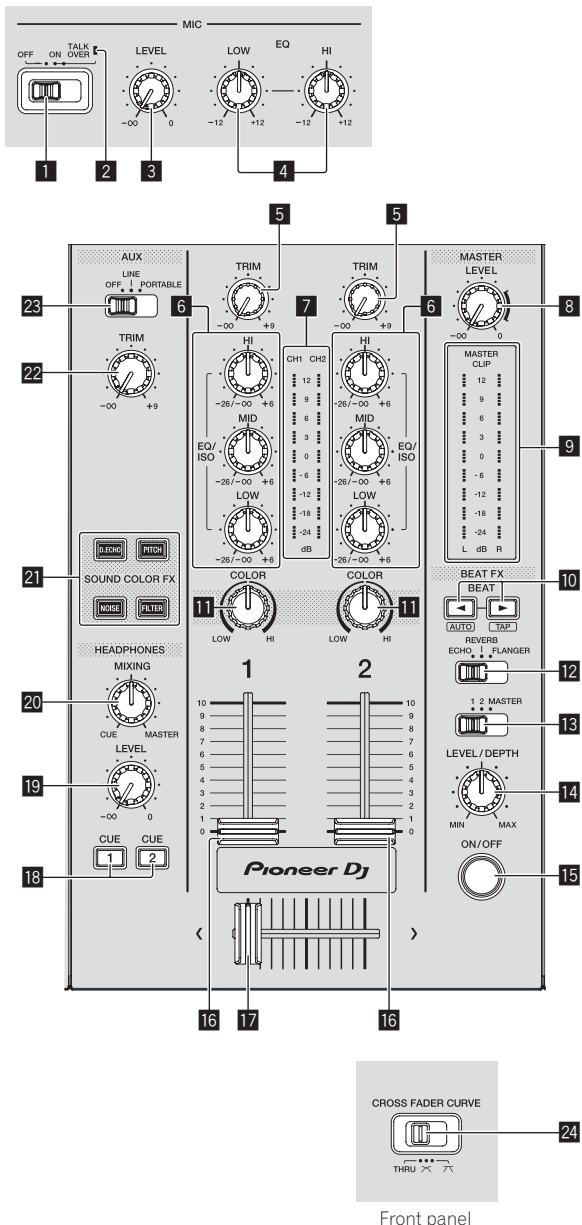
Front panel

1 MIC (OFF, ON, TALK OVER) selector switch
Turns the microphone on and off.
 ⊃ *Using a microphone* (p.24)

2 MIC (OFF, ON, TALK OVER) indicator
Lights up when the microphone is on, and flashes when the talk over function is on.
 ⊃ *Using a microphone* (p.24)

3 MIC LEVEL control
Adjusts the level of sound input to the [MIC] terminal.
 ⊃ *Using a microphone* (p.24)

4 MIC EQ (HI, LOW) controls
Adjusts the sound quality of the microphones.
 ⊃ *Using a microphone* (p.24)

5 TRIM control
Adjusts the level of sound input to each channel.
 ⊃ *Outputting sound* (p.26)

6 EQ/ISO (HI, MID, LOW) controls
The control can be switched between [EQUALIZER] or [ISOLATOR] through the settings on the [UTILITY] screen.
Adjusts the sound quality of each channel.
 ⊃ *Adjusting the sound quality* (p.24)

7 Channel level indicator
Displays the sound levels of the respective channels.

8 MASTER LEVEL control
Adjusts the level of sound output from the [MASTER1] and [MASTER2] terminals.
 ⊃ *Outputting sound* (p.26)

9 Master level indicator
Displays the level of sound output to the master channel.
[CLIP] blinks when the output level is too high.
— Blinking slowly: indicates that the sound is about to be distorted.
— Blinking fast: indicates that the sound is distorted.

10 BEAT ◄, ► buttons
Press:
Set the beat fraction to synchronize the effect sound with.
 ⊃ *Using the beat effect function* (p.24)

Press [SHIFT] + [BEAT ◄]:
— Auto mode: The BPM is measured automatically from the audio signal being input. [AUTO] mode is set when the power of this unit is turned on.

Press [SHIFT] + [BEAT ►]:
— TAP mode: Sets the mode for inputting the BPM manually.
• The BPM measurement range in the AUTO mode is 70 BPM to 180 BPM. For some tracks, correct measurement may not be possible.
• BPMs set in tap mode are only valid for the beat effect function.
 ⊃ *Inputting the BPM manually* (p.25)

11 COLOR control
Changes the parameters of the SOUND COLOR FX of the different channels.
 ⊃ *Using the sound color FX function* (p.25)

12 BEAT EFFECTS selector switch
Switches between the various beat effects.
 ⊃ *Using the beat effect function* (p.24)

13 Effect channel selector switch
Switches to the channel to which the beat effect is applied.
 ⊃ *Using the beat effect function* (p.24)

14 LEVEL/DEPTH control
Adjusts the quantitative parameter of the beat effect.
 ⊃ *Using the beat effect function* (p.24)

15 ON/OFF button
Turns the beat effect on and off.
 ⊃ *Using the beat effect function* (p.24)

16 Channel fader
Switches the channel fader's curve characteristics from
[◢, ◢, ■] through the settings on the [UTILITY] screen.
— [◢]: The curve rises suddenly at the back side.
— [◢]: Creates a curve that rises gradually on average.
— [■]: Creates a curve that rises steeply at the front side.

17 Crossfader
The sound of the respective channels is output according to the curve characteristics selected with the [THRU, ⨉, ⨉] selector switch.
— [THRU]: Select when not using the crossfader.
— [⨉]: Creates a curve that rises gradually.
— [⨉]: Creates a curve that rises steeply. (When the crossfader is moved away from either the left or right edge, the sound is immediately output from the opposite side.)

18 CUE (CH1, CH2) buttons

Monitors the sound of the channel you want to monitor with the headphones.
⊃ *Monitoring sound with headphones* (p.24)

19 HEADPHONES LEVEL control

Adjusts the level of sound output from the headphone terminal.
⊃ *Monitoring sound with headphones* (p.24)

20 HEADPHONES MIXING control

Adjusts the balance of the volume between the channels for which the [**CUE**] button is pressed and the **MASTER**.
⊃ *Monitoring sound with headphones* (p.24)

21 SOUND COLOR FX (DUB ECHO, PITCH, NOISE, FILTER) buttons

These turn the respective SOUND COLOR FX on and off.
⊃ *Using the sound color FX function* (p.25)

22 AUX TRIM control

Adjusts the sound level of the **AUX** input.
⊃ *Using the AUX function* (p. 24)

23 AUX selector switch

Switches the **AUX** input according to the connected devices.
⊃ *Using the AUX function* (p. 24)

24 CROSS FADER CURVE (THRU, ⟋⟍, ⟋⟍) (crossfader curve selector switch)

Sets the curve characteristics of the crossfader.

Adjusting the sound quality

Turn the [HI], [MID], [LOW] controls for the respective channels.

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

The control can be switched between [**EQUALIZER**] or [**ISOLATOR**] through the settings on the [**UTILITY**] screen.
— [**EQUALIZER**]: Adjusts the equalizer settings.
— [**ISOLATOR**]: Adjusts the isolator settings.

Monitoring sound with headphones

1 Connect headphones to the [PHONES] terminal.
⊃ *Connecting to the input/output terminals* (p.8)

2 Press the [CUE] button of the channel to be monitored.
Select the channel you want to monitor.
The [**MONO SPLIT, STEREO**] setting can be changed in the settings of the [**UTILITY**] screen.
• [**MONO SPLIT**]: Outputs the sound of the channel selected with the [**CUE**] button to [**L**] and the sound of [**MASTER**] to [**R**].
• [**STEREO**]: Outputs the sound selected with the [**CUE**] button in stereo.

3 Rotate the [HEADPHONES MIXING] control.
Adjust the balance of the volume between the channel selected with the [**CUE**] button and [**MASTER**].

4 Rotate the [HEADPHONES LEVEL] control.
Sound is output from the headphones.

Using the AUX function

1 Switch the AUX input selector switch.
— **OFF**: Mutes the input sound.

— **LINE**: Use this setting when a device other than a portable device is connected.
— **PORTABLE**: Use this setting when a portable device is connected.

2 Turn the [TRIM] control.
Adjust the level of sound input to the [**AUX IN**] channel.

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 [**MIC** (**OFF, ON, TALK OVER**)] indicator turns on.
— [**TALK OVER**]: The [**MIC** (**OFF, ON, TALK OVER**)] indicator flashes.
• When set to [**TALK OVER**], the sound of channels other than the [**MIC**] channel is attenuated by –20 dB when a sound of –10 dB or greater is input to the microphone.

3 Turn the [MIC LEVEL] control.
Adjust the level of sound output from the [**MIC**] channel.
• The sound is output at a loud volume if the control is rotated to the extreme right.

4 Input audio to the microphone.

❖ Adjusting the sound quality

Turn the [MIC EQ (HI, LOW)] control of the [MIC] channel.
— When turned fully clockwise, the attenuation of the bass sound is at the maximum level.
— When turned fully counterclockwise, the attenuation of the treble sound is at the maximum level.

Using the beat effect function

You can set various effects according to the tempo (BPM = Beats Per Minute) of the track currently playing using the BEAT FX function.

1 Turn the [BEAT EFFECTS] selector switch.
Selects the type of effect.

2 Turn the effect channel selector switch.
Selects the channel to apply the effect to.
• [**1**], [**2**]: The effect is applied to the sound of the respective channel.
• [**MASTER**]: Applies the effect to the sound of the [**MASTER**] channel.

3 Press the [BEAT ◄, ►] buttons.
Set the beat fraction to synchronize the effect sound with.
The effect time corresponding to the beat fraction is set automatically.

4 Press the [ON/OFF] button of the beat effect.
The effect is applied to the sound.
The effect's quantitative parameter can be adjusted by turning the [**LEVEL/DEPTH**] control.
The [**ON/OFF**] button flashes when the effect is on.
• Press the [**ON/OFF**] button again to turn the effect off.

❖ Types of BEAT EFFECT

Effect name	Descriptions	Parameter
ECHO	A delayed 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 ◄, ►**: From 1/16 beat to 16/1 beats Level/depth: Sets the balance between the original sound and the echo sound. Quantize: Enabled

Effect name	Descriptions	Parameter
REVERB	A reverberation effect is applied to the input sound.	**BEAT ◄, ►**: From 1% to 100% Level/depth: Sets the balance between the original sound and the effect sound. Quantize: Disabled
FLANGER	A 1-cycle flanger effect is produced according to the beat fraction set with the [**BEAT ◄, ►**] buttons.	**BEAT ◄, ►**: From 1/16 beat to 64/1 beats Level/depth: 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. Quantize: Enabled

- [**BEAT ◄, ►**] indicates the range that can be set with the [**BEAT ◄, ►**] button when the effect is used.
- "LEVEL/DEPTH" indicates the quantitative parameter that can be set with the [**LEVEL/DEPTH**] control.
- "QUANTIZE" indicates whether the effect supports the quantize function or not.

Inputting the BPM manually

Tap [SHIFT] + [BEAT ►] two or more times according to the beat (quarter note) of the sound currently playing.
The average value of the intervals that the [**SHIFT**] + [**BEAT ►**] is tapped is displayed on the BPM (EFFECT) display section.
- To return to AUTO mode, press [**SHIFT**] + [**BEAT ◄**].

Using the sound color FX function

These effects change in association with the [**COLOR**] controls for the different channels.

1 Press one of the [SOUND COLOR FX (DUB ECHO, PITCH, NOISE, FILTER)] buttons.

Selects the type of effect.
The pressed button flashes.
- The same effect is set for [**CH1**] and [**CH2**].

2 Rotate the [COLOR] control.

The effect is applied to the channel for which the control is rotated.

❖ Types of SOUND COLOR FX effects

Effect name	Descriptions	[COLOR] control
DUB ECHO	Outputs delayed sounds repeatedly after the original sound and gradually attenuates the delayed sounds to achieve an echo effect.	Turn counterclockwise: Applies the echo effect to the mid-range only. Turn clockwise: Applies the echo effect to the high-range only.
PITCH	Changes the sound pitch.	Turn counterclockwise: The pitch descends. Turn clockwise: The pitch rises.
NOISE	White noise generated inside the unit is mixed in via the filter and output. • Turn the [**TRIM**] control of the respective channel to control the volume. Sound quality can be controlled by turning [**EQUALIZER/ISO** (**HI**, **MID**, **LOW**)] controls.	Turn counterclockwise: Gradually decreases the cut-off frequency of the filter through which the white noise passes. Turn clockwise: Gradually increases the cut-off frequency of the filter through which the white noise passes.
FILTER	Outputs sound that has passed through a filter.	Turn counterclockwise: Gradually decreases the low-pass filter's cut-off frequency. Turn clockwise: Gradually increases the high-pass filter's cut-off frequency.

Operation

Turning the power on

1 Plug the power cord into a power outlet after all the connections between devices are completed.
  ⊃ *Connections* (p.8)

2 Press the [⏻] switch.
The indicators on this unit light up and the power turns on.

Turning the power off

Press the [⏻] switch.
This unit turns off.
- Do not disconnect the USB device or turn off this unit while the USB indicator is lit or flashing. Doing so could delete the management data of this unit and damage the USB device, resulting in unreadable data.

Connecting and disconnecting USB devices

Connecting a USB device

Open the USB slot cover and connect a USB device.

Disconnecting a USB device

1 Press the [USB STOP] button for over 2 seconds.
Do not disconnect the USB device or turn off this unit while the USB indicator is lit or flashing. Doing so could delete the management data of this unit and damage the USB device, resulting in unreadable data.

2 Disconnect the USB device.

3 Close the USB slot cover.

Playback

This section describes basic track selection operations and how to switch the screen.

Playing music files on media connected to this unit

1 Open the USB slot cover and connect a USB device.

2 Press the [USB1] or [USB2] button.
Tracks and folders on the connected USB device are displayed in a list. You can switch the device from which to display the contents to the main display.
[**USB1**]: Displays the music files stored on the USB device connected to USB1 and mobile devices on which rekordbox is installed.
[**USB2**]: Displays the music files stored on the USB device connected to USB2 and mobile devices on which rekordbox is installed.

3 Rotate the rotary selector.
Move the cursor to select an item.

- Press the rotary selector to move to a lower level in the folder. Press the [**BACK**] button to return to the level above.
- When the [**BACK**] button is pressed for over 1 second or the medium button for the medium being browsed is pressed, the display moves to the topmost level.

4 Use the rotary selector to select the track you want to load.
If the rotary selector is pressed while the cursor is placed over a track title, the track menu is displayed.

5 Press the [LOAD 1,2] button.
The track is loaded into the specified deck of the unit and begins playing. When the track is loaded, the screen switches to the normal playback screen.
- When a track is loaded while paused, press the [▶/Ⅱ (**PLAY/PAUSE**)] button to start playback.
- When auto cue is turned on, the disc pauses at the audio start position. In this case, press the [▶/Ⅱ (**PLAY/PAUSE**)] to start playback.
  ⊃ *Setting auto cue* (p.18)

❖ **If the medium contains the rekordbox library**

The rekordbox library is displayed if it is stored in the connected USB device.
- Music files are displayed by categories (album, artist, etc.) set with rekordbox.

Playing the rekordbox library on a computer or mobile device

Music files are displayed by categories (album, artist, etc.) set with rekordbox.

1 Press the [rekordbox] button.
The library for rekordbox (EXPORT MODE) appears on the main display of this unit.
- Press the [**USB**] button to select a mobile device connected by USB.

2 Rotate the rotary selector.
Move the cursor to select an item.

3 Use the rotary selector to select the track you want to load.
If the rotary selector is pressed while the cursor is placed over a track title, the track menu is displayed.

4 Press the [LOAD 1,2] button.
The track is loaded into the specified deck of the unit and begins playing. When the track is loaded, the screen switches to the normal playback screen.

Outputting sound

Check that the unit and the external devices are properly connected before outputting sound.
⊃ *Connecting to the input/output terminals* (p.8)
Set the volume of the power amplifier or powered speakers connected to the [**MASTER1**] and [**MASTER2**] terminals to an appropriate level. Note that loud sound may be output if the volume is set too high.

Outputting the sound of channel 1 [CH1]

When you want to output the sound of [**CH2**] (channel 2), replace [**CH1**] with [**CH2**] in the procedure below.

1 Rotate the [TRIM] control in the [CH1] section clockwise.

Adjust the level of sound input to the [**CH1**] terminal.

The [**CH1**] level indicator lights up when audio signals are properly input to [**CH1**].

Rotate the [**TRIM**] control to confirm that the orange indicator lights up at the highest volume for the track.

- Make sure that the red indicator does not lights up, or the sound may be distorted.

2 Move the [CH1] channel fader to the back side.

The level of the sound output from the [**CH1**] terminals is adjusted.

3 Set the [CROSS FADER CURVE THRU, 〈, 〉] switch (the crossfader curve selector switch).

Sets the curve characteristics of the crossfader.

4 Set the crossfader.

Switch the channel whose sound is output from the speakers.

- — Left edge: The [**CH1**] sound is output.
- — Center position: The sound of [**CH1**] and [**CH2**] is mixed and output.
- — Right edge: The [**CH2**] sound is output.
- This operation is not necessary when the [**CROSS FADER CURVE** (**THRU**, 〈, 〉)] switch (crossfader curve selector switch) is set to [**THRU**].

5 Rotate the [MASTER LEVEL] control clockwise.

Sound is output from the speakers.

The master level indicator lights up.

Rotate the [**MASTER LEVEL**] control to confirm that the orange indicator lights up at the highest volume for the track.

- Make sure that the master level indicator does not light up, or the sound may be distorted.

Using the quantize function

This function can be used to play beat loops and apply beat effects in tempo with the currently playing track based on the track's beat grid information as analyzed with rekordbox.

- Music files must be analyzed with rekordbox beforehand in order to use the quantize function. For instructions on analyzing music files with rekordbox, see the rekordbox user's manual.

Press the [QUANTIZE] button.

Turns the quantize function on.

If the quantize function is on, the closest point is automatically set as the beat position when beat loop, cue, or hot cue is set.

Beat loop, hot cue, and beat effect can be used without disrupting the beat.

- When the [**QUANTIZE**] button is pressed again, the quantize function turns off.
- When the [**QUANTIZE**] button is pressed while pressing the [**SHIFT**] button, switching the quantize function on/off is possible only for the deck in which the [**SHIFT**] button is pressed.
- The quantize function is not available for the [**REVERB**] beat effect.

Calling out settings stored on a USB device

[**UTILITY**] settings and other settings stored on a USB device can be called out.

1 Set the USB device for calling out the setting details.

2 Press the [USB] button.

3 Press the [MENU (UTILITY)] button.

4 Use the rotary selector to select and enter [LOAD] in [MY SETTINGS].

The settings are called out.

Changing the color set in the USB device

The colors of parts of the screen display can be changed.

1 Loading USB devices.

2 Press the [USB] button.

3 Press the [MENU (UTILITY)] button.

4 Use the rotary selector to select and enter [BACKGROUND COLOR] in [MY SETTINGS] or [WAVEFORM COLOR].

- — [**BACKGROUND COLOR**]: Select to change the colors of parts of the screen display.
- — [**WAVEFORM COLOR**]: Select to change the color of the overall waveform or enlarged waveform.
- The colors can be changed for USB devices that include music files or management data exported from rekordbox.

5 Use the rotary selector to select and enter the color to be set.

Changing the settings

1 Press the [MENU (UTILITY)] button for over 1 second.

The [**UTILITY**] screen is displayed.

2 Use the rotary selector to change the setting.

3 Press the rotary selector.

The changed settings are stored.

- To close the [**UTILITY**] screen, press the [**MENU (UTILITY)**] button.

Auto-play mode

- When the auto-play mode is turned on, the auto-play mode icon in the normal playback screen lights up and [**A. CUE**] turns off, and the tracks in the category or folder containing the currently loaded track are played consecutively until the end of the last track.
- The songs are played in the order that they were loaded.

Auto standby function

When the auto standby function is turned on, the power is automatically set to standby mode after four hours have passed with all of the following conditions met.

- — None of this unit's buttons or controls are operated.
- — That this unit's channel level indicator is not lit.
- — That the playback function is not operating.
- — No PRO DJ LINK connections are made.
- — There is no input for **AUX** or **MIC**.
- — A USB device is not connected to the USB device insertion slot (Type A terminal) on the top panel of the unit.
- — That no computer is connected to the [▭**USB**] terminal (Type B terminal) on the unit's rear panel.
- When the [**MASTER REC (WAKE UP)**] button is pressed, 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**].

Language settings

Select the language in which the track names and messages are displayed on the screen.

- When the language is changed, the messages on the main unit display are displayed in the selected language.
- To display the information such as track names written in local character codes other than Unicode, select the language in the [**LANGUAGE**] setting.

Setting preferences

Option settings	Setting ranges	Descriptions
LOAD LOCK	**LOCK**/**UNLOCK***	Sets whether to disable or enable the loading of new tracks during playback.
QUANTIZE BEAT VALUE (DECK)	1/8, 1/4, 1/2, 1*	Changes the beat size of QUANTIZE.
HOT CUE AUTO LOAD	**ON**/**rekordbox SETTING***/**OFF**	For details, see *Calling out hot cues automatically when tracks are loaded* on page 15.
HOT CUE COLOR	**ON**/**OFF***	Sets the color of hot cues. For details, see *Setting hot cues* on page 14.
AUTO CUE LEVEL	**–36 dB**/**–42 dB**/**–48 dB**/**–54 dB**/**–60 dB**/**–66 dB**/**–72 dB**/**–78 dB**/**MEMORY***	Sets the auto cue level. ⮑ For details, see *Changing the auto cue level* on page 18.
ON AIR DISPLAY	**ON***/**OFF**	Sets whether to display/hide the [**ON AIR DISPLAY**].
AUTO PLAY MODE	**ON**/**OFF***	⮑ For details, see *Auto-play mode* on page 27.
EQUALIZER CURVE	**EQUALIZER***/**ISOLATOR**	Sets the **EQ/ISO** (**HI**, **MID**, **LOW**) control function to [**EQUALIZER**] or [**ISOLATOR**].
CHANNEL FADER CURVE	[◢]**CURVE1**/[◢]**CURVE2***/[◼]**CURVE3**	Sets the channel fader curve. ⮑ For details, see *Mixer/effect section* on page 23.
MASTER ATTENUATOR.	**+12 dB**, **–6 dB**, **0 dB***	Sets the master output attenuator.
HEADPHONES MONO SPLIT/STEREO	**MONO SPLIT**/**STEREO***	Switches the headphones output between **MONO SPLIT** and **STEREO**. For details, see *Monitoring sound with headphones* on page 24.
MIXER MODE	**XDJ-RR**/**MIDI CONTROL***	⮑ For details, see *Changing the [**MIXER MODE**]* on page 29.
LANGUAGE	—	Sets the main unit display's language.
LCD BRIGHTNESS	1, 2, 3*, 4, 5	Sets the main unit display's brightness.
SCREEN SAVER	**ON***/**OFF**	When set to [**ON**], the screen saver starts up in any of the following cases: • When no track is loaded in this unit for over 5 minutes • When no operation is performed for over 100 minutes while in the pause or cue standby mode or when [**END**] is displayed on the deck display section.
AUTO STANDBY	**ON***/**OFF**	⮑ For details, see *Auto standby function* on page 27.
VERSION No.	—	Displays this unit's software version.

*: Setting upon purchase
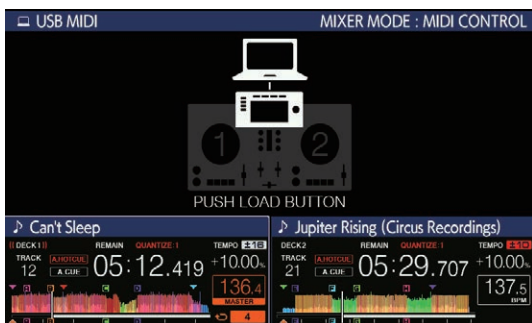
Using DJ software

Operating DJ software

This unit outputs the operation information of buttons and controls in universal MIDI format. When this unit is connected by USB cable to a computer on which a MIDI-compatible DJ software program is installed, the DJ software can be operated from the unit. The sound of the music file that is playing on the computer can be output from this unit.
To use this unit as an audio device, install the driver software on the computer beforehand. This unit must also be selected in the DJ software's audio output device settings. For details, see your DJ software's operating instructions.

1 Connect the [⌨ USB] terminal of the unit to your computer.
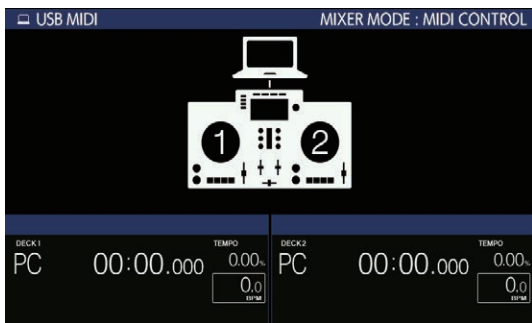⊃ *Connecting to the input/output terminals* (p.8)

2 Press the [BROWSE] button, and then press the [MIDI] button.
The connection screen is displayed.

3 Press the [LOAD 1,2] button.
The deck or the mixer section for which the [**LOAD 1,2**] button is pressed switches to control mode.

4 Launch the DJ software.
Communication with the DJ software starts.
- The DJ software on the computer can be operated using the buttons and rotary selector on this unit.
- You may not be able to use some of the buttons to operate the DJ software, depending on the button. For details, see [**Software Info**] on the Pioneer DJ support site. (pioneerdj.com/support/)
- When there is a connection with rekordbox dj, the tracks and folders are displayed in a list on the [**BROWSE**] screen.
- When the [**MIXER MODE**] is set to [**XDJ-RR**], the DJ software does not work in the mixer section.
- The control mode for the loaded deck or mixer section is canceled, when a track is loaded in the unit.

5 Change the control deck.
- Use [**DECK1/2**] to switch the control deck from **1**, **2** to **3**, **4**.

- When [**DECK1/2**] is pressed while pressing the [**SHIFT**] button, only the deck for which the [**SHIFT**] button is pressed can be changed.

- -

MIDI messages

For details on the MIDI messages on this unit, see "List of MIDI Messages".
- "List of MIDI Messages" can be obtained from [**MIDI-compatible software**] of [**Software Info**] of [**XDJ-RR**] on the Pioneer DJ support site below.
pioneerdj.com/support/

- -

Changing the [MIXER MODE]

There are two types of DJ software mixing modes, one for mixing using an external mixer and one for mixing within the DJ software. On this unit, either mixing mode can be used by changing the [**MIXER MODE**] setting on the [**UTILITY**] screen.

1 Press the [MENU (UTILITY)] button for over 1 second.
The [**UTILITY**] screen is displayed.

2 Turn the rotary selector, select [MIXER MODE], then press the rotary selector.

3 Turn the rotary selector, select the mode you want to set, then press the rotary selector.
— [**XDJ-RR**]: The sound is mixed by using the mixer section of the unit.
— [**MIDI CONTROL**]: The sound is mixed within the DJ software.
- To close the [**UTILITY**] screen, press the [**MENU (UTILITY)**] button.
- When connected to rekordbox dj, only the configuration for rekordbox dj can be changed. [**MIXER MODE**] cannot be changed from the [**UTILITY**] screen.

Additional information

Troubleshooting

- Improper operation is often mistaken for trouble or a malfunction that occurred in the device. If something is wrong with this unit, check the following issues, and also access the following Pioneer DJ support site and check [**FAQ**] for [**XDJ-RR**].
  pioneerdj.com/support/
  Some problems occur due to the connected components. If the problem cannot be resolved after checking the connected components, contact the service center or your dealer for repairs.
- The unit may not operate properly due to static electricity or other external influences. In such cases, disconnect the power cord and connect it again to restore normal operation.

Power supply

Problem	Check	Remedy
The unit does not turn on. The indicators do not light up.	Is the power cord properly connected?	Connect the power cord to an AC outlet. (page 8)
	Is the [⏻] switch turned on?	Turn on the [⏻] switch.
The power suddenly turns off.	Is the auto standby function activated? (When auto standby is functioning, the [**MASTER REC (WAKE UP)**] button is lit in red.)	This unit is shipped with the auto standby function set to on. If you do not want to use the auto standby function, set [**AUTO STANDBY**] to [**OFF**] on the [**MENU (UTILITY)**] screen.

Audio output

Problem	Check	Remedy
Sound is not output, or sound is too small.	Are the [**TRIM**] control, channel faders, crossfader and [**MASTER LEVEL**] control set to the proper positions?	Set the [**TRIM**] control, channel faders, crossfader and [**MASTER LEVEL**] control to the proper positions. (page 26)
Sound is distorted.	Is the [**MASTER LEVEL**] control set to the proper position?	Adjust the [**MASTER LEVEL**] control so that the master channel level indicator lights around [**0 dB**] at the peak level.
		Set [**MASTER ATTENUATOR.**] to [**-6 dB**] or [**+12 dB**] in the [**UTILITY**] screen.
	Is the [**TRIM**] control set to the proper position?	Adjust the [**TRIM**] control to confirm that the channel level indicator lights up in orange at the highest volume. (page 26)
	Is the level of sound input to the [**MIC**] terminal set to an appropriate level?	Set the [**MIC LEVEL**] control to the proper position.
Sound is not output, or the output sound is distorted or noisy.	Is this unit placed near a TV?	Turn the TV off, or place this unit farther away from the TV.
Microphone sound is not output or the volume is low.	Is the [**MIC LEVEL**] control set to the proper position?	Set the [**MIC LEVEL**] control to the proper position.
	Is the switch on this unit or the microphone turned off?	Turn the switch on.

Display

Problem	Check	Remedy
Playing address is not displayed in the remaining time display.	—	Playing address may not be displayed for files recorded in VBR. This happens when it takes time for the unit to detect the length of the track and display the playing address.
The category is not displayed.	Is the rekordbox library information stored on the USB device?	Use a USB device containing the library information that is exported from rekordbox to the device..
	Is the USB device write-protected?	Disable write-protection on the USB device to make it writable.
The scale is not displayed.	Is the track over 15 minutes long?	The scale is not displayed for tracks whose playing time is over 15 minutes.
The enlarged waveform is not displayed.	Is the track over 60 minutes long?	The enlarged waveform is not displayed for tracks whose playing time is over 60 minutes.

Functions and operations

Problem	Check	Remedy
The crossfade function does not work.	Is the [**CROSS FADER CURVE** (**THRU**, ⟋⟍, ⟋⟍)] (crossfader curve selector) switch set to [**THRU**]?	Set the [**CROSS FADER CURVE** (**THRU**, ⟋⟍, ⟋⟍)] (crossfader curve selector) switch to a position other than [**THRU**]. (page 26)
The back cue function does not work.	Is a cue point set?	Set a cue point.
Beat effect does not work.	Is the [**LEVEL/DEPTH**] control set to the center position?	Rotate the [**LEVEL/DEPTH**] control clockwise or counterclockwise.
	Is the [**TRIM**] control set to the proper position?	Set the [**TRIM**] control to the proper position.
Color effect does not work.	Is the [**SOUND COLOR FX** (**DUB ECHO, PITCH, NOISE, FILTER**)] button pressed?	Press the [**SOUND COLOR FX** (**DUB ECHO, PITCH, NOISE, FILTER**)] button.
	Is the [**COLOR**] control set to the proper position?	Set the [**COLOR**] control to the proper position.
The SYNC function does not work.	Has the music file been analyzed?	Perform file analysis.

Problem	Check	Remedy
The SYNC function does not work even when files are analyzed.	Is the beat grid irregular? Is the beat grid properly tapped?	Set the beat grid properly.
	Are the BPMs of the tracks in the two decks too different?	The SYNC function does not work properly if the BPM of the track on the deck for which the [**SYNC/INST.DOUBLES**] button is pressed is not within the adjustable tempo range of the track on the deck for which the [**SYNC/INST.DOUBLES**] button is not pressed.
	Are you scratching?	The SYNC function is disabled while scratching.
Settings are not stored in the memory.	Did you turn this unit off directly after changing the settings?	Turn this unit off 10 seconds after changing the settings. Make sure to press the [⏻] switch to turn this unit off.
PRO DJ LINK does not work correctly.	Is the USB (LINK Export) connections driver software installed?	For a USB connection, install the USB (LINK Export) connections driver software. (page 7)

USB devices

Problem	Check	Remedy
USB device is not recognized.	Is the USB device properly connected?	Connect the USB device securely (all the way in).
	Is the USB device connected via a USB hub?	Do not use a USB hub.
	Is the USB device supported by this unit?	This unit supports USB mass storage devices that can be used as external hard disks and portable flash memory devices.
	Is the file format supported by this unit?	Check that the file format of the connected USB device is supported by the unit. (page 3)
	—	Turn the unit off, wait for 1 minute, and then turn the unit on.
It takes time to read USB devices (flash memory drives and hard discs).	Are many folders and files stored on the USB device?	It takes time to read a connected USB device if the device contains many folders and files.
	Are files other than music files stored on the USB device?	It takes time to read a connected USB device if files other than music files are stored in folders. Do not store files or folders other than music files on the USB device.
Playback does not start when a track is loaded from a USB device.	Are the files playable?	Check that the file format of the track is supported by the unit.
	Is the auto cue function enabled?	Press and hold the [**TIME MODE**(**AUTO CUE**)] button for approximately 1 second or more, and disable the auto cue function.
Files cannot be played.	Is the file copyright-protected (by DRM)?	Copyright-protected files cannot be played.
Music files cannot be played.	Are the music files damaged?	Play music files that are not damaged.

DJ software

Problem	Check	Remedy
The DJ software on a computer cannot be operated.	Is the USB cable properly connected?	Connect the unit and the computer directly using the USB cable. USB hubs cannot be used. (page 8)
Sound of the DJ software is not properly output.	Are the DJ software settings and the [**MIXER MODE**] setting of this unit properly set?	Check the DJ software settings, and then check the settings of this unit on the [**UTILITY**] screen and set the proper signal path.
	Is the driver software properly set?	Set the driver software properly.
	—	If your computer has more than one USB terminal, check using a different USB terminal.
	Is the sound setting on the computer set properly?	Mac: After disconnecting the USB cable connected to this unit, launch the [**Audio MIDI Setting**] utility software for macOS or OS X, and display [**MIDI Window**] or [**MIDI Studio**]. Select the [**XDJ-RR**] icon, and click [**Delete Unit**]. (The [**USB MIDI Unit**] icon may be displayed instead of [**XDJ-RR**]. If this happens, select [**USB MIDI Unit**].) When this unit is connected using the USB cable again, the [**XDJ-RR**] icon will appear.
Sound is interrupted when the DJ software is used.	Is the latency value of the driver software properly set?	Set the latency of the driver software to a suitable value.
		Set the latency of the DJ software to a suitable value.

Error messages

When this unit cannot operate normally, an error code appears on the display. Check the table below and take the measures indicated. If an error code not shown on the table below is displayed, or if the same error code is displayed again after taking the indicated action, contact your store of purchase.

Error code	Error type	Description of error	Cause and action
E-8302	**CANNOT PLAY TRACK**	Track data (files) on the storage device cannot be read correctly.	The track data (file) may be corrupted. →Check if the track can be played with another player that supports the same formats as this unit.
E-8304 E-8305	**UNSUPPORTED FILE FORMAT**	Music files that cannot be played with this unit are loaded.	The format is not supported by this unit. →Load music files in the supported formats.

Icons displayed on the display of the main unit

	Genre		Deck number (1 to 2)		Computers		Close folder		Playing
	Artist		Edit the rating		Year		Remixer		Bit rate
	Album		Registered in tag list		Label		Original artist		WAIT
	Track/file name		Tempo (BPM)		Key		Search		
	Playlist HISTORY		Color		rekordbox		DJ play count		
	Rating		USB		MEMORY CUE comments		Date library added		
	Time		Hot cue		Open folder		Comment		

iPhone/iPod

- This product has been developed and tested for the iPhone/iPod software versions listed on the Pioneer DJ support site. (pioneerdj.com/support/)
- Installing software versions not listed on the Pioneer DJ support site to your iPhone/iPod may result in incompatibility with this product.
- Operation of iPhone/iPod devices are not covered by the warranty.
- Pioneer DJ will accept no responsibility for the data stored on the iPhone/iPod that is lost during use.
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- Use of the Made for Apple badge means that an accessory has been designed to connect specifically to the Apple product(s) identified in the badge, and has been certified by the developer to meet Apple performance standards. Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards. Please note that the use of this accessory with an Apple product may affect wireless performance.

Made for
 iPhone | iPod

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- iOS is a trademark on which Cisco holds the trademark right in the US and certain other countries.
- ASIO is a trademark of Steinberg Media Technologies GmbH.
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Software license notice

- This software is based in part on the work of the Independent JPEG Group.

Using MP3 files

This product has been licensed for nonprofit use. This product has not been licensed for commercial purposes (for profit-making use), such as broadcasting (terrestrial, satellite, cable or other types of broadcasting), streaming on the Internet, Intranet (corporate networks) or other types of networks or distributing of electronic information (online digital music distribution services). You need to acquire the corresponding licenses for such uses. For details, see http://www.mp3licensing.com.

Cautions on copyrights

rekordbox restricts playback and duplication of copyright-protected music contents.
- When coded data, etc., for protecting the copyright is embedded in the music contents, it may not be possible to operate the program normally.
- When rekordbox detects that coded data, etc., for protecting the copyright is embedded in the music contents, processing (playback, reading, etc.) may stop.

Recordings you have made are for your personal enjoyment and according to copyright laws may not be used without the consent of the copyright holder.
- Music recorded from CDs, etc., is protected by the copyright laws of individual countries and by international treaties. It is the full responsibility of the person who has recorded the music to ensure that it is used legally.
- When handling music downloaded from the Internet, etc., it is the full responsibility of the person who has downloaded the music to ensure that it is used in accordance with the contract concluded with the download site.

— The specifications and design of this product are subject to change without notice.

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