

Pioneer Dj

DJ MIXER

DJM-900NXS2

<http://pioneerdj.com/support/>

The Pioneer DJ site shown above offers FAQs, information on software, and various other types of information and services to allow you to use your product in greater comfort.

<http://rekordbox.com/>

For various types of information and services regarding rekordbox™, see the Pioneer DJ website above.

Operating Instructions

Contents

How to read this manual

Thank you for buying this Pioneer DJ product.

Be sure to read this manual and the "Operating Instructions (Quick Start Guide)" included with the unit. Both documents include 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. **[MASTER]** channel, **[ON/OFF]**, **[File]** menu)
- Please note that the screens and specifications of the software described in this manual as well as the external appearance and specifications of the hardware are currently under development and may differ from the final specifications.
- Please note that depending on the operating system version, web browser settings, etc., operation may differ from the procedures described in this manual.

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Before start

Features

The next in the DJM Series from Pioneer DJ, the world standard in the disco and club scene, the DJM-900NXS2 is a professional mixer for DJs. SOUND COLOR FX In addition to a multitude of functions such as BEAT FX and PRO DJ LINK for use in DJ performances, this mixer features a high sound quality, high reliability design, a panel layout providing high operability, and can be connected to a wide array of devices, offering superior support for any DJ performance.

HIGH SOUND QUALITY

The DJM-900NXS2 is designed for thorough improvement of sound quality, for all digital and analog outputs. Digital audio from the USB and SPD I/F is compatible with 96 kHz/24-bit high resolution audio. Additionally, it utilizes 24-bit high sound quality AD converters and 32-bit high sound quality DA converters to deliver faithful reproduction of original sound. The DJM-900NXS2 performs DSP mixing processing at 96 kHz/64-bit, achieving high-density, vivid sound with high resolution and a wide range, offering listeners the experience of clear, warm, powerful club sound.

EQ & FADER

Cross faders and channel faders operate smoothly without wobbling, and are highly durable. Also, effects on inside the faders caused by liquid and dust are minimized. An independently developed "MAGVEL FADER" magnetic system has been used to allow scratch play with the crossfader, durable enough to withstand more than 10 000 000 operations, and providing fine grained operability. The DJM-900NXS2 features a redesigned EQ CURVE and FADER CURVE, allowing a more natural mix than ever before.

FX

The DJM-900NXS2 is equipped with SOUND COLOR FX, BEAT FX, and SEND/RETURN, making a diverse range of DJ performances possible. SOUND COLOR FX: Equipped with 6 types of effects. Effects can be obtained simply by turning the [COLOR] controls provided for each of the channels, letting DJs adjust the sound quality of the tracks input to the different channels and make improvisational performances. Additionally, adjusting the [PARAMETER] control allows a more varied range of expression to be achieved. BEAT FX : The BEAT EFFECT function well-received on the DJM series has been carried over and further evolved in the DJM-900NXS2. The [X-PAD] equipped allows users to select a beat directly with touch-based operation, allowing swift, intuitive, reliable performance. Additionally, the DJM-900NXS2 features a [FX FREQUENCY] button that allows selection of frequency bands to which to add effects, offering a greater level of freedom in performance than ever before. SEND/RETURN: The independent SEND/RETURN section allows simultaneous use of external effector with onboard effects. The DJM-900NXS2 allows SEND/RETURN of effects using the INSERT method utilized in previous models in the RMX series, as well as RETURN AUX selection, allowing effects to be assigned to the RETURN audio channel to blend the original and effects sounds freely for more individual performances. Furthermore, a single USB connection allows endless effects applications to be used from mobile devices, in addition to external hardware effects.

PRO DJ LINK

The PRO DJ LINK functions can be used when a Pioneer DJ player supporting PRO DJ LINK (CDJ-2000NXS2, XDJ-1000, etc.), a computer on which rekordbox is installed and this unit are connected by LAN cable.

KUVO KUVO

The KUVO service can be used when a Pioneer DJ player supporting PRO DJ LINK (CDJ-2000NXS2, XDJ-1000, etc.) and this unit are connected by LAN cable in a club in which KUVO (NXS-GW) has been installed.

PLUG AND PLAY

The DJM-900-NXS2 is equipped with two internal sound cards, so performances using DJ software can be achieved immediately after connection with a computer using a USB cable, with no need to make any troublesome settings, allowing DJs to smoothly take over from each other. Additionally, using CDJ-2000NXS2 connected to PRO DJ LINK allows HID control of DJ software by connecting with a single USB cable. CONTROL VINYL (Records) or DJ software scratch functions of DJ software that uses CONTROL CD can be controlled.

STANDARD LAYOUT

This unit continues the control panel layout of the Pioneer DJM series, the world standard in DJ mixers. The simple, straightforward control panel layout not only facilitates DJ performances but lets even DJs using this unit for the first time to operate it without hesitation, so it can be used without worry as a mixer that is permanently installed in the club.

Installing the software

Installing the driver software

This driver software is a proprietary program for inputting and outputting audio signals from the computer. To use this unit connected to a computer on which a Windows or Mac OS is installed, install the driver software on the computer beforehand.

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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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- 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.

Cautions on Installation

- Before installing the driver software, be sure to turn off the power of this unit and disconnect the USB cable from both this unit and your computer.
- 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.
- If you have discontinued the installation process in progress, step through the installation process again from the beginning according to the following procedure.
- Read *Software end user license agreement* carefully before installing this unit's proprietary driver software.
- Before installing the driver software, terminate all other programs running on your computer.
- The driver software is compatible with the following OSs.

Supported operating systems

Mac OS X: 10.11, 10.10, 10.9, 10.8 (latest update)		✓
Windows® 10 (latest service pack)	32-bit version	✓
	64-bit version	✓
Windows® 8/8.1 (latest service pack)	32-bit version	✓
	64-bit version	✓
Windows Pro® 8/8.1 (latest service pack)	32-bit version	✓
	64-bit version	✓
Windows® 7 Home Premium/Professional/Ultimate (latest service pack)	32-bit version	✓
	64-bit version	✓

Checking the latest information on the driver software

For the latest information on this unit's dedicated driver software, see the Pioneer DJ site below.
<http://www.pioneerdj.com/>

Obtaining the driver software

1 Launch a web browser on the computer and access the Pioneer DJ site below.

<http://www.pioneerdj.com/>

2 Click the [Support] icon.

3 Click the [FIND SOFTWARE & FIRMWARE UPDATES] icon.

4 Click the [DJM-900NXS2] icon in the [Mixer] category.

5 After clicking [Drivers], download the latest driver software from the download page.

- Download the driver for either Windows or Mac from the download page.

Installation Procedure (Windows)

Read *Cautions on Installation* carefully before installing the driver software.

- 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.

1 Double-click the file for Windows (DJM-900NXS2_X.XXX.exe) downloaded in *Obtaining the driver software*.

The driver software installation screen appears.

2 Carefully read the *Software end user license agreement* and if you consent to the provisions, put a check mark in [I agree.] and click [OK].

If you do not consent to the provisions of the *Software end user license agreement*, click [Cancel] and stop installation.

3 Proceed with installation according to the instructions on the screen.

If [Windows Security] appears on the screen while the installation is in progress, click [Install this driver software anyway] and continue with the installation.

- When the installation program is completed, a completion message appears.

Installation procedure (Mac OS X)

Read *Cautions on Installation* carefully before installing the driver software.

- 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.

1 Double-click the file for Mac (DJM-900NXS2_M_X.X.X.dmg) downloaded in *Obtaining the driver software*.

2 Double-click [DJM-900NXS2_AudioDriver.pkg].

The driver software installation screen appears.

3 Check the details on the screen and click [Continue Anyway].

4 When the end user license agreement appears, read *Software end user license agreement* carefully, then click [Continue Anyway].

5 If you consent to the provisions of the *Software end user license agreement*, click [Agree].

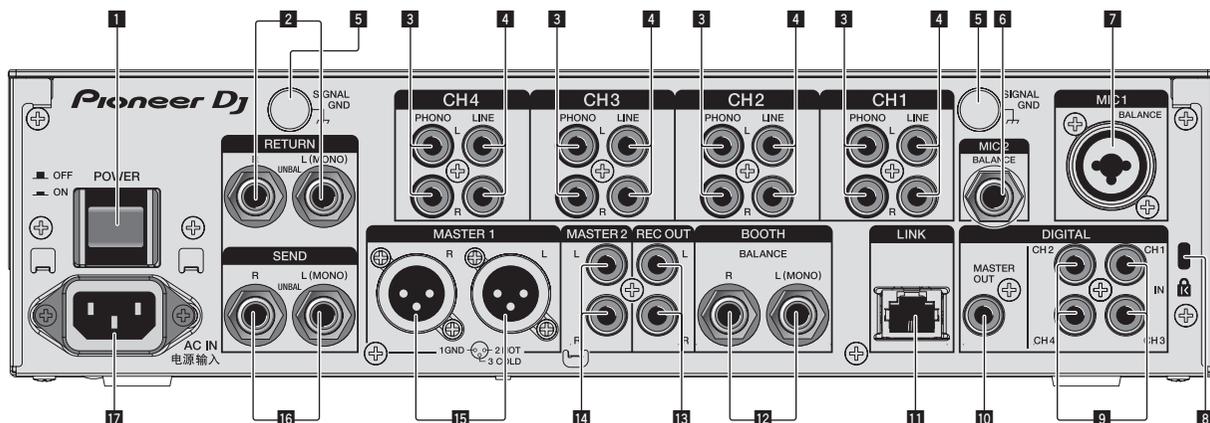
If you do not consent to the provisions of the *Software end user license agreement*, click [I disagree] and stop installation.

6 Proceed with installation according to the instructions on the screen.

- Click [Cancel] to cancel installation after it has started.

Part names and functions

Rear panel



1 POWER button (page 11)

Turns this unit's power on and off.

2 RETURN terminals (page 10)

Connect to the output terminal of an external effector. When the [L (MONO)] channel only is connected, the [L (MONO)] channel input is simultaneously input to the [R] channel.

3 PHONO terminals (page 9)

Connect to a phono level (MM cartridge) output device. Do not input line level signals.

To connect a device to the [PHONO] terminals, remove the short-circuit pin plug inserted in the terminals.

Insert this short-circuit pin plug into the [PHONO] terminals when nothing is connected to them to cut external noise.

4 LINE terminals (page 9)

Connect to a DJ player or a line level output component.

5 SIGNAL GND terminal (page 9)

Connects an analog player's ground wire here. This helps reduce noise when the analog player is connected.

6 MIC2 terminal (page 9)

Connects a microphone here.

7 MIC1 terminal (page 9)

Connects a microphone here.

8 Kensington security slot

9 DIGITAL IN terminal (page 9)

Connect these to the digital coaxial output terminals on DJ players, etc. The sound may be momentarily interrupted when the output signal sampling frequency is switched.

10 DIGITAL MASTER OUT terminal (page 10)

Connect this to the digital terminal of a preamplifier, etc. It outputs the master channel audio in SPDIF format. **Take careful not to connect it to an analog input terminal by mistake.**

11 LINK terminal (page 9)

Connect this to the LINK terminals of a Pioneer DJ player or the LAN ports of a computer with rekordbox installed (PRO DJ LINK).

Connecting NXS-GW to PRO DJ LINK allows you to use the KUVO service.

To connect multiple devices, use a switching hub (commercially available).

Use a 100Base-TX-compatible switching hub. Some switching hubs may not operate properly.

12 BOOTH terminals (page 10)

These are output terminals for a booth monitor.

When only [L (MONO)] is connected, monaural audio is output.

13 REC OUT terminals (page 10)

These are output terminals for recording.

14 MASTER2 terminals (page 10)

Connect these to the analog input terminals of a power amplifier, etc.

15 MASTER1 terminals (page 10)

Connect these to the analog input terminals of a power amplifier, etc. Be sure to use these as balanced outputs. **Be careful not to accidentally insert the power cord of another unit.**

16 SEND terminals (page 10)

Connect to the input terminal of an external effector. When the [L (MONO)] channel only is connected, a monaural audio signal is output.

17 AC IN

Connects to a power outlet using the included power cord. Wait until all connections between the equipment are completed before connecting the power cord.

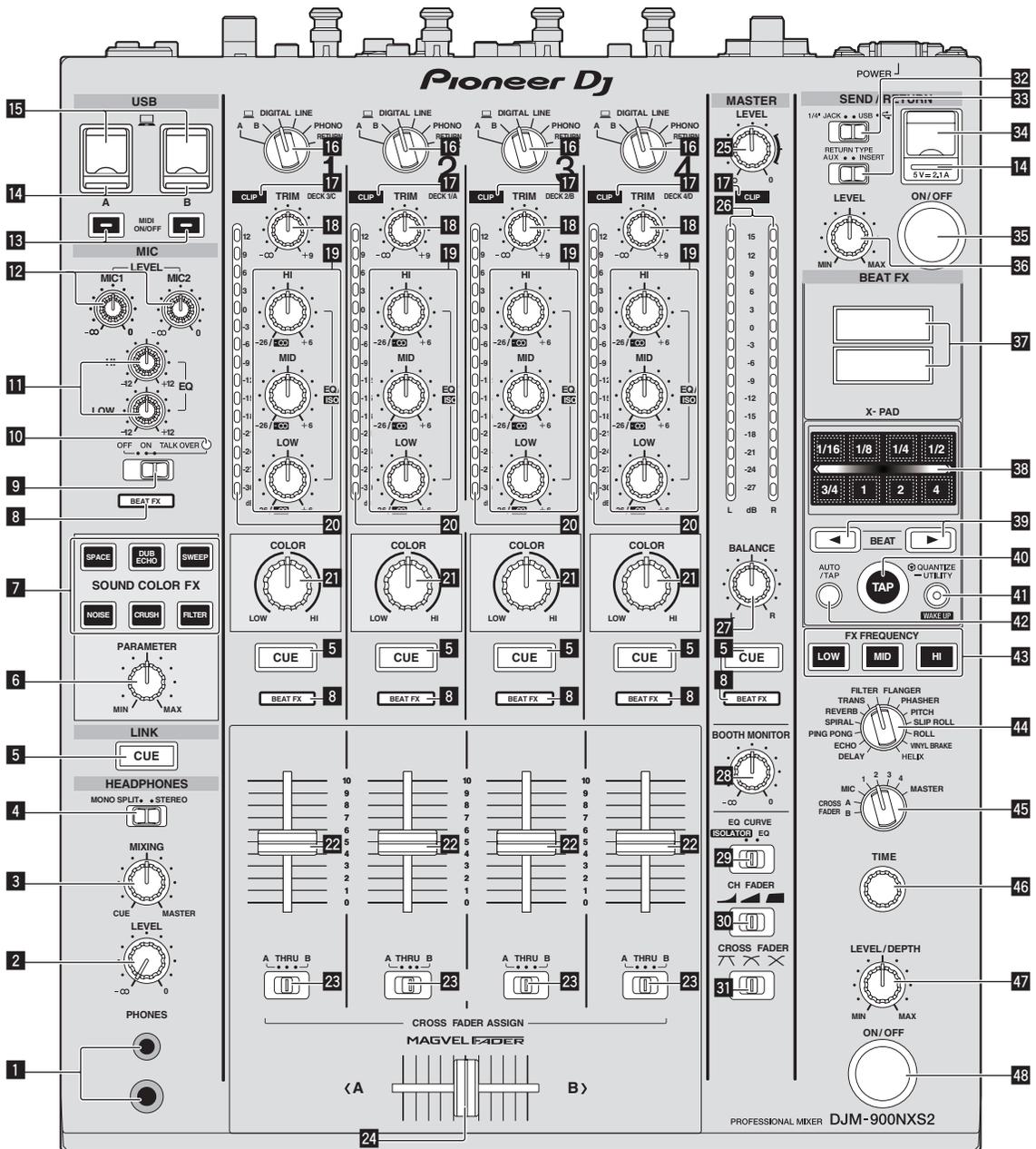
Be sure to use the included power cord.



WARNING

The short-circuit pin plugs out of the reach of children and infants. If accidentally swallowed, contact a doctor immediately.

Control Panel



1 PHONES terminal (page 11)

Connect headphones here.
This product supports 1/4" stereo phone plugs and 3.5 mm stereo mini plugs.

2 LEVEL control (page 11)

Adjusts the sound level output from the headphones.

3 MIXING control (page 11)

This adjusts the monitor volume balance of the sound of channels for which the [CUE] button is pressed and the sound of the [MASTER] channel.

4 MONO SPLIT, STEREO selector switch (page 11)

Switches how the monitor sound output from the headphones is distributed.

5 CUE button (page 11)

Presses the [CUE] button(s) for the channel(s) you want to monitor.

6 PARAMETER control (page 13)

Adjusts the SOUND COLOR FX parameter.

7 SOUND COLOR FX buttons (page 13)

These turn the SOUND COLOR FX effects on/off.

8 Effect channel selector indicator (page 13)

The [BEAT FX] indicator for the channel selected with the effect channel selector lights.

9 OFF, ON, TALK OVER selector switch (page 11)

Turns the microphone on/off.

10 Microphone indicator (page 11)

- 11 EQ (HI, LOW) controls (page 11)**
These adjust the tone quality of the [MIC1] and [MIC2] channels.
- 12 MIC LEVEL control (page 11)**
Adjusts the level of the sound output from the [MIC1] channel or [MIC2] channel.
- 13 MIDI ON/OFF buttons (page 14)**
Switches the MIDI function on and off.
- 14 USB connection indicator (page 10)**
— USB terminal: lights when connected to a computer. Blinks when the driver software is not installed on your computer.
— Mobile device connection terminal (USB terminal): Lights when connected to a compatible mobile device. Blinks when connected to a non-compatible device.
- 15 USB terminal (page 10)**
Connect the computer.
- 16 Input selector switches (page 11)**
Selects the input source of each channel from the components connected to this unit.
- 17 CLIP indicators (page 11)**
• All channels: Lights when audio is input to the channel at excessive levels.
• Master: Lights when excessive levels of audio are output from the [MASTER1] or [MASTER2] terminals.
- 18 TRIM control (page 11)**
Adjusts the level of audio signals input in each channel.
- 19 EQ/ISO (HI, MID, LOW) controls (page 11)**
These adjust the sound quality of the respective channels.
- 20 Channel Level Indicator (page 11)**
Displays the sound level of the respective channels before passing through the channel faders.
- 21 COLOR control (page 13)**
This changes the parameters of the SOUND COLOR FX of the different channels.
- 22 Channel Fader (page 11)**
Adjusts the level of audio signals output in each channel.
- 23 CROSS FADER ASSIGN (A, THRU, B) selector switch (page 11)**
Sets the output destination of each channel to [A] or [B].
- 24 Crossfader (page 11)**
Outputs audio signals assigned by the crossfader assign switch corresponding to the curve characteristics selected by [CROSS FADER] (Crossfader Curve Selector Switch).
- 25 MASTER LEVEL control (page 11)**
Audio signals are output from the [MASTER1] and [MASTER2] terminals.
- 26 Master Level Indicator (page 11)**
Displays the audio level output from the [MASTER1], [MASTER2], and [DIGITAL MASTER OUT] terminals.
- 27 BALANCE control (page 12)**
Adjusts the left/right balance of the sound output from the [MASTER1] terminals, etc.
- 28 BOOTH MONITOR control (page 12)**
Adjusts the level of audio signals output from the [BOOTH] terminal.
- 29 EQ CURVE (ISOLATOR, EQ) selector switch (page 11)**
Switches the function of the [EQ/ISO (HI, MID, LOW)] controls.
- 30 CH FADER ( selector switch (page 11)**
Switches the channel fader's curve characteristics.
- 31 CROSS FADER ( selector switch (page 11)**
This switches the crossfader curve characteristics.
- 32 SEND/RETURN (1/4" JACK,  selector switch (page 14)**
Switches the I/O source of the SEND/RETURN channel.
This selects either the device connected to the [SEND/RETURN] terminals on the back of the unit or the device connected to the mobile device connection terminal on the operation panel.
- 33 RETURN TYPE (AUX, INSERT) selector switch (page 14)**
Selects the SEND/RETURN method.
- 34 Mobile device connection terminal (USB port) (page 10)**
Connect a mobile device.
- 35 SEND/RETURN ON/OFF button (page 14)**
Turns SEND/RETURN on and off.
- 36 SEND/RETURN LEVEL control (page 14)**
Adjusts the sound level of SEND/RETURN.
- 37 Main unit display (page 13)**
Displays the effect name, BPM, effect parameter, etc.
- 38 X-PAD (page 14)**
BEAT FX is on while this is touched. Also, the parameter can be adjusted depending on the place touched.
- 39 BEAT ◀, ▶ buttons (page 13)**
Set the beat fraction for synchronizing the effect sound.
- 40 TAP button (page 13)**
When the BPM measurement mode is set to [TAP], tap the button with a finger to input the BPM manually.
- 41 QUANTIZE (UTILITY, WAKE UP) button (page 12)**
— **QUANTIZE**: When the QUANTIZE function is turned on for BEAT FX, the effect is applied to the sound without getting out of tempo with the currently playing track.
— **UTILITY**: Displays the [UTILITY] screen.
— **WAKE UP**: Cancels the standby state.
- 42 AUTO/TAP button (page 13)**
Switches the BPM measurement mode.
- 43 FX FREQUENCY button (page 13)**
Select the range to apply BEAT FX. BEAT FX is applied to the range of the button that is lit.
- 44 Beat effect selector switch (page 13)**
Switches the BEAT FX effect type.
- 45 Effect channel selector switch (page 13)**
Switches the channel to which the BEAT FX and SEND/RETURN are to be applied.
- 46 TIME control (page 13)**
Adjusts the BEAT FX's time parameter.
- 47 LEVEL/DEPTH control (page 13)**
Adjusts the BEAT FX's quantitative parameter.
- 48 Beat effect ON/OFF button (page 13)**
Turns BEAT FX on and off.

Do not pull on the channel fader and crossfader knobs with excessive force. The knobs have a structure by which they cannot be pulled off easily. Pulling the knobs strongly may result in damaging the unit.

Connections

Be sure to turn off the power and unplug the power cord from the power outlet whenever making or changing connections.

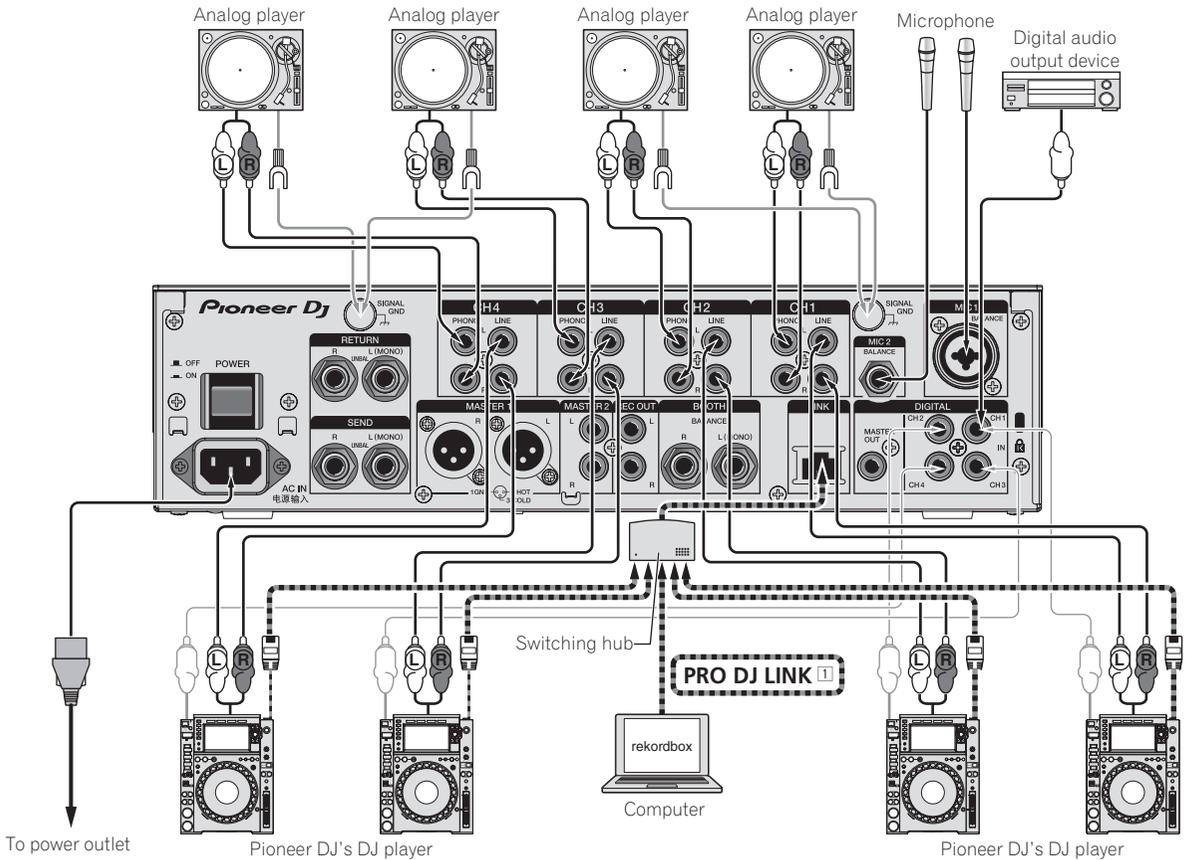
Connect the power cord after all the connections between devices have been completed.

Be sure to use the included power cord.

Refer to the operating instructions for the component to be connected.

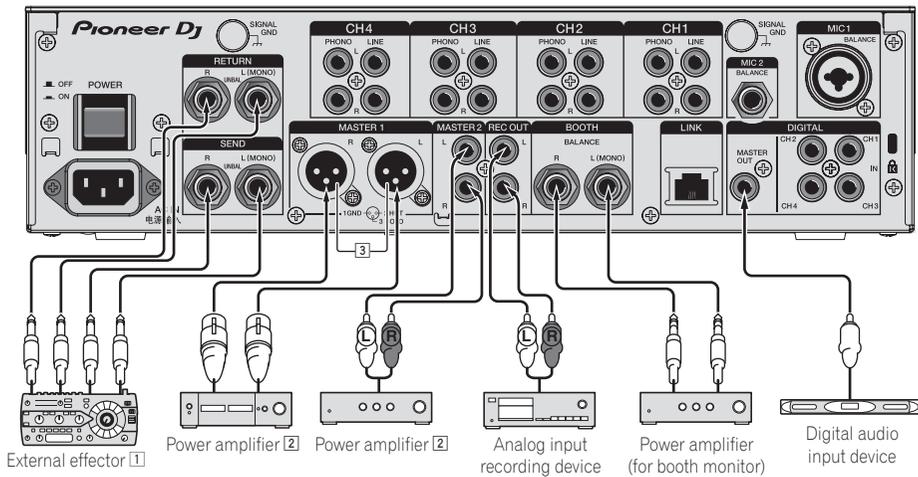
- Connect this unit and the computer directly using a USB cable.
- Use USB cables that conform to USB 2.0.
- USB hubs cannot be used.
- When connecting using a LAN cable, use an STP (CAT5e shielded) cable.
- Do not disconnect the LAN cable when music files and/or information are being shared using PRO DJ LINK.

Connecting input terminals



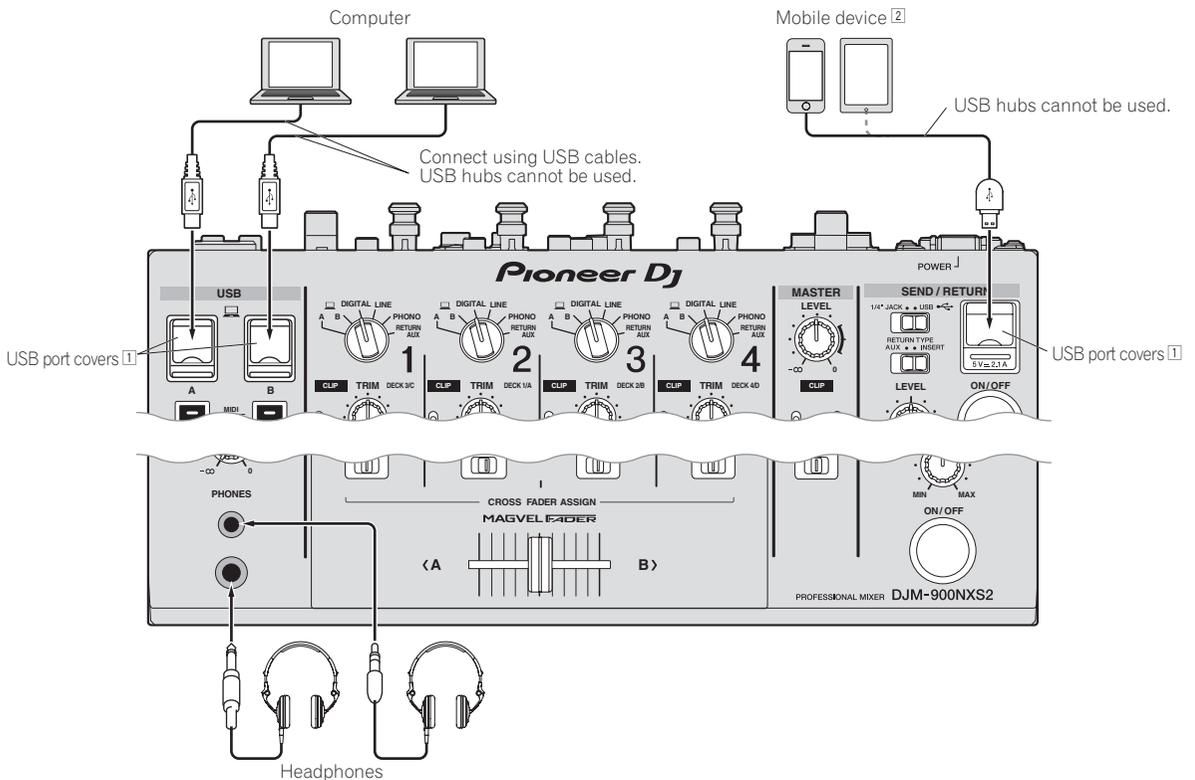
- 1 For details on PRO DJ LINK, see *About PRO DJ LINK* on page 12. Connecting NXS-GW to PRO DJ LINK allows you to use the KUVO service. Before using KUVO, check the connection method and operating procedure from the following URL. http://kuvo.com/kuvoweb/docs/configuration_guide/ConfigurationGuide.pdf

Connecting output terminals



- 1 Also connect the external effector to the [RETURN] terminal (input terminal).
- 2 Be sure to use the [MASTER1] terminals only for a balanced output. Connection with an unbalanced input (such as RCA) using an XLR to RCA converter cable (or converter adapter), etc., may lower the sound quality and/or result in noise. For connection with an unbalanced input (such as RCA), use the [MASTER2] terminals.
- 3 **Be careful not to accidentally insert the power cord of another unit to [MASTER1] terminal.**

Connecting to the control panel



- 1 Do not push or pull hard on a USB port cover. It could be damaged.
- 2 When connecting a mobile device, use the cable supplied with the device. For information on compatible mobile devices, see the Pioneer DJ site below.
<http://pioneerdj.com/support/>

Operation

Basic Operation

Outputting sound

1 Press [POWER] button.

Turn on the power of this unit.

2 Switch the input selector switches.

Selects the input sources for the different channels from among the devices connected to this unit.

- [A B]: Selects the audio of the computer connected to the [USB] port.
- [DIGITAL]: Selects the DJ player connected to the [DIGITAL] terminals.
- [LINE]: Selects the cassette deck or CD player connected to the [LINE] terminals.
- [PHONO]: Selects the analog player connected to the [PHONO] terminals.
- [RETURN AUX]: Selects the [SEND/RETURN] [RETURN] sound.
- When using [RETURN AUX], selects [AUX] using the [SEND/RETURN] [RETURN TYPE].
- When using [SEND/RETURN], refer to *Using the SEND/RETURN function* on page14.

3 Turn the [TRIM] control.

Adjusts the level of audio signals input in each channel.

The corresponding channel level indicator lights when audio signals are being properly input to that channel.

- When the [CLIP] indicator blinks, adjust the [TRIM] control until the indicator goes out.
 - Blinking: Inputting sound at a higher level will cause distortion. Adjust the [TRIM] control so that the [CLIP] indicator does not blink.
 - Rapid blinking: The input sound is distorted. Adjust the [TRIM] control so that the [CLIP] indicator does not blink.

4 Move the channel fader away from you.

Adjusts the level of audio signals output in each channel.

5 Switch the [CROSS FADER ASSIGN (A, THRU, B)] selector switch.

Switches the output destination of each channel.

- [A]: Assigns to [A] (left) of the crossfader.
- [B]: Assigns to [B] (right) of the crossfader.
- [THRU]: Selects this when you do not want to use the crossfader. (The signals do not pass through the crossfader.)

6 Set the crossfader.

This operation is not necessary when the [CROSS FADER ASSIGN (A, THRU, B)] selector switch is set to [THRU].

7 Turn the [MASTER LEVEL] control.

Audio signals are output from the [MASTER1], [MASTER2], and [DIGITAL MASTER OUT] terminals.

The master level indicator lights.

- [HI]: -26 dB to +6 dB (30 kHz)
- [MID]: -26 dB to +6 dB (1 kHz)
- [LOW]: -26 dB to +6 dB (20 Hz)

Monitoring sound with headphones

1 Connect headphones to the [PHONES] terminal.

2 Press the [CUE] button(s) for the channel(s) you want to monitor.

3 Switch the [MONO SPLIT, STEREO] selector switch.

- [MONO SPLIT]: The sound of the channels for which the [CUE] button is pressed (other than the [MASTER] channel) is output from the headphones output's left channel, the [MASTER] channel sound is output from the right channel.
- [STEREO]: The sound of the channels for which the [CUE] button is pressed is output from the headphones in stereo.

4 Turn the [MIXING] control.

This adjusts the monitor volume balance of the sound of channels for which the [CUE] button is pressed and the sound of the [MASTER] channel.

5 Turn the [LEVEL] control for [HEADPHONES].

The sound of the channels for which the [CUE] button is pressed is output from the headphones.

- When the [CUE] button is pressed again, monitoring is canceled.

Switching the fader curve

❖ Select the channel fader curve characteristics

Switch the [CH FADER ()] selector switch.

- : The curve rises suddenly at the back side.
- : The curve rises gradually (the sound gradually increases as the channel fader is moved away from the front side).
- : Produces a curve that rises steeply in front.

❖ Select the crossfader curve characteristics

Switch the [CROSS FADER ()] selector switch.

- : Makes a sharply increasing curve (if the crossfader is moved away from the [A] side, audio signals are immediately output from the [B] side).
- : Makes a curve shaped between the two curves above and below.
- : Makes a gradually increasing curve (if the crossfader is moved away from the [A] side, the sound on the [B] side gradually increases, while the sound on the [A] gradually decreases).

Using a microphone

1 Connect a microphone to the [MIC1] or [MIC2] terminal.

2 Set the [OFF, ON, TALK OVER] selector switch to [ON] or [TALK OVER].

- [ON]: The indicator lights.
- [TALK OVER]: The indicator flashes.

Adjusting the sound quality

1 Switch the [EQ CURVE (ISOLATOR, EQ)] selector switch.

- [ISOLATOR]: Functions as an isolator.
- [EQ]: The equalizer function is set.

2 Turn the [EQ/ISO (HI, MID, LOW)] controls for the respective channels.

The adjustable ranges for the respective controls are as shown below.

- When set to **[TALK OVER]**, the sound of channels other than the **[MIC]** channel is attenuated by 18 dB (default) when a sound of -10 dB or greater is input to the microphone.
- The **[TALK OVER]** sound attenuation level can be changed at **[UTILITY]** screen. For instructions on changing this, see *Changing the settings* on page 18.
- The talk over mode can be switched to the normal mode or the advanced mode. For instructions on changing it, see *Changing the settings* on page 18.

3 Turn the **[MIC1 LEVEL]** or **[MIC2 LEVEL]** control.

Adjust the level of the sound output from the **[MIC]** channel.

- Pay attention that rotating to the extreme right position outputs a very loud sound.

4 Input audio signals to the microphone.

❖ Adjusting the sound quality

Turn the **[MIC]** channels' **[EQ (HI, LOW)]** controls.

The adjustable ranges for the respective controls are as shown below.

- **[HI]**: -12 dB to +12 dB (10 kHz)
- **[LOW]**: -12 dB to +12 dB (100 Hz)

Adjusting the L/R balance of audio

The left/right balance of the sound output from the **[MASTER1]**, **[MASTER2]**, **[BOOTH]**, **[REC OUT]**, **[PHONES]**, **[DIGITAL MASTER OUT]** and **[USB]** terminals can be adjusted.

- The left/right balance of the audio output from the **[USB]** terminal can be adjusted only when **[MIX (REC OUT)]** is selected in **[Mixer Audio Output]** of the setting utility.

Turn the **[BALANCE]** control.

The sound's left/right balance changes according to the direction in which the **[BALANCE]** control is turned and its position.

- Rotating to the rightmost position outputs only the right sound of stereo audio. Rotating to the leftmost position outputs only the left sound of stereo audio.

Audio is output from the **[BOOTH]** terminal

Turn the **[BOOTH MONITOR]** control.

Adjusts the level of audio signals output from the **[BOOTH]** terminal.

Advanced Operations

About PRO DJ LINK

The following PRO DJ LINK functions can be used when a Pioneer DJ player supporting PRO DJ LINK (CDJ-2000NXS2, XDJ-1000, etc.), a computer on which rekordbox is installed and this unit are connected by LAN cables.

For more details on the PRO DJ LINK function, also refer to the DJ player's handling instructions and rekordbox's operating instructions. For instructions on connections, see *Connecting input terminals* on page 9.

- When connected using a switching hub, up to 4 DJ players and 2 computers can be connected.
- Use a 100Base-TX-compatible switching hub. Some switching hubs may not operate properly.
- Set the DJ player's player number to the same number as the channel to which the audio cable is connected.

❖ QUANTIZE

When tracks analyzed with rekordbox are used, the track is put on beat even when the **[ON/OFF]** button of **[BEAT FX]** is pressed or the **[X-PAD]** is touched roughly.

❖ LINK MONITOR

With this function, rekordbox music files stored on the computer can be quickly monitored over the headphones.

❖ STATUS INFORMATION

This function informs the DJ players of the connected channel status (on-air status, channel number, etc.).

Using the QUANTIZE function

Based on the GRID information of tracks that have been analyzed with rekordbox, effects can be added to the sound without getting out of tempo with the currently playing track.

When using the QUANTIZE function in PRO DJ LINK, connect the DJM-900NXS2 and a PRO DJ LINK-compatible Pioneer DJ player. For information on connecting, see *Connecting input terminals* on page 9.

In addition, music files must have been analyzed with rekordbox beforehand in order to use the QUANTIZE function. For instructions on analyzing music files with rekordbox, also see rekordbox's operating instructions.

- When using in combination with the CDJ-2000nexus, first update the firmware to version 1.02 or later.
- When using in combination with the CDJ-2000 and CDJ-900, first update the firmware to version 4.0 or later.

1 Press the **[QUANTIZE]** button.

The QUANTIZE function turns on.

When GRID information is received correctly from the DJ player, with the QUANTIZE function switched ON, and it is possible to use the QUANTIZE function, the **[QUANTIZE]** in the DJM-900NXS2 display area lights. GRID **[QUANTIZE]** blinks when information cannot be received correctly.

QUANTIZE **[QUANTIZE]** turns off regardless of the receiving state of GRID information when the function is turned off.

- Depending on the playback status of the DJ player (off air, scratching, reverse playing, etc.), it may not be possible to receive the GRID information.

2 Press the **[ON/OFF]** button of **[BEAT FX]** or touch the **[X-PAD]**.

The effect is added to the sound in tempo with the track being played.

- When the **[QUANTIZE]** button is pressed again, the QUANTIZE function turns off.

Using the LINK MONITOR function

- Check [Use "LINK MONITOR" of Pioneer DJ Mixers.] at [File] > [Preferences] > [Audio] in rekordbox beforehand. Also refer to the rekordbox operating instructions.

1 Connect headphones to the [PHONES] terminal.

2 Connect a computer on which rekordbox is installed.

For instructions on connections, see *Connecting input terminals* on page 9.

3 Selecting the track to be monitored with rekordbox.

4 Press the [CUE] button for [LINK].

The track selected with rekordbox is output from the headphones.

- When the [CUE] button is pressed again, monitoring is canceled.
- The same operation as at *Monitoring sound with headphones* (steps 3 to 5) can be performed.

Using the SOUND COLOR FX function

These are effects that change in association with the [COLOR] control.

1 Press one of the [SOUND COLOR FX] selection buttons.

This selects the type of effect.

The button that was pressed flashes.

- Even if one of the [SOUND COLOR FX] selection buttons is already selected, when a different button is selected and pressed, that button is selected.
- For the types of effects, see *Types of SOUND COLOR FX effects* on page 15.
- The same effect is set for [CH1] to [CH4].

2 Turn the [COLOR] control.

The effect is applied to the channel(s) for which the control(s) was (were) turned.

The effect's quantitative parameter can be adjusted by turning the [PARAMETER] control.

❖ Canceling the SOUND COLOR FX effect

Press the [SOUND COLOR FX] selection button that is flashing.

The effect is canceled.

Using the BEAT FX function

This function lets you instantaneously set various effects according to the tempo (BPM = Beats Per Minute) of the currently playing track.

Main unit display



1	Effect display section	The name of the selected effect is displayed.
2	AUTO (TAP)	[AUTO] lights when the BPM measurement mode is set to the auto mode. [TAP] lights when in the manual input mode.
3	QUANTIZE	Lights when the QUANTIZE can be used. QUANTIZE Blinks or turns off when the function cannot be used.

4	BPM value display (3 digits)	When in the auto mode, this displays the automatically detected BPM value. When the BPM cannot be detected, the previously detected BPM value is displayed and flashes. When in the manual input mode, this displays the BPM value that was input manually.
5	BPM	This is always lit. This lights according to the selected beat number position.
6	Beat/parameter display section	Depending on the effect, parameters are displayed when the [BEAT ◀ ▶] buttons are pressed. Blinks when outside the parameter limits.
7	Touch display section	Displays the positions shown in [X-PAD].

1 Press [AUTO/TAP] button.

Select the BPM measurement mode.

- [AUTO]: The BPM is measured automatically from the audio signal that is being input. The [AUTO] mode is set when this unit's power is turned on.
- [TAP]: Enter the BPM manually. For instructions on input methods, see *Inputting the BPM manually* on page 13.
- The [AUTO] BPM measurement range is BPM = 70 to 180. With some tracks it may not be possible to measure the BPM correctly. If the BPM cannot be measured, the BPM value on the display flashes. In such cases, use the [TAP] button to input the BPM manually.

2 Turn the beat effect selector switch.

This selects the type of effect.

- For the types of effects, see *Types of BEAT FX* on page 15.

3 Turn the effect channel selector switch.

This selects the channel to which the effect is applied.

The [BEAT FX] indicator for the channel selected with the effect channel selector lights.

- [1] – [4]: The effect is applied to the sound of the respective channel.
- [MIC]: The effect is applied to the sound of [MIC] channel.
- [CROSS FADER A], [CROSS FADER B]: The effect is applied to sound of the crossfader [A] (left) side or [B] (right) side.
- [MASTER]: The effect is applied to the sound of the [MASTER] channel.

4 Press the [BEAT ◀ ▶] button.

Set the beat fraction for synchronizing the effect sound.

The effect time corresponding to the beat fraction is set automatically.

5 Press the [FX FREQUENCY] [HI][MID][LOW] buttons.

The range an effect is applied can be selected. When an effect is turned on, the button lights and the effect is applied to the selected range. When an effect is turned off, the button turns off and the effect is not applied to the selected range.

6 Press the [ON/OFF] button for [BEAT FX].

The effect is applied to the sound.

The effect's time parameter can be adjusted by turning the [TIME] control.

The effect's quantitative parameter can be adjusted by turning the [LEVEL/DEPTH] control.

The [ON/OFF] button flashes when the effect is on.

- When the [ON/OFF] button is pressed again, the effect turns off.

❖ Inputting the BPM manually

Tap the [TAP] button at least 2 times in rhythm with the beat (in quarter notes) of the sound being played.

The average value of the interval at which the [TAP] button was tapped by finger is set as the BPM.

- When the BPM is set using the [TAP] button, the beat fraction is set to [1/1] and the time of one beat (quarter note) is set as the effect time.
- The BPM can be set manually by turning the [TIME] control while pressing the [TAP] button.
- The BPM can be set in units of 0.1 by pressing the [AUTO/TAP] button while pressing the [TAP] button and turning the [TIME] control while pressing the two buttons.

Operating the [X-PAD]

❖ Operating procedure ①

1 Perform steps 1 to 5 of the *Using the BEAT FX function procedure.*

2 Touch the [X-PAD].

The two operations of turning the effect on/off and changing the time/amount parameter of the effect can be performed by touching and sliding a finger on the [X-PAD].

- When you release your finger from the [X-PAD], the effect turns off.
- To keep the effect on when you release your finger from the [X-PAD], while touching the [X-PAD] press the [ON/OFF] button of [BEAT FX], then release your finger from the [X-PAD].

❖ Operating procedure ②

1 *Using the BEAT FX function* Perform steps 1 to 6.

2 Touch the [X-PAD].

The time/amount parameter of the effect can be changed by sliding a finger on the [X-PAD].

Using the SEND/RETURN function

External effector and mobile devices can be used.

1 Connect this unit and external effector.

For information on connecting, see *Connecting output terminals* on page 10.

2 Switch the [SEND/RETURN] selector switches.

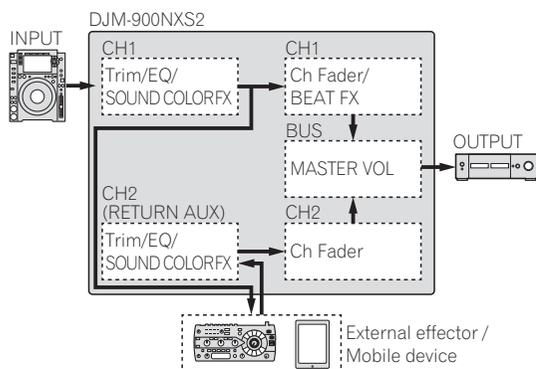
Select the effector to use.

- [1/4" JACK]: Select when using external effector.
- [USB]: Select when using a mobile device.

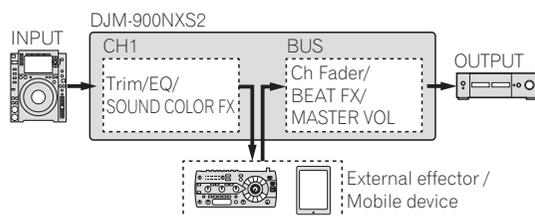
3 Switch the [RETURN TYPE] selector switch.

Select the SEND/RETURN method.

- [AUX]: The audio of the channel selected in the effects channel is input to the external effector (or mobile device), and the output from the external effector (or mobile device) is input into the channel selected with [RETURN AUX] using the input selector switch. Original sounds and effect sounds can be mixed together as desired.



- [INSERT]: The audio of the channel selected in the effects channel is input to the external effector (or mobile device), and the output from the external effector (or mobile device) is input into the channel selected in effect channel. Use as SEND/RETURN of the same system as the previous DJM series.



- For details, see *Block Diagram* on page 23.

4 Turn the effect channel selector switch.

Select the channel to add the SEND/RETURN function to.

- The channel to add the SEND/RETURN function to is the same as the channel to which the BEAT FX function is added.

5 Press the [SEND/RETURN] [ON/OFF] button.

- When the [ON/OFF] button is pressed again, the SEND/RETURN function turns off.

6 Turn the [LEVEL] control for [SEND/RETURN].

Adjusts the SEND/RETURN sound level.

In the following cases, the SEND/RETURN ON/OFF button turns off. When this function is forced to turn off, it is impossible to turn it on or off.

- When the DJM-900NXS2 is not connected to an effector
- When the [RETURN TYPE] selector switch is set to [AUX], and the effect channel set to [1], [2], [3], or [4], and the effect channel input selector switch is set to [RETURN AUX]
- When the [RETURN TYPE] selector switch is set to [AUX], and the effect channel set to [CROSS FADER A], or [CROSS FADER B], and one or more of the channels assigned using the [CROSS FADER ASSIGN] switch is set to [RETURN AUX]
- When the [RETURN TYPE] selector switch is set to [AUX], and the effect channel is set to [MASTER]

Operating software by MIDI interface

This unit outputs the operation information of buttons and controls in universal MIDI format.

When connected by USB cable to a computer or mobile device on which a MIDI-compatible software is installed, the software can be operated from this unit.

Install the software on your computer or mobile device before use. Also, set the software's audio and MIDI related settings.

- For MIDI channel setting instructions, see *Changing the settings* on page 18.
- For details of the MIDI messages on this unit, see the website below. <http://pioneerdj.com/support/>

1 Connect this unit to computer or mobile device.

- Computer: Connect the [USB] terminal to your computer.
- Mobile device: Connect the mobile device connection terminal to the mobile device.

For details about connections, see *Connecting to the control panel* on page 10.

2 Launch the software

- When connected to a computer, carry out the following procedure. When a mobile device is connected, the following procedure is not necessary.

3 Press the [ON/OFF] button.

Turn the MIDI function on.

Transmission of the MIDI messages begin.

- When a fader or control is moved, a message corresponding to the position is sent.
- When the [ON/OFF] button is pressed again, sending of the MIDI messages is stopped.
- The MIDI timing clock (BPM information) is sent regardless of the [ON/OFF] button.
- For mobile devices, MIDI messages and MIDI timing clock is sent constantly.

Types of effects

Types of SOUND COLOR FX effects

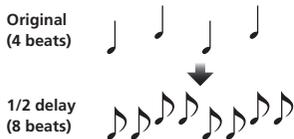
Effect Name	Descriptions	[COLOR] control	[PARAMETER] control
SPACE	Applies a reverberation effect to the original sound.	Turn counterclockwise: Applies the reverberation effect to the mid- and low ranges. Turn clockwise: Applies the reverberation effect to the mid- and high ranges.	Turning the control to the right increases feedback.
DUB ECHO	Applies an echo effect, with the sound delayed slightly after the original sound output several times and gradually attenuated.	Turn counterclockwise: Applies the echo effect to the mid-range only. Turn clockwise: Applies the echo effect to the high range only.	Turning the control to the right increases feedback.
SWEEP	Turning the control to the left produces a gate effect, and turning it to the right produces a band pass filter effect.	Turn counterclockwise: A gate effect makes the sound tighter, with a reduced sense of volume. Turn to right: The band pass filter bandwidth decreases steadily.	Turning the [COLOR] control to the left adjusts the gate effect. Turn to the right to tighten the sound. Turning the [COLOR] to the right adjusts the center frequency. Turn to the right to increase the center frequency.
NOISE	White noise generated inside this unit is mixed in to the sound of the channel via the filter and output.	Turn counterclockwise: The cut-off frequency of the filter through which the white noise passes gradually descends. Turn clockwise: The cut-off frequency of the filter through which the white noise passes gradually rises.	Turn to the right to increase white noise volume. <ul style="list-style-type: none"> The sound quality can be adjusted by turning the [EQ/ISO (HI, MID, LOW)] control.
CRUSH	Changes the original sound to a crushed-like sound for output.	Turn counterclockwise: Increases the sound's distortion. Turn clockwise: The sound is crushed before passing through the high pass filter.	The further the control is turned clockwise, the more the effect is stressed.
FILTER	Outputs sound that has passed through a filter.	Turn counterclockwise: Gradually descends the low-pass filter's cutoff frequency. Turn clockwise: Gradually rises the high-pass filter's cutoff frequency.	Turn to the right to increase resonance.

Types of BEAT FX

DELAY¹⁾

A delay sound is output once according to the beat fraction set with the [BEAT ◀, ▶] buttons.

- Lowering the channel faders and cutting the input volume leaves a delay sound.

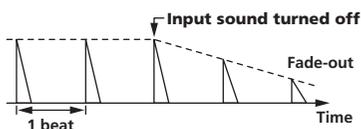


BEAT ◀, ▶ buttons (parameter 1)	Sets the delay time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the delay time. 1 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the delay sound.
X-PAD (parameter 4)	Use this to set the delay time.

ECHO¹⁾

A delay sound is output several times and gradually attenuated according to the beat fraction set with the [BEAT ◀, ▶] buttons.

- Lowering the channel faders and cutting the input volume leaves an echo sound, producing a fade out.



BEAT ◀, ▶ buttons (parameter 1)	Sets the delay time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the delay time. 1 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the echo sound.
X-PAD (parameter 4)	Use this to set the delay time.

PING PONG¹⁾

Outputs multiple times while the delay sound is attenuated with different delay timing to the left and right, in sync with the scaled beat set with the [BEAT ◀, ▶] buttons, producing a stereo effect.

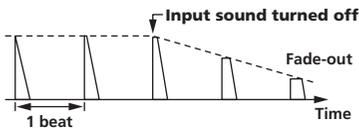
- Lowering the channel faders and cutting the input volume leaves an echo sound, producing a fade out.

BEAT ◀, ▶ buttons (parameter 1)	Sets the delay time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the delay time. 1 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and the echo sound.
X-PAD (parameter 4)	Use this to set the delay time.

SPIRAL¹⁾

This function adds a reverberation effect to the input sound. When the delay time is changed, the pitch changes simultaneously.

- Lowering the channel faders and cutting the input volume leaves an effect sound.

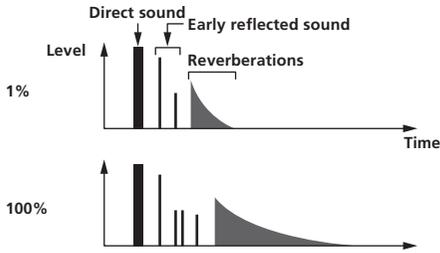


BEAT ◀ ▶ buttons (parameter 1)	Sets the delay time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the delay time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Sets feedback, and the balance between the original sound and the effect sound.
X-PAD (parameter 4)	Use this to set the delay time.

REVERB¹

This function adds a reverberation effect to the input sound.

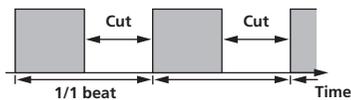
- Lowering the channel faders and cutting the input volume leaves a delay sound.



BEAT ◀ ▶ buttons (parameter 1)	Use these to set the extent of the reverberation effect, from 1 – 100 %.
TIME control (parameter 2)	Use this to set the degree of the reverb effect. 1 – 100 (%)
LEVEL/DEPTH control (parameter 3)	Sets the balance between the original sound and the effect sound.
X-PAD (parameter 4)	Sets the filter's cut-off frequency.

TRANS

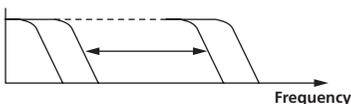
The sound is cut according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Sets the cut time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the effect time. 10 to 16000 (ms)
LEVEL/DEPTH control (parameter 3)	Sets the duty and the balance between the original sound and the effect sound.
X-PAD (parameter 4)	This sets the cut time.

FILTER

The filter's cutoff frequency changes according to the beat fraction set with the [BEAT ◀, ▶] buttons.

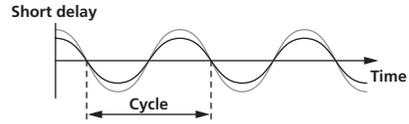


BEAT ◀ ▶ buttons (parameter 1)	Sets the cycle for moving the cut-off frequency with respect to 1 beat of BPM time in beat time of between 1/16 and 64 beats.
TIME control (parameter 2)	Use this to set the cycle at which the cut-off frequency is moved. 10 to 32000 (ms)

LEVEL/DEPTH control (parameter 3)	When turned all the way counterclockwise, only the original sound is output. The further the control is turned clockwise, the more the effect is stressed.
X-PAD (parameter 4)	The cycle at which the cut-off frequency is moved fluctuates finely.

FLANGER

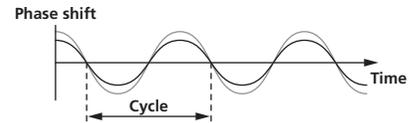
A 1-cycle flanger effect is produced according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Sets effect time between 1/16 and 64 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the cycle by which the flanger effect moves. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	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.
X-PAD (parameter 4)	The cycle at which the flanger effect is moved fluctuates finely.

PHASER

The phaser effect changes according to the beat fraction set with the [BEAT ◀, ▶] buttons.



BEAT ◀ ▶ buttons (parameter 1)	Sets the cycle for moving the phaser effect with respect to 1 beat of BPM time in beat time of between 1/16 and 64 beats.
TIME control (parameter 2)	This sets the cycle by which the phaser effect is moved. 10 to 32000 (ms)
LEVEL/DEPTH control (parameter 3)	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.
X-PAD (parameter 4)	The cycle at which the phaser effect is moved fluctuates finely.

PITCH

Changes the pitch of the source sound.

BEAT ◀ ▶ buttons (parameter 1)	Sets the pitch of the effect sound. -50 100 (%)
TIME control (parameter 2)	Sets the pitch of the effect sound. -50 100 (%)
LEVEL/DEPTH control (parameter 3)	Sets the pitch of the effect sound. Turn fully left to return to the original sound.
X-PAD (parameter 4)	Sets the pitch of the effect sound.

SLIP ROLL

The sound being input at the point when the [ON/OFF] is pressed is recorded, and the recorded sound is output repeatedly according to the beat fraction set with the [BEAT ◀, ▶] buttons.

When the effect time changes, the input sound is recorded again.

Original

Roll

BEAT ◀, ▶ buttons (parameter 1)	Sets effect time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and ROLL .
X-PAD (parameter 4)	Use this to set the effect time.

- 1 When [1] to [4] is selected with the effect channel selector switch, the effect sound cannot be monitored even if the [CUE] button of the selected channel is pressed.

ROLL

The sound being input at the point when the [ON/OFF] is pressed is recorded, and the recorded sound is output repeatedly according to the beat fraction set with the [BEAT ◀, ▶] buttons.

Original

1/1 roll

BEAT ◀, ▶ buttons (parameter 1)	Sets effect time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Use this to set the balance between the original sound and ROLL .
X-PAD (parameter 4)	Use this to set the effect time.

VINYL BRAKE

The playback speed of the input sound changes according to the beat fraction set with the [BEAT ◀, ▶] buttons, slowing steadily, until playback stops.

BEAT ◀, ▶ buttons (parameter 1)	Sets effect time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Sets the playback speed of the input sound. Turn fully left to return steadily to the original sound. Turn right from the fully left position to slow playback steadily, resulting in an effect that stops playback.
X-PAD (parameter 4)	Use this to set the effect time.

HELIX

The sound being input at the point when the [ON/OFF] is pressed is recorded, and the recorded sound is output repeatedly according to the beat fraction set with the [BEAT ◀, ▶] buttons.

Turn the [LEVEL/DEPTH] control right from the fully left position to record the input sound. Also, turning it fully right fixes the output sound. Altering the effect time changes the pitch of the sound recorded up to that point.

BEAT ◀, ▶ buttons (parameter 1)	Sets effect time between 1/16 and 16 beats with respect to 1 beat of BPM time.
TIME control (parameter 2)	Use this to set the effect time. 10 to 4000 (ms)
LEVEL/DEPTH control (parameter 3)	Set the ratio of sound overlay. Turn fully left to return to the original sound. Turn right from the fully left position to records input sound from its default state.
X-PAD (parameter 4)	Set effect time to alter pitch. Remove your finger from X-PAD to automatically return to the set effect time.

Changing the settings

• For *Setting preferences* see page 20.

Change Procedure

1 Press the [QUANTIZE (UTILITY, WAKE UP)] button for over 1 second.

The [UTILITY] screen is displayed.

2 Press the [BEAT ◀, ▶] button.

Select the setting item.

3 Press the [TAP] button.

Detailed settings for the setting items are displayed here.

4 Press the [BEAT ◀, ▶] button.

Select a detail setting.

5 Press the [TAP] button.

The setting item's setting value change screen is displayed.

6 Press the [BEAT ◀, ▶] button.

Change the setting value.

7 Press the [TAP] button.

Enter the setting value.

The previous screen reappears.

- To return to the previous screen without changing the settings, press the [AUTO/TAP] button.

8 Press the [QUANTIZE (UTILITY, WAKE UP)] button.

The [UTILITY] screen closes.

Setting items displayed with

Setting the setting item [LOCK] to [OFF] allows you to change the item .

- Close the [UTILITY] screen to return [LOCK] to [ON].

Returning to default settings

1 While pressing the [QUANTIZE (UTILITY, WAKE UP)] buttons, press the [POWER] button.

[FACTORY RESET] mode is displayed.

2 Press the [BEAT ◀, ▶] button.

Select [YES].

3 Press the [TAP] button.

Enter the setting value.

4 Press [POWER] button.

Turn off the power of this unit.

About the auto standby function

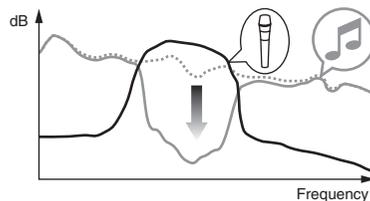
When [AUTO STANDBY] is set to [ON], the unit automatically enters the standby mode if 10 hours elapses with all of the following conditions met.

- That none of this unit's buttons or controls are operated.
- That no audio signal is input to each channel of this unit.
- That no PRO DJ LINK connections are made.
- When the [QUANTIZE (UTILITY, WAKE UP)] button is pressed, the 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].

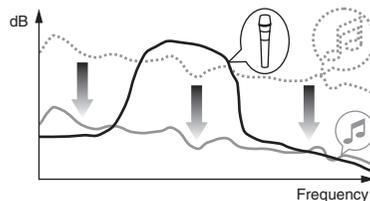
About the talk over function

The talk over function has the two modes described below.

- [ADVANCED] (advanced talk over): The mid-range only of the sound of channels other than the [MIC] channel is attenuated according to the [LEVEL] setting value and output.



- [NORMAL] (normal talk over): The sound of channels other than the [MIC] channel is attenuated according to the [LEVEL] setting value and output.



About the setting utility software

The setting utility can be used to make the checks and settings described below.

- Checking the status of this unit's input selector switches
- Setting the audio data output from this unit to the computer
- Adjusting the buffer size (when using Windows ASIO)
- Checking the version of the firmware and driver software

Displaying the setting utility

For Windows

Click [Start] menu > [All Programs] > [Pioneer] > [DJM-900NXS2] > [DJM-900NXS2 Settings Utility].

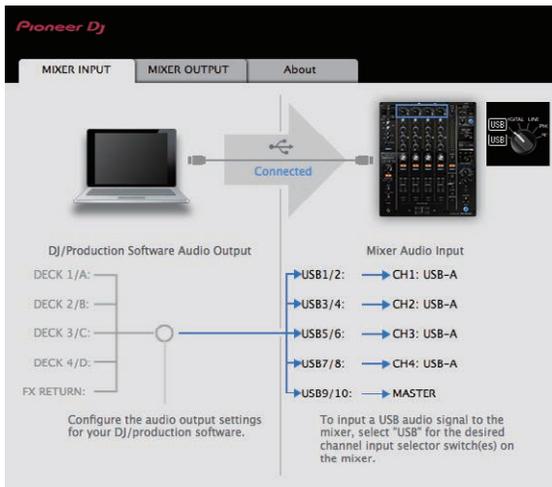
For Mac OS X

Click [Macintosh HD] icon > [Application] > [Pioneer] > [DJM-900NXS2] > [DJM-900NXS2 Settings Utility].

Checking the status of this unit's input selector switches

Display the setting utility before starting.

Click the [MIXER INPUT] tab.

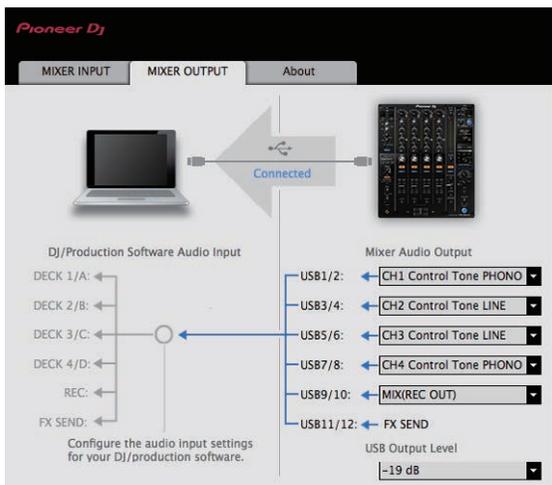


FX RETURN can be used with compatible software.

Setting the audio data output from this unit to the computer

Display the setting utility before starting.

1 Click the [MIXER OUTPUT] tab.



2 Click the [Mixer Audio Output] pull-down menu.

Select and set the audio data to be output to the computer from the flow of audio signals inside this unit.

- For [Mixer Audio Output] pull-down menu list see page 20.

3 Click the [USB Output Level] pull-down menu.

Adjust the volume of the audio data output from this unit.

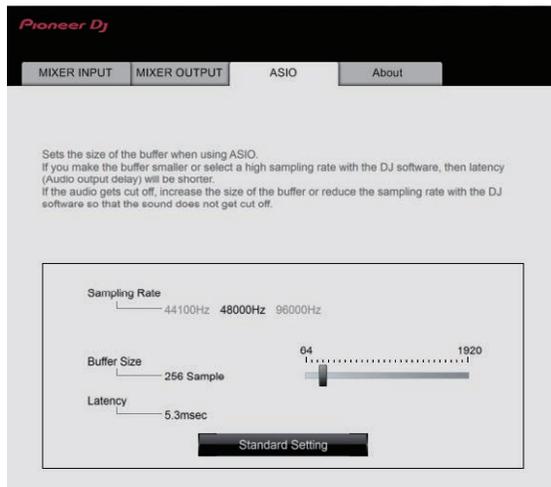
- The [USB Output Level] setting is applied equally to all audio data. However, when [1] on the table at step 2 is selected, the audio data is output with the same volume at which it is input to this unit.
- If not enough volume can be achieved with the DJ software's volume adjustment alone, change the [USB Output Level] setting to adjust the volume of the audio data output from this unit. Note that the sound will be distorted if the volume is raised too high.
- [FX SEND] and [Control Tone] can be used with supported software.

Adjusting the buffer size (when using Windows ASIO)

If an application using this unit as the default audio device (DJ software, etc.) is running, quit that application before adjusting the buffer size.

Display the setting utility before starting.

Click the [ASIO] tab.

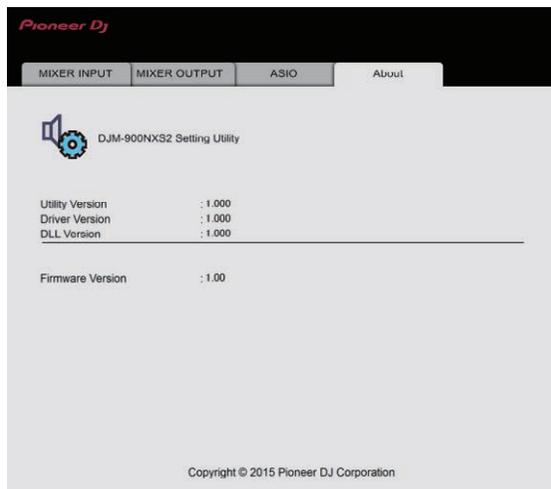


- If the buffer size is made large, drops in audio data (breaks in the sound) occur less easily, but the time lag due to the delay in the transfer of the audio data (latency) increases.

Checking the version of the firmware and driver software

Display the setting utility before starting.

Click the [About] tab.



Checking the latest information on the driver software

For the latest information on this unit's dedicated driver software, see the Pioneer DJ site below.

<http://pioneerdj.com/support/>

- Operation cannot be guaranteed when multiple units of this mixer are connected to a single computer.

[Mixer Audio Output] pulldown menu list

CH1 (USB1/2)	CH2 (USB3/4)	CH3 (USB5/6)	CH4 (USB7/8)	CH5 (USB9/10)	CH6 (USB11/12)
CH1 Control Tone PHONO ^[1]	CH2 Control Tone PHONO ^[1]	CH3 Control Tone PHONO ^[1]	CH4 Control Tone PHONO ^[1]	MIX (REC OUT) ^[2]	FX SEND ^[3]
CH1 Control Tone CD/LINE ^[1]	CH2 Control Tone CD/LINE ^[1]	CH3 Control Tone CD/LINE ^[1]	CH4 Control Tone CD/LINE ^[1]	Post CH1 Fader ^[2]	—
CH1 Control Tone DIGITAL ^[1]	CH2 Control Tone DIGITAL ^[1]	CH3 Control Tone DIGITAL ^[1]	CH4 Control Tone DIGITAL ^[1]	Post CH2 Fader ^[2]	—
Post CH1 Fader ^[2]	Post CH2 Fader ^[2]	Post CH3 Fader ^[2]	Post CH4 Fader ^[2]	Post CH3 Fader ^[2]	—
CROSS FADER A ^[2]	CROSS FADER A ^[2]	CROSS FADER A ^[2]	CROSS FADER A ^[2]	Post CH4 Fader ^[2]	—
CROSS FADER B ^[2]	CROSS FADER B ^[2]	CROSS FADER B ^[2]	CROSS FADER B ^[2]	CROSS FADER A ^[2]	—
MIC	MIC	MIC	MIC	CROSS FADER B ^[2]	—
MIX (REC OUT) ^[2]	MIX (REC OUT) ^[2]	MIX (REC OUT) ^[2]	MIX (REC OUT) ^[2]	MIC	—

^[1] Can be used with compatible software. The audio data is output with the same volume at which it is input to this unit, regardless of the [USB Output Level] setting.

^[2] When using for applications other than recording, pay attention to the DJ application's settings so that no audio loops are generated. If audio loops are generated, sound may be input or output at unintended volumes.

^[3] Can be used with compatible software.

Setting preferences

*: Setting upon purchase

Options settings	Detail setting items	Setting value	Descriptions
MASTER OUT	PEAK LIMITER ^[1]	OFF, ON*	Lessens sudden, unpleasant digital clipping of the master output.
	ATT. ^[1]	-12 dB, -9 dB, -6 dB, -3 dB, 0 dB*	Sets the attenuation level of the sound output from the [MASTER1] and [MASTER2] terminals.
	MONO/STEREO ^[1]	MONO, STEREO*	Select monaural/stereo master output audio.
DIGITAL MASTER OUT	LEVEL ^[1]	-19 dB*, -15 dB, -10 dB, -5 dB	Sets the maximum level of the sound output from the [DIGITAL MASTER OUT] terminals. ^[2]
	SAMPLING RATE ^[1]	44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz*	Sets the digital signal's sampling rate.
	PEAK LIMITER ^[1]	OFF, ON*	Alleviates sudden, unpleasant digital clipping of the digital master output.
BOOTH OUT	MONO/STEREO ^[1]	MONO, STEREO*	Select monaural/stereo digital master output audio.
	ATT. ^[1]	-12 dB, -9 dB, -6 dB, -3 dB, 0 dB*	Sets the attenuation level of the sound output from the [BOOTH] terminal.
MIC OUT TO MASTER	MONO/STEREO ^[1]	MONO, STEREO*	Select monaural/stereo booth output audio.
	PEAK LIMITER THRESHOLD LEVEL ^[1]	0 dB, 3 dB, 6 dB, 9 dB, 12 dB, 15 dB, OFF*	Sets the microphone audio limiter added to the master output.
MIC OUT TO BOOTH	LEVEL ^[1]	OFF, -18 dB, -15 dB, -12 dB, -9 dB, -6 dB, -3 dB, 0 dB*	Sets the microphone audio level added to the booth output.
	PEAK LIMITER THRESHOLD LEVEL ^[1]	0 dB, 3 dB, 6 dB, 9 dB, 12 dB, 15 dB, OFF*	Sets the microphone audio limiter added to the booth output.
MIC LOW CUT	—	OFF, ON*	Turns on/off the function that cuts the low frequencies of the microphone audio.
TALK OVER	MODE	ADVANCED*, NORMAL	Selects the talk over function's mode, [ADVANCED] or [NORMAL].
	LEVEL	-24 dB, -18 dB*, -12 dB, -6 dB	Sets the talk over function's sound attenuation level.
MIDI	CH	1* to 16	Sets the MIDI channel.
	BUTTON TYPE	TOGGLE*, TRIGGER	Selects the MIDI signal transmission mode, [TOGGLE] or [TRIGGER].
OLED BRIGHTNESS	—	1 to 3*	Sets the main unit display's brightness.
PC UTILITY ^[1]	—	OFF*, ON	Sets whether or not to launch the computer's setting utility software automatically when a USB cable is connected.
AUTO STANDBY ^[1]	—	OFF, ON*	Turns the auto standby function on and off.
LOCK	—	OFF, ON*	Turns the change lock setting on/off for setting items with  attached.

^[1] Normally a  is displayed, and the setting value cannot be changed. Set [LOCK] to [OFF] before changing.

^[2] Note that the output sound may be distorted even if the master level indicator does not light up to the very top.

Additional information

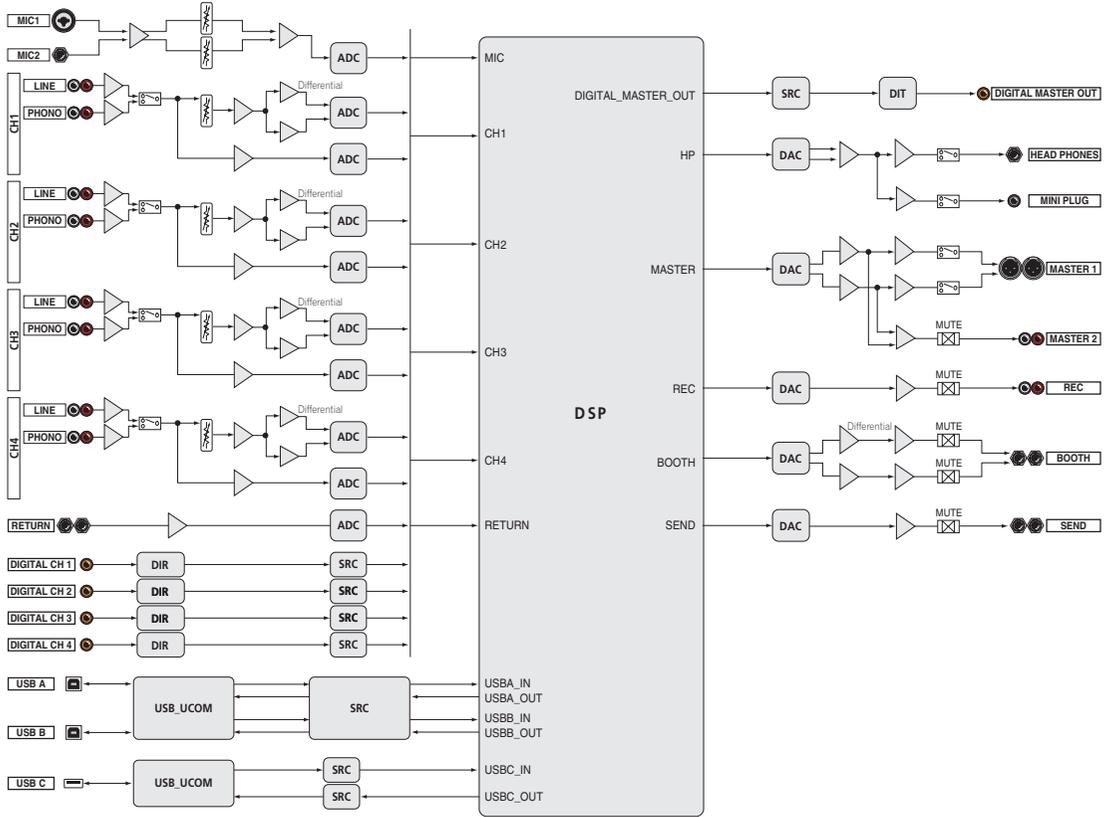
Troubleshooting

- If you think that there is something wrong with this unit, check the following items, and also access **[FAQ & DJ software support information]** on the Pioneer DJ support site and check **[FAQ]** for **[DJM-900NXS2]**.
<http://pioneerdj.com/support/>
- This unit may not operate properly due to static electricity or other external influences. In such cases, normal operation may be restored by unplugging the power cord then plugging it back in.

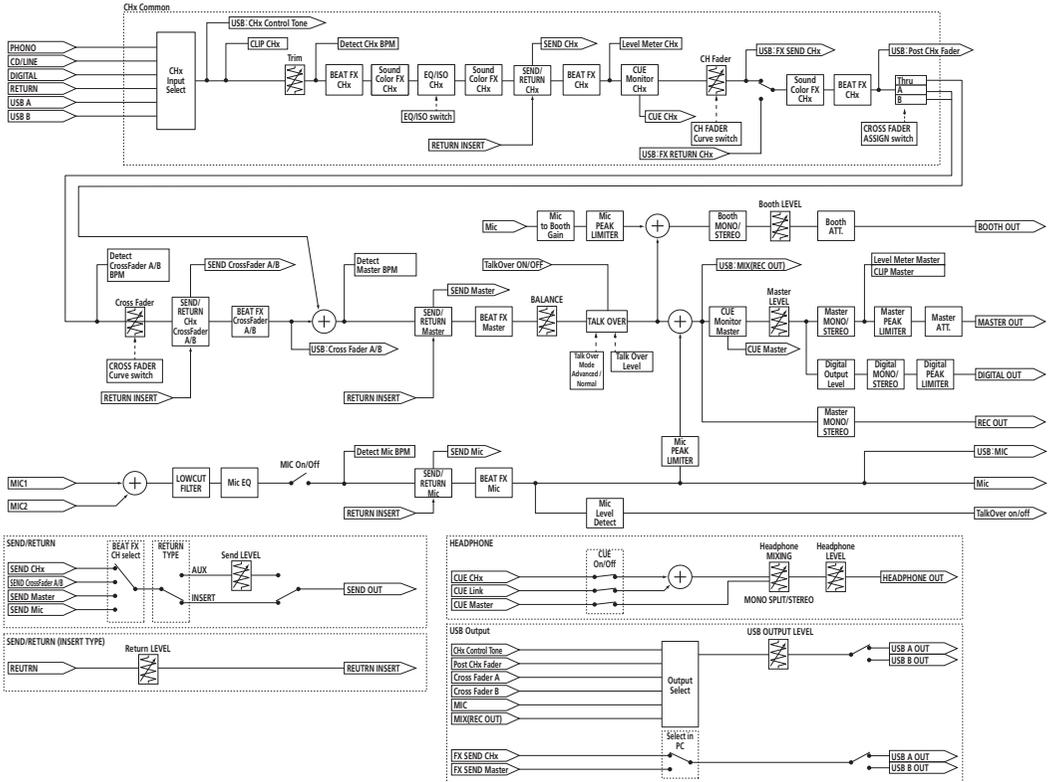
Problem	Check	Remedy
The power is not turned on.	Is the power cord properly connected?	Plug in the power cord to an AC outlet.
No sound or small sound.	Is the input selector switch set to the proper position?	Switch the input selector switch to switch the channel's input source. (page 11)
	Are the connection cables properly connected?	Connect the connection cables properly. (page 9)
	Are the terminals and plugs dirty?	Clean the terminals and plugs before making connections.
Digital sound cannot be output.	Is [MASTER OUT] [ATT.] set to [-6 dB] , etc.?	Switch the [MASTER OUT] [ATT.] switch on the [UTILITY] screen.
	Is the digital audio output's sampling frequency (fs) suited for the specifications of the connected device?	On the [UTILITY] screen, set [DIGITAL MASTER OUT] [SAMPLING RATE] according to the specifications of the connected equipment.
Distorted sound.	Is the sound level output from the [MASTER] channel appropriately set?	Adjust the [MASTER LEVEL] control so that the master channel level indicator lights at around [0 dB] at the peak level. (page 11) On the [UTILITY] screen, set [MASTER OUT] [ATT.] from [-3 dB] to [-12 dB] .
	Is the level of audio input to each channel properly set?	Adjust the [TRIM] control so that the channel level indicator lights at about [0 dB] at the peak level. (page 11)
Can't crossfade.	Are the [CROSS FADER ASSIGN (A, THRU, B)] selector switches properly set?	Set the [CROSS FADER ASSIGN (A, THRU, B)] selector switches for the different channels properly. (page 11)
BEAT FX does not work.	Is the effect channel selector switch set to the proper position?	Turn the effect channel selector switch to select the channel to which you want to apply the effect.
	Is the [FX FREQUENCY] button set correctly?	Press the [FX FREQUENCY] button for the band that you want to apply the effect to, so that it lights.
SOUND COLOR FX does not work.	Is the [COLOR] control set to an appropriate position?	Turn the [COLOR] control clockwise or counterclockwise. (page 13)
Can't use an external effector.	Is the effect channel selector switch set to the proper position?	Turn the effect channel selector switch to select the channel to which you want to apply the effect.
	Is the [SEND/RETURN ON/OFF] button set to [ON] ?	Press the [SEND/RETURN ON/OFF] button and set [SEND/RETURN] to [ON] . (page 14)
	Is the external effector connected to the [SEND] or [RETURN] terminal correctly?	Connect the external effector to the [SEND] and [RETURN] terminals.
	Is the mobile device connected to the mobile device connection terminal correctly?	Connect the mobile device to the mobile device connection terminal and launch a compatible application.
	Is the [RETURN TYPE (AUX, INSERT)] selector switch set correctly?	Set the [RETURN TYPE (AUX, INSERT)] switch to the correct position.
	Is the [SEND/RETURN (1/4" JACK,  selector switch set correctly?	Set the [SEND/RETURN (1/4" JACK,  selector switch correctly.
Distorted sound from an external effector.	Is the external effector's audio output level set to an appropriate level?	Adjust the external effector's audio output level.
Tempo (BPM) cannot be measured or measurement value of tempo (BPM) is implausible.	Is the audio input level too high or too low?	Adjust the [TRIM] control so that the channel level indicator lights at about [0 dB] at the peak level. (page 11) For some tracks, it may not be possible to measure the tempo (BPM). Use the [TAP] button to input the tempo manually.
	—	The values may differ slightly due to the different ways in which the BPM is measured.
Measured tempo (BPM) differs from tempo indicated on CD.	—	The values may differ slightly due to the different ways in which the BPM is measured.
	MIDI control does not work.	Is the MIDI channel turned on? Are the MIDI settings properly set?
This unit is not recognized after it has been connected to a computer. USB indicator is off or flashing.	Is the driver software properly installed on your computer?	Install the driver software. If it is already installed, reinstall it.
Sound of a computer cannot be output from this unit.	Are this unit and computer properly connected?	Connect this unit and the computer directly using the included USB cable. (page 9)
	Are the audio output device settings properly set?	Select this unit with the audio output device settings. For instructions on making settings for your application, see your application's operating instructions.
	Is the input selector switch set to the proper position?	Set the input selector switch to the [USB] position. (page 11)

Problem	Check	Remedy
<p>Sound is distorted when an analog player is connected to this unit's [PHONO] terminals.</p> <p>Or, lighting of the channel level indicator does not change even when the [TRIM] control is turned.</p>	<p>Have you connected an analog player with a built-in phono equalizer?</p> <hr/> <p>Is an audio interface for computers connected between the analog player and this unit?</p>	<p>Connect the analog player with built-in phono equalizer to the [LINE] terminals. (page 9)</p> <hr/> <p>If the analog player with built-in phono equalizer has a PHONO/LINE selector switch, switch it to PHONO.</p> <hr/> <p>If the output of the audio interface for computers is line level, connect it to the [LINE] terminals. (page 9)</p> <hr/> <p>If the analog player has a PHONO/LINE selector switch, switch it to PHONO.</p>

Block Diagram



Additional information



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<DRI1300-A>