

Pioneer

Multi Player

CDJ-2000nexus

CDJ-2000

Serato DJ

Connection Guide

Connecting up to the Serato DJ

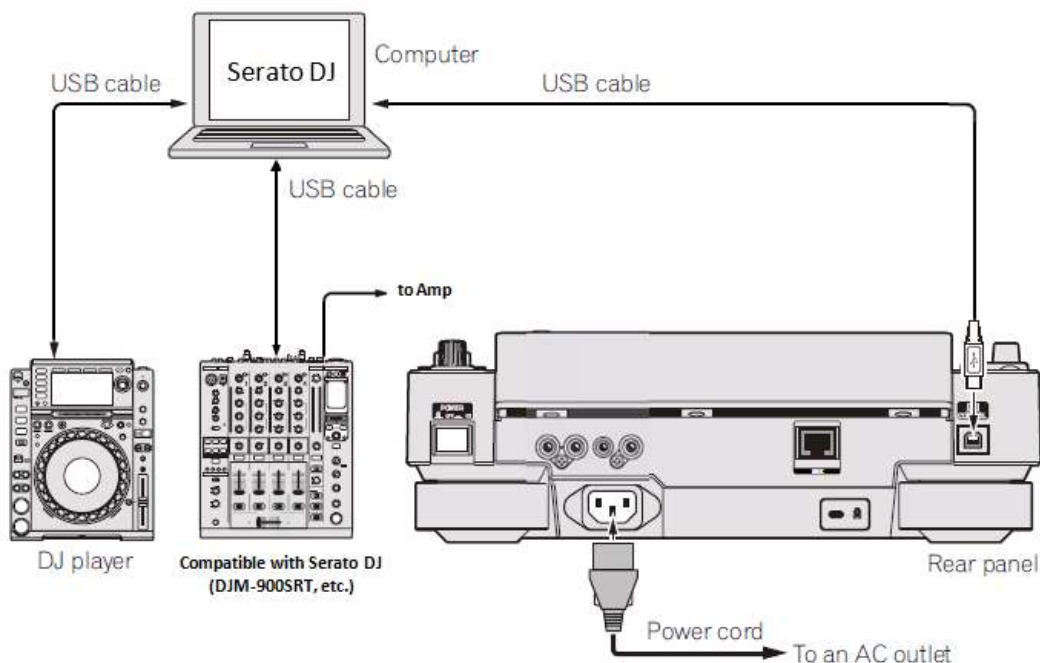
Preparations

- Upgrade the firmware of the Multi Player to the most up-to-date version. Refer to our website (<http://pioneerdj.com/support/index.php?lang=en>) for details on upgrading the firmware.
- Upgrade the Serato DJ to the most up-to-date Version. Upgrade Method: Refer to the Serato website (<http://serato.com/>) for details on operating environments.

Connections

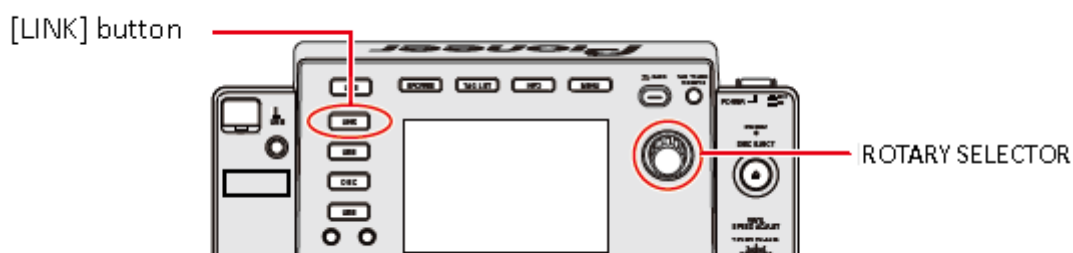
Connect the Multi Player (or players, if more one are to be connected*) to the computer with the use a USB cable.

*Up to 4 Multi Players can be connected to the Serato DJ.



Using Multi Players as Serato DJ 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 When using the CDJ-2000, press and hold the [MENU] button on the either model for at least one second to advance to [UTILITY] mode. Select [ADVANCED] for the [HID SETTING] using the rotary selector and then press [MENU] button to exit [UTILITY] mode. This action is not required when using the CDJ-2000nexus.
- 2 Press the [LINK] button on the Multi Player and then select [USB MIDI] for the [CONTROL MODE]. Press the rotary selector to set the parameter. The Multi Player is now recognized by the Serato DJ.
- 3 When [DECK:1?] is displayed on the Multi Player's main display area, select the deck to be controlled, from 1 to 4, by rotating the rotary selector. The parameters are set by pressing the rotary selector.
- 4 Set the virtual deck in Serato DJ to Internal mode (INT).

Operating the Serato DJ with Multi Player Buttons

The default settings are shown below.

■ CDJ-2000nexus



CDJ-2000nexus Control		Function
1	PLAY/PAUSE	Toggles playback on/off
2	CUE	Works as CDJ style cue button for setting and jumping to temporary cue.
3	SEARCH	Fast Forward/Rewind
4	TRACK SEARCH	Load Next Track/Previous Track
5	JOG DIAL	Touch the top to scratch or jog. Moving the outside of the wheel will jog.
6	DIRECTION	Activates Censor
7	SLIP	Enables Slip mode
8	REC/CALL	Activates Hot Cue REC mode. Pressing the Hot Cue buttons will now add Cue Points or overwrite existing Cue Points at the current play position.
9	IN/CUE	Set loop in point. (Press again to adjust the loop in point.)
10	HOT CUE A/B/C	Trigger Cue Points. If in REC mode, press to set a Cue Point at the current play position * Adds Cue points if there are no Cue Points currently saved.(Windows only)
11	TIME MODE	Toggle between time elapsed/remaining on CDJ display

12	QUANTIZE	Cycles through the performance panels of Serato DJ - REC, FX, SP-6
13	SOURCE SELECT	Select between either rekordbox/LINK/USB/SD/DISC source
14	OUT	Sets loop out point. (Press again to adjust the loop out point.)
15	BROWSE	Browse through Library
16	RELOOP/EXIT	Reloop/Exit Loop (Loop Active)
17	LOOP MODE	Activates currently highlighted Saved Loop
18	INFO	Displays track information
19	BACK	Toggles between Library and Crates
20	TAG TRACK/REMOVE	Add currently selected track to Prepare Panel
21	DISC EJECT	Eject the current track. NOTE : This also ejects any CD in the CDJ.
22	Rotary selector	Scrolls through library. Push the scroll knob to load selected track
23	NEEDLE SEARCH	Touch the needle search strip to scroll through track
24	TOUCH/BRAKE ADJUST	Adjust braking speed
25	CUE/LOOP CALL	Select Loop Slot
26	RELEASE/START ADJUST	Adjust starting speed
27	MEMORY	Not used
28	JOG MODE	Toggles between jog or scratch mode for jog dial
29	JOG ADJUST	Adjust jog dial sensitivity
30	BEAT SYNC	SYNC : engages Sync, MASTER : disengages Sync
31	TEMPO	Cycle through available tempo ranges
32	DELETE	Deletes current Loop
33	MASTER TEMPO	Keylock On/Off
34	TEMPO slider	Adjust pitch slider
35	TEMPO RESET	Reset Tempo to zero

■ CDJ-2000



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7	REC/CALL	Activates Hot Cue REC mode. Pressing the Hot Cue buttons will now add Cue Points or overwrite existing Cue Points at the current play position.
8	IN/CUE	Set loop in point. (Press again to adjust the loop in point.)
9	HOT CUE A/B/C	Trigger Cue Points. If in REC mode, press to set a Cue Point at the current play position * Adds Cue points if there are no Cue Points currently saved.(Windows only)
10	TIME MODE	Toggle between time elapsed/remaining on CDJ display
11	SOURCE SELECT	Select between either LINK/USB/SD/DISC source
12	OUT	Sets loop out point. (Press again to adjust the loop out point.)
13	BROWSE	Browse through Library
14	RELOOP/EXIT	Reloop/Exit Loop (Loop Active)
15	4 BEAT LOOP	Activates currently highlighted Saved Loop
16	INFO	Displays track information

17	BACK	Toggles between Library and Crates
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