QUICK-START GUIDE
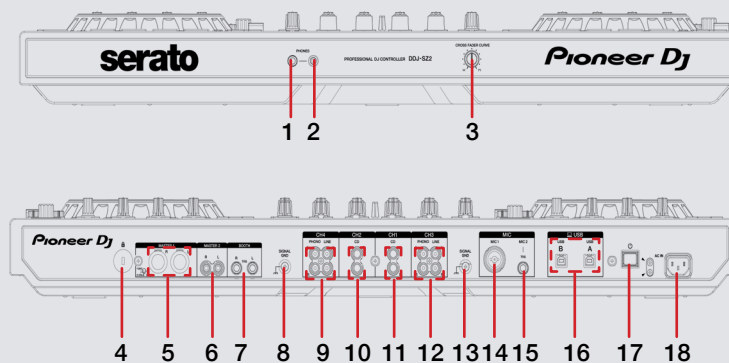
PIONEER DDJ-SZ2

Installation and Setup

The Pioneer DDJ-SZ2 requires drivers for both Mac & Windows.

NOTE: Please ensure you have the latest available drivers AND firmware updates, which may be required in order to be compatible with Serato DJ. Please go to http://serato.com/dj/support

1. Download and install the latest version of Serato DJ from http://serato.com/dj/downloads
2. Connect your Pioneer DDJ-SZ2 to an available USB Port.
3. Open Serato DJ.

NOTE: The Pioneer DDJ-SZ2 does not require a Serato DJ license purchase. When you first download Serato DJ you will see the MY SERATO panel appear on the right hand side for you to manage your Serato DJ licenses and Expansion Packs.

Simply tick the box ☑ DO NOT SHOW AGAIN in the bottom right hand corner, then click on My Serato which will hide this panel. Serato DJ will remember these settings for when you next open the software.

#	Pioneer DDJ-SZ2 Control		
1	HEADPHONE OUTPUT	12	CH3 PHONO/LINE INPUT
2	HEADPHONE OUTPUT	13	GROUND TERMINAL
3	CROSSFADER CURVE ADJUST	14	MIC 1
4	KENSINGTON LOCK	15	MIC 2
5	MASTER OUTPUT (XLR)	16	USB A/B
6	MASTER OUTPUT (RCA)	17	STANDBY/ON
7	BOOTH OUTPUT (TRS)	18	POWER IN
8	GROUND TERMINAL		
9	CH4 PHONO/LINE INPUT		
10	CH2 CD INPUT		
11	CH1 CD INPUT		

Controller
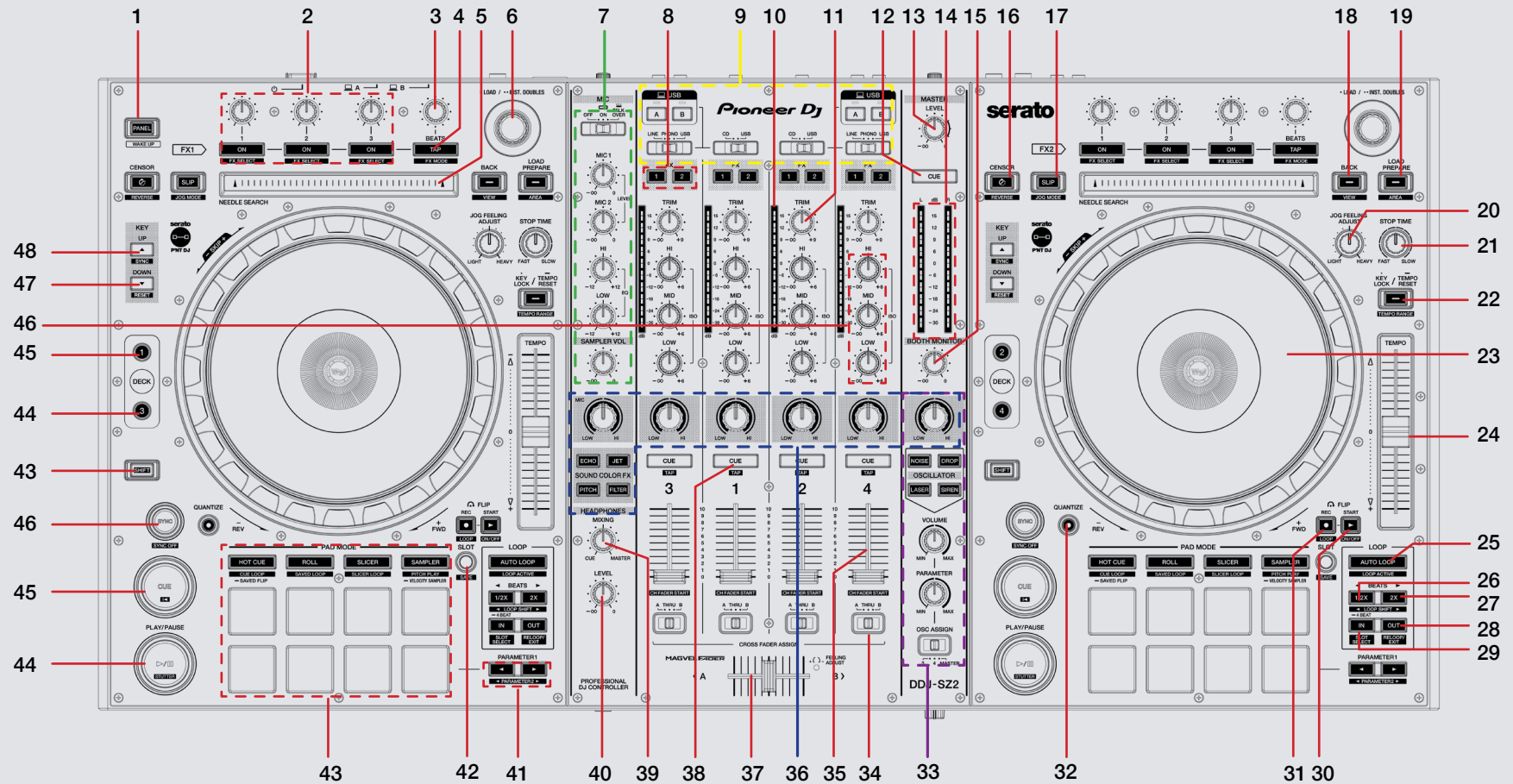
#	Pioneer DDJ-SZ2 Control	Function	Shift Function
1	PANEL	Select panel (Rec/FX/Sampler)	
2	FX KNOBS	See FX section	
3	BEATS	Select FX beat parameter	
4	TAP	Tap to the desired FX tempo	Switch between singular & multi FX mode
5	NEEDLE SEARCH	When track is paused or platter is held, touch the needle search strip to scroll through track	
6	LOAD	Scroll through tracks/Press to load track to deck/Double tap for instant doubles	Fast scroll through tracks
7	MIC	See MIC section	
8	FX	Select FX unit	
9	CHANGEOVER UNIT	See CHANGEOVER UNIT section	
10	CHANNEL LED	Shows channel output	
11	TRIM	Adjusts the individual channel output gain	
12	MASTER CUE	Turn on master cue	
13	MASTER LEVEL	Adjusts the master sound level output	
14	MASTER EQ	Displays the master output's audio level	
15	BOOTH MONITOR	Adjust the Booth Output Volume	
16	CENSOR	Censor	Reverse
17	SLIP	Activate Slip Mode	Toggles between Vinyl/Jog Modes
18	BACK	Toggles focus between library, crates and open panels	Cycle View Modes
19	LOAD PREPARE	Press this to add a selected track to the list of tracks in the Prepare Panel	Cycle Files/Browse/Prepare/History
20	JOG FEELING ADJUST	Adjust platter sensitivity	
21	STOP TIME	Adjust time it takes for track to stop	
22	KEY LOCK/TEMPO RESET	Quick press for Keylock/Hold for 1 second to reset BPM	Cycle through available Tempo Range
23	PLATTER	Adjust/Scratch or Jog	Skip
24	TEMPO SLIDER	Adjust tempo/pitch	Ignore adjustment
25	AUTOLOOP	Autoloop on/off	Activate selected loop

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#	Pioneer DDJ-SZ2 Control	Function	Shift Function
26	1/2X	Halve Loop Length	Loop Shift/Beat Jump Left
27	2X	Double Loop Length	Loop Shift/Beat Jump Right
28	OUT	Set loop out point (Loop in point set)/Adjust loop out point (Loop active)	Loop Exit (Loop active)/Reloop (Loop not active)
29	IN	Set loop in point (Loop not active)/Adjust loop in point (Loop active)/Hold for 4 beat Autoloop	Saved Loop slot select
30	FLIP START	Starts the current Flip / re-trigger Flip	Turns current Flip On/Off
31	FLIP RECORD	Starts the recording of a new Flip	Turns Flip loop On/Off
32	QUANTIZE	Toggle Quantize	
33	OSCILLATOR	See OSCILLATOR section	
34	A THRU B	Crossfader Assign Switch	
35	CHANNEL FADER	Adjusts the Channel Output	Fader Start
36	SOUND COLOR FX	See SOUND COLOR FX section	
37	CROSS FADER	Outputs the sound assigned with the crossfader assign switch	
38	CUE	Cue selected channel / Mic Talk Over when Mic is connected	Tap BPM of loaded track to selected deck
39	MIXING	Adjust headphone output between cue and master	
40	LEVEL	Adjust headphone output	
41	PARAMETER1	Use these to set the Performance Pad parameters	A secondary parameter for Performance Pads
42	FLIP SLOT SELECT	Cycle through available Flip slot	Save current Flip to next available Flip slot
33	PERFORMANCE PADS	See PERFORMANCE PADS section	
40	PLAY/PAUSE	Play/Pause track	Stutter Play
41	CUE	Add or Jump to Temporary Cue	Jump to start of track (more than 2 Sec elapsed) Previous track (less than 2 sec elapsed)
42	SYNC	Sync On	Sync Off
43	SHIFT	SHIFT button is used with other buttons that have shift modifier functions	
44	Deck Select	Activates selected Deck	
45	Deck Select	Activates selected Deck	
46	EQ	Adjust HI, MID and LOW	
47	KEYSHIFT DOWN	Keyshift down	Key sync
48	KEYSHIFT UP	Keyshift up	Key reset

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Performance Pads

HOT CUE	ROLL	SLICER	SAMPLER
CUE LOOP	SAVED LOOP	SLICER LOOP	PITCH PLAY
— SAVED FLIP			— VELOCITY SAMPLER
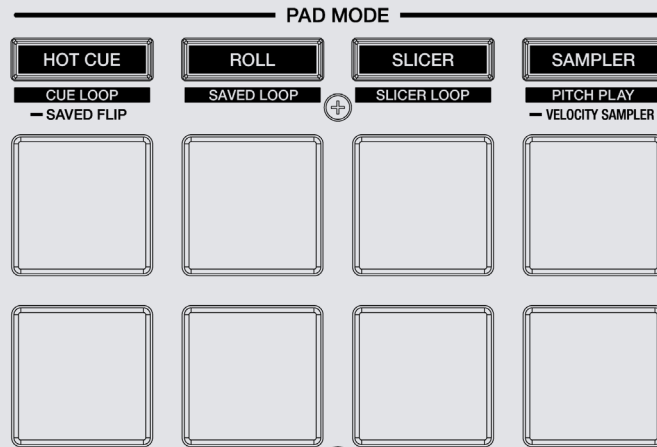
The performance pads have 10 different modes you can select. The first four modes are; Hot Cue, Roll, Slicer and Sampler.

- **HOT CUE Mode:** When pressing buttons 1-8 you can add up to 8 Cue Points. Holding **SHIFT** and pressing buttons 1-8 will delete the Cue Points.
- **ROLL Mode:** When pressing buttons 1-8 you can activate a loop roll. The Loop Length is determined by the Auto Loop Range currently selected in the Auto Loop section in the software, which you can change this using the **PARAMETER1** buttons.
- **SLICER Mode:** A specified range (or domain) is divided into eight equal sections, and these eight sliced sections are assigned to the respective performance pads. Pressing **SLICER** for the first mode, is a shifting Slicer Domain.
- **SAMPLER Mode:** Buttons 1-8 Trigger Samples loaded in your Sample Banks. Use **PARAMETER1** to cycle through Sample Banks. Holding **SHIFT** and pressing buttons 1-8 will stop the sample playing. When a sample slot is empty, pressing the Buttons 1-8 + **SHIFT** will load the currently selected track

in library panel to the corresponding sample slot. Sampler volume can be controlled using the **SAMPLER VOL** knob in the MIC section.

The next four modes are activated by holding SHIFT and pressing the pad mode selection buttons. The next four modes are; Cue Loop, Saved Loop, Slicer Loop and Pitch Play.

- **CUE LOOP mode:** Press buttons 1-8 to trigger your hot cues. it will also enable an auto loop after the selected Cue Point with the current auto loop length. Use the **PARAMETER1** buttons to halve or double the loop length. **SEE LOOPING FOR MORE INFORMATION.**
- **SAVED LOOP mode:** Pressing buttons 1-8 can set, save and launch previously made Manual Loops. Use the **PARAMETER1** buttons to halve or double the loop length. **SEE LOOPING FOR MORE INFORMATION.**
- **SLICER LOOP mode:** is a fixed Slicer Domain or "loop". Use **PARAMETER1** to set the quantization for the slicer function. The quantization can be set in four ways: 1/8, 1/4, 1/2 and 1. **PARAMETER2** (Hold **SHIFT** + **PARAMETER1**) sets the domain. The domain can be set to one of six settings: 2 beats, 4 beats, 8 beats, 16 beats, 32 beats or 64 beats.
- **PITCH PLAY Mode:** Pressing performance pads allows you to play Cue Points over variable pitch ranges. See the Pitch Play mode section on the following page for more information.

The next two modes are activated by pressing and holding the Hot Cue, and Sampler buttons, and activate Saved Flip and Velocity Sampler modes respectively.

- **SAVED FLIP Mode:** Pressing pads 1-8 in will trigger saved Flips, pressing SHIFT + pads 1-8 will turn saved Flips on/off. Pressing an empty Flip slot will save any active Flip to that slot.
- **VELOCITY SAMPLER Mode:** Buttons 1-8 behave in the same way as the standard sampler mode described above. However, in Velocity Sampler mode the volume of the sample will be affected by the amount of pressure applied to the button.

Pitch Play

Holding **SHIFT** and pressing the **SAMPLER** performance pad mode on the DDJ-SZ2 will enable **Pitch Play** mode. In this mode you an play Cue Points over variable pitch ranges.

There are 3 key ranges to choose from. The following tables show pitched key ranges (in Semitones) while using the 8 performance pads in Pitch Play mode. To toggle beteen key ranges press the PARAMETER-/+ buttons. The root key pad (0) is always lit white, which will play the cue point at it's regular pitch. Pressing PARAMETER-/+ while holding SHIFT will shift up or down a single semitone. When in Pitch Play mode, pressing a pad will pitch the currently selected cue point up or down the following ranges:

Up Range (Up 7 Semitones)

+4	+5	+6	+7
0	+1	+2	+3

Middle Range (Up 3/Down 4 Semitones

0	+1	+2	+3
-4	-3	-2	-1

Down Range (Down 7 Semitones)

-3	-2	-1	0
-7	-6	-5	-4

When Pitch Play mode is first enabled, the middle range is selected. If a new track is loaded, key mode will default to middle range.

PITCH PLAY can only pitch one Hot Cue point at a time. To change the selected Hot Cue, hold the SHIFT button and press a performance pad where the cue point you want to select would be (as shown in the CUES performance pad mode). While holding SHIFT, press the corosponding performance pad for:

Hot Cue 1	Hot Cue 2	Hot Cue 3	Hot Cue 4
Hot Cue 5	Hot Cue 6	Hot Cue 7	Hot Cue 8

The selected cue point defaults to Cue Point 1 on track load, even if instant doubled. If a pad with no cue point is selected, then a new cue point will be created. Deleting a cue point however, is not possible in PITCH PLAY mode. Range is remembered if user goes to another pad mode, then back to key mode. If a new track is loaded, key mode will default to middle range.

NOTE: Pitch Play mode is avaialble once the Pitch 'n Time DJ Expansion Pack has been activated in the MY SERATO window. Make sure "Enable Pitch 'n Time DJ" is checked in the Expansion Pack tab of the SETUP screen.

Looping

You have up to 8 loops per track in Serato DJ, and the choice between either manual or auto loops. You can choose whether you have 2 loops (and 8 cuepoints) showing on screen, or 8 loops. To store the currently active or most recently created loop, click ▣ in the loop tab in the software.

DDJ-SZ2 Control	Serato DJ function	Shift
AUTO LOOP	Autoloop On/Off	Activate selected loop
2X	Double Loop Length	Loop Shift Right
1/2X	Halve Loop Length	Loop Shift Left
IN	Set loop in point (Loop not active)/Adjust loop in point (Loop active)	Saved Loop slot select
OUT	Set loop out point (Loop in point set)/Adjust loop out point (Loop active)	Loop Exit (Loop active)/Reloop (Loop not active)

DJ-FX

The DJ-FX in Serato DJ are powered by iZotope™. Click the FX tab REC FX SP-6 to open the FX panel. Select either 1, 2, 3, 4 or M to assign the selected effect bank to a deck or Master Output.

There are two available modes in the DJ-FX. Single FX Mode allows you to select one effect per FX bank, and has multiple parameters that can be adjusted. Multi FX Mode allows you to select up to three effects per FX bank, and adjust only one parameter, the FX Depth. The same effects available in Single FX mode are available in Multi FX mode, as well some additional presets.

You can select between the two FX modes by clicking either the Single FX mode button ▣ or Multi FX mode button ▣ or by pressing SHIFT + TAP in the FX section on the DDJ-SZ2.

DDJ-SZ2 Control	Single FX	Multi FX	Shift
ON (Button 1)	Effect On/Off	Slot 1 Effect On/Off	Slot 1 Select Effect
ON (Button 2)	Adjust Slot 2 FX Parameter	Slot 2 Effect On/Off	Slot 2 Select Effect
ON (Button 3)	Adjust Slot 4 FX Parameter	Slot 3 Effect On/Off	Slot 3 Select Effect
FX KNOB 1	Adjust Slot 1 FX Parameter	Adjust Slot 1 FX Parameter	
FX KNOB 2	Adjust Slot 3 FX Parameter	Adjust Slot 2 FX Parameter	
FX KNOB 3	Adjust FX Parameter 5	Adjust Slot 3 FX Parameter	
TAP	Tap to the desired FX tempo. To return to AUTO mode, press and hold	Tap to the desired FX tempo. To return to AUTO mode, press and hold	Toggle between Single/Multi FX Modes
BEATS (knob)	Adjust Beats Multiplier	Adjust Beats Multiplier	
FX 1/2	Assigns FX UNIT 1 or 2 to selected channel	Assigns FX UNIT 1 or 2 to selected channel	

Sound Color FX

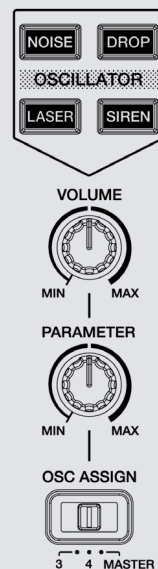ECHO   JET

SOUND COLOR FX
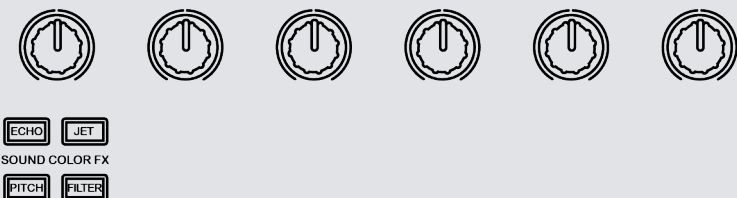
PITCH   FILTER

Sound Color FX are hardware effects built into the Pioneer DDJ-SZ2. The 4 hardware effects are ECHO, JET, PITCH, and FILTER. These can be applied to each channel individually, the MIC channel, and the master channel. The Color FX knobs are used to control the depth of each effect.

Changeover Panel

Two USB ports enable two computers to be connected at the same time. A dedicated A/B button on each side of the controller enables DJs to split the controller and assign each half between the two USB ports. The INPUT SELECT switches allow you to switch individual channels between LINE, PHONO or USB for channels 3 and 4, and CD, or USB for channels 1 and 2.

Oscillator

NOISE   DROP

OSCILLATOR

LASER   SIREN

VOLUME

MIN   MAX

PARAMETER

MIN   MAX

OSC ASSIGN

3   4   MASTER

The new Oscillator provides four types of sound effects: NOISE, DROP, LASER and SIREN. Tapping each of the buttons activates the effect(s), which can also be modified in volume, and depth. You can also add SOUND COLOR FX to the sound effects with the FX knob above the oscillator effects buttons. OSC ASSIGN is used for assigning the sound effects to channels 3, 4, or MASTER.

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MIC

The Pioneer DDJ-SZ2 has 2 MIC inputs, allowing you to use 2 MICs at anytime with this controller. The OFF/ON/TALK OVER switch is to switch your MIC on/off and onto 'TALK OVER' mode.

The LEVEL knobs are used to adjust the volume of the MICs, and the HI & LOW EQ knobs are used to adjust the EQ. You can also use the SOUND COLOR FX with your MIC.

The FX knob is used to control the depth of your select effect.

Serato Flip

Flip is an Expansion Pack for Serato DJ. Flip controls are only available once the Flip expansion pack has been purchased and activated. The expansion pack can be purchased in-app through the Serato DJ Online window, or online at http://serato.com/accessories

Press **Hot Cue mode + Shift** to enter Saved Flip mode. Pressing pads 1-8 in will trigger saved Flips, pressing **SHIFT** + pads 1-8 will turn saved Flips on/off. Pressing an empty Flip slot will save any active Flip to that slot.

DVS Expansion

The Pioneer DDJ-SZ2 is Serato DVS Upgrade ready. Use turntables or CD players to control Serato DJ using NoiseMap™ Control Tone records or CDs. You can enable CD and Vinyl control through the Setup screen in the software.
For more information about the Serato DVS Expansion Pack, please visit http://serato.com/accessories

Beat Jump

To activate **Beat Jump**, open the **Setup** screen and under the DJ preferences tab turn on "**Show Beat Jump Controls**".

☑ Show Beat Jump Controls

When you close the Setup screen you will see Beat Jump controls underneath the existing Auto Loop values on each deck. Checking this box will turn on Beat Jump features in the deck area and let you control Beat Jump from on your supported Serato DJ hardware.

< [1] 2 4 8 > ⟵ ⟶

When the Beat Jump option is enabled, controllers with 8 performance pads that have an **AUTO LOOP** or **LOOP ROLL** mode will use the bottom row of 4 pads (pads 5-8) as Beat Jump controls. This is designed to mirror the change in deck Auto Loop area (from 8 Auto Loop sizes to 4 Auto Loop sizes + Beat Jump controls).

Performance Pad Function	Pad 5	Pad 6	Pad 7	Pad 8
Beat Jump **disabled**	Auto Loop/ Loop Roll 5	Auto Loop/ Loop Roll 6	Auto Loop/ Loop Roll 7	Auto Loop/ Loop Roll 8
Beat Jump **enabled**	**Beat Jump Left**	**Beat Select Left**	**Beat Select Right**	**Beat Jump Right**

Controllers with Loop Shift controls can now do a Beat Jump by enabling Beat Jump in the Setup screen. Regular Loop Shift is still available if Beat Jump is disabled in the Setup screen.

MIDI

The MIDI feature in Serato DJ provides the ability to remap Serato DJ software functions to your primary Serato DJ controller, interface or mixer. You can also assign controls to a secondary MIDI controller to further enhance your performance.
For more information on MIDI mapping with Serato DJ click here.

To remap your supported Serato DJ device, open the **SETUP** screen and click the **MIDI** tab. If your Serato DJ device supports hardware remapping it will show up in the **MIDI Devices** list at the top.

Select your connected device from the MIDI Devices list and make sure the "Allow Serato Hardware Remapping" option is checked.

☑ Allow Serato Hardware Remapping

Once checked, the MIDI assign button at the top of the screen will become available for you to start remapping.

MIDI

You can save, edit or delete MIDI presets in the **MIDI** tab of the **SETUP** screen. Clicking '**Restore Defaults**' will erase any custom mappings for all connected devices and revert their functions back to default.
Download the Serato DJ software manual for further information.

NOTE: Official Serato Accessories do not currently support user remapping. Hardware features that cannot be remapped at this stage are Jogwheels/ Platters, Input Switches, Shift buttons and Performance Pad Mode buttons. Re-mapping any pad(s) in Hot Cue mode will also re-map the same pad in Saved Flip mode and vice versa.

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Using the Tool Tips

Click on the ⓘ icon to enable Tool Tips. This is located in between the MIDI and setup button in the top right hand corner of the screen. Tool Tips provide a handy way to learn the various features of Serato DJ.

Move the mouse over a section of the screen to bring up a context sensitive tool tip. Holding the mouse over the ⓘ button with Tool Tips turned on will show you a list of all keyboard shortcuts.

For more information about how to use Serato DJ, please go to our website www.serato.com or refer to the Serato DJ Software Manual.

For more information on your controller, please refer to the hardware manual.

For further help, please contact support@serato.com or go to www.serato.com/dj/support

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