

Pioneer CDJ-900/CDJ-2000

Scratch Live Connection Guide

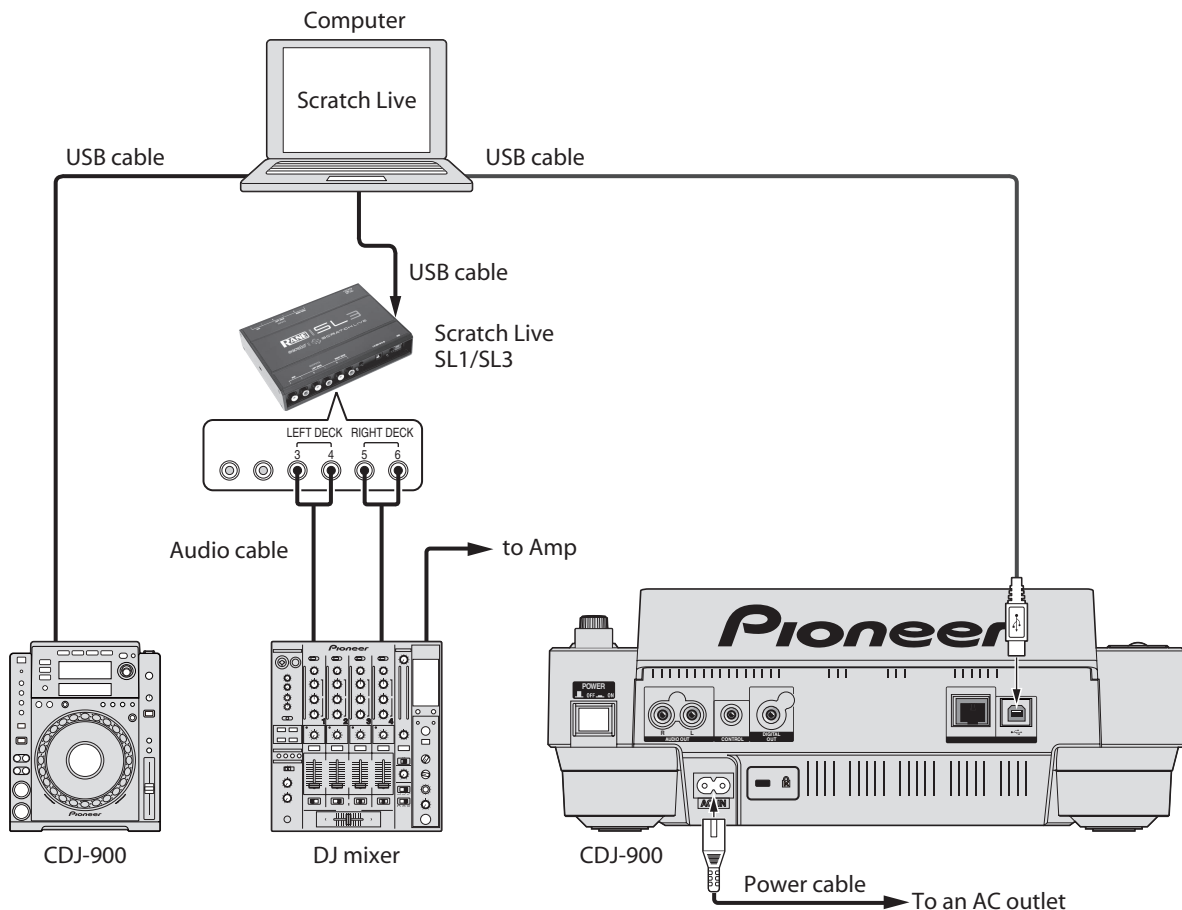
Connections

Connect the Multi Player (or players, if more than one are to be connected*) to the computer with the use of a USB cable.

The example here is for connecting to CDJ-900, but the method is the same for CDJ-2000.

*Up to 3 Multi Players can be connected to the Scratch Live.

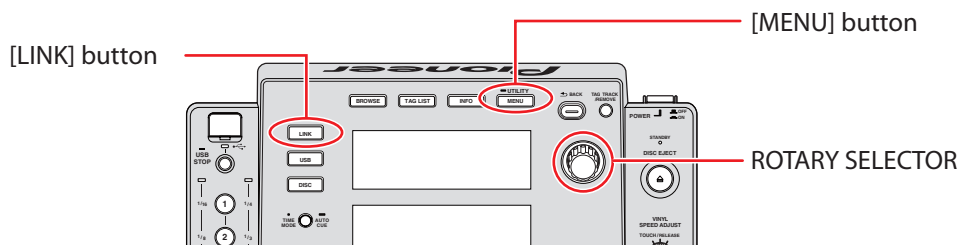
Connecting with Serato Scratch Live



* Scratch Live is a registered trademark of Serato Audio Research.

Using Multi Players as Scratch Live Controllers

Switch on the power to all units once the connections have been made. Then, set up the Multi Players in accordance with the following procedures.



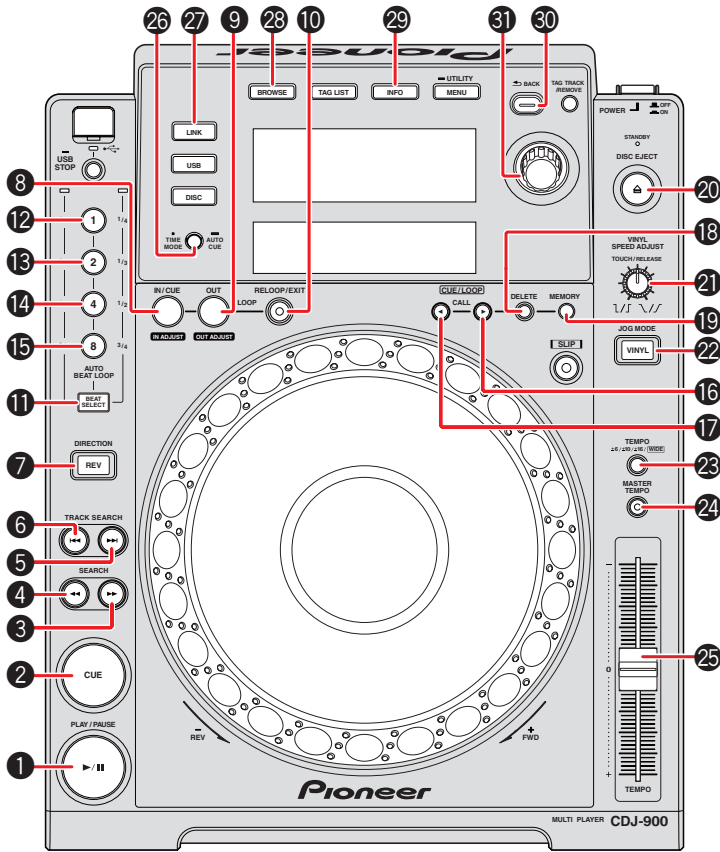
- 1** Press the [LINK] button on the Multi Player. When [CONTROL MODE (HID STANDARD)] is displayed on the Multi Player's main display area, press and hold the [MENU] button for at least one second to advance to the [UTILITY] mode. Select [ADVANCED] for the [HID SETTING] using the rotary selector and then press [MENU] button to exit [UTILITY] mode.
- 2** Press the [LINK] button on the Multi Player and then select [USB MIDI] for the [CONTROL MODE (HID ADVANCED)]. Press the rotary selector to set the parameter. The Multi Player is now recognized by the Scratch Live.
 - [USB MIDI] will not appear on the Multi Player's main display area when the Multi Player and computer USB connection fails.
- 3** When [Turn Encoder] is displayed on the Multi Player's main display area, select the deck to be controlled, from 1 to 3, by rotating the rotary selector. The parameters are set by pressing the rotary selector.

As described above, the Scratch Live can now be controlled from the Multi Player.

Operating the Scratch Live with Multi Player Buttons

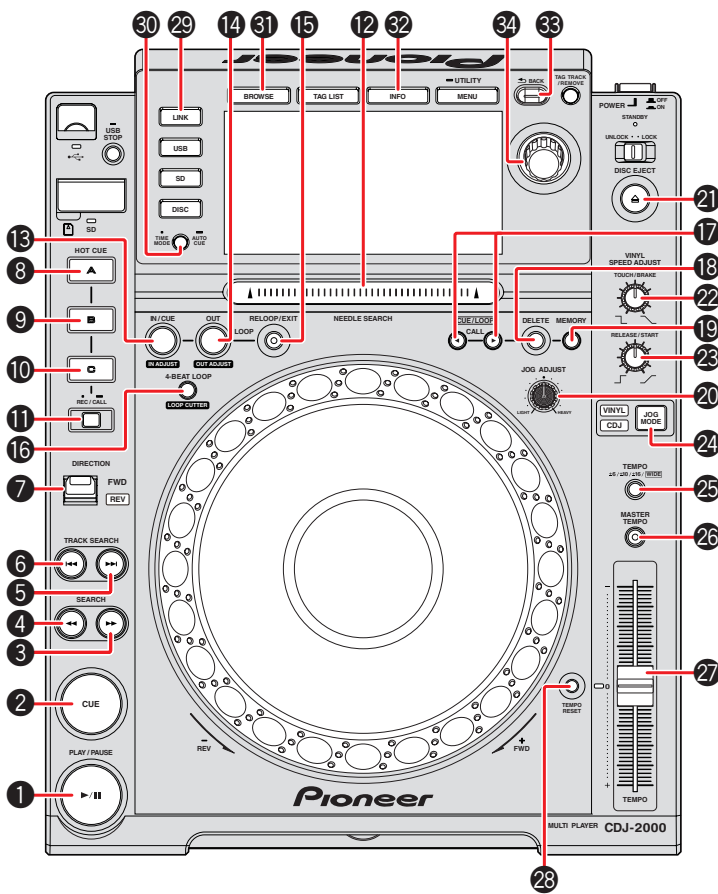
The default settings are shown below.

■ CDJ-900



	CDJ-900 buttons	Scratch Live functions
1	PLAY/PAUSE	Toggles playback on/off
2	CUE	Works as CDJ style CUE button for setting and jumping to temporary cues.
3	SEARCH ►►	Fast Forward
4	SEARCH ◄◄	Rewind
5	TRACK SEARCH ►►	Loads next track
6	TRACK SEARCH ◄◄	Loads previous track
7	DIRECTION	Toggles playback forwards or reverse.
8	IN/CUE (IN ADJUST)	Sets loop in point. (Press again to adjust the loop in point. Press again to exit loop in edit mode.)
9	OUT (OUT ADJUST)	Sets loop out point. (Press again to adjust the loop out point. Press again to exit loop out edit mode.)
10	RELOOP/EXIT	Turns on and off current loop. Jumps to start of loop when turning it on.
11	BEAT SELECT (Press)	Switches the auto loop beat division between (1,2,4,8) and (1/16, 1/8, 1/4,1/2)
	BEAT SELECT (Hold)	Press and hold Beat Division button to switch to (1/4, 1/3, 1/2, 3/4)
12	1	Toggles 1 bar autoloop on/off.
13	2	Toggles 2 bar autoloop on/off.
14	4	Toggles 4 bar autoloop on/off.
15	8	Toggles 8 bar autoloop on/off.
16	CUE/LOOP CALL ►	Jumps to next loop slot
17	CUE/LOOP CALL ◄	Jumps to previous loop slot
18	DELETE	Deletes current loop slot.
19	MEMORY	Saves the loop to the current loop slot.
20	DISC EJECT	Eject the current track. NOTE : This also ejects any CD in the player.
21	TOUCH/RELEASE	Adjusts the stop and start speeds.
22	JOOG MODE	Switches between jog and scratch mode for platter interaction.
23	TEMPO	Switches tempo range between +/- 6, 10,16 and 100% (WIDE)
24	MASTER TEMPO	Toggles Keylock on or off
25	TEMPO	Adjust pitch slider
26	TIME MODE	Enters USB connection mode.
27	LINK	Switches display between elapsed & remaining time
28	BROWSE	Browse through library
29	INFO	Displays song information
30	BACK	Moves focus back to the crate selector.
31	Rotary selector	Scrolls through library (crates/songs/browse). Push the rotary selector to load select track or to tab cursor focus

■ CDJ-2000



	CDJ-2000 buttons	Scratch Live functions
1	PLAY/PAUSE	Toggles playback on/off
2	CUE	Works as CDJ style CUE button for setting and jumping to temporary cues.
3	SEARCH ►►	Fast Forward
4	SEARCH ◄◄	Rewind
5	TRACK SEARCH ►►	Loads next track
6	TRACK SEARCH ◄◄	Loads previous track
7	DIRECTION	Toggles playback forwards or reverse.
8	HOT CUE A	Jumps to cue point1. If in REC mode, press to set a cue point at the current play position.
9	HOT CUE B	Jumps to cue point2. If in REC mode, press to set a cue point at the current play position.
10	HOT CUE C	Jumps to cue point3. If in REC mode, press to set a cue point at the current play position.
11	REC/CALL	Enters Hot Cue REC mode
12	NEEDLE SEARCH	Run your finger along the needle search strip to scroll through the track.
13	IN/CUE (IN ADJUST)	Sets loop in point. (Press again to adjust the loop in point. Press again to exit loop in edit mode.)
14	OUT (OUT ADJUST)	Sets loop out point. (Press again to adjust the loop out point. Press again to exit loop out edit mode.)
15	RELOOP/EXIT	Turns on and off current loop. Jumps to start of loop when turning it on.
16	4-BEST LOOP/ LOOP CUTTER	Creates a 4 beat loop. (Press again to halve the loop to 2 beats, and again to 1 beat and so on.)
17	CUE/LOOP CALL ◄►	Jumps to next or previous loop slot.
18	DELETE	Deletes current loop slot.
19	MEMORY	Saves the loop to the current loop slot.
20	JOG ADJUST	Adjust platter sensitivity.
21	DISC EJECT	Eject the current track. NOTE : This also ejects any CD in the player.
22	TOUCH/BREAK	Adjusts the stop speed.
23	RELEASE/START	Adjusts the start play speed.
24	JOG MODE	Switches between jog and scratch mode for platter interaction.
25	TEMPO	Switches tempo range between +/- 6, 10,16 and 100% (WIDE)
26	MASTER TEMPO	Toggles Keylock on or off
27	TEMPO	Adjust pitch slider
28	TEMPO RESET	Reset pitch to zero
29	LINK	Enters USB connection mode.
30	TIME MODE (AUTO CUE)	Switches display between elapsed & remaining time
31	BROWSE	Browse through library
32	INFO	Displays song information
33	BACK	Moves focus back to the crate selector.
34	Rotary selector	Scrolls through library (crates/songs/browse). Push the rotary selector to load select track or to tab cursor focus