**PIONEER DDJ-SR v1 & v2 mapping for TSP2 2.6.X**

by shadow23

NOTE: You will need to setup the PIONEER DDJ-SR first. Once you have plugged in the controller to your PC/Laptop and switched it ON, you will need to start Serato DJ (**assuming that you have already installed the driver that was included in the Serato DJ disc that came with the controller**). Once all the lights are on, you can close Serato DJ and start TSP2.

You will need to choose the PIONEER DDJ-SR (ASIO) as your audio device in the TSP2 preferences. You will also need to configure the Output Monitor under Output Routing in preferences and assign the left and right channel to the DDJ-SR PHONES as you can see in the picture below:



**NOTE:** The “**PAD PLUS**” is meant for Serato DJ but the buttons can be used to select a different section of the pads in Traktor. By default the “**HOT CUE**” button (blue hot cue button) is lit up. To use the pads in the “**ROLL**” button you will need to turn **ON** “**PAD PLUS**”. And when the “**HOT CUE**” buttons turns red you can choose the “**ROLL**” or any of the other buttons. Once the desired button is lit up (still in red) you will need to turn **OFF** “**PAD PLUS**” (it should turn to a blue color) to be able to use the pads in that particular section.

Like I said all the buttons work but I have customized some buttons to function differently. For example I have made the buttons under the scroll knob to control the loop recorder. Please refer to the picture below:



The “BACK” button will record a loop “SHIFT+BACK” button will scroll through the size. The “LOAD/PREPARE” button will play/pause the loop and “SHIFT+LOAD/PREPARE” will delete the loop.

**Changes to v1 & v2:**

**NOTE:** First of all I would like to apologise with all the changes I’ve been doing. This is the first time I got into mapping a controller. So I have 2 “.**tsi**” files in this pack. They are the same with all the buttons and knobs but the main differences are the PADS. In v1, when you have cue points stored the buttons will not light up and in v2 it’s in reverse. So if you hold the **SHIFT** button, the PADS will light up and show which PADS have cue points stored on them. And if you use the **SHIFT+PADS (1 to 8)** it will delete the cue points.

I also have changed the button for the **LAYOUT SELECTOR** and **FULLSCREEN** functions. Since you basically will only use it once, I see no point in mapping it to more than one button for each function.

I have also changed the **CUE TYPE SELECTOR** mapping. Since I personally don’t use the “**Fade In**” and “**Fade Out**”, I decided in my personal opinion to leave it out and only use the four functions (**CUE**, **LOOP**, **GRID** & **LOAD)** instead. You can always assign the “**TAP**” (above the PAD PLUS) and “**PAD PLUS**” buttons to be your “FADE IN” and “FADE OUT” if needed.

**DDJ-SR Mapping TSP2 2.6.X**

**MAPPED FUNCTIONS**

**LEFT SIDE (FX1)**

**FX ASSIGN 1 =** FX Unit 1 ON Deck A & C

**FX ASSIGN 2 =** FX Unit 2 ON Deck A & C

**SHIFT+FX ASSIGN 1 =** FX Unit 3 ON Deck A & C

**SHIFT+FX ASSIGN 2 =** FX Unit 4 ON Deck A & C

**RIGHT SIDE (FX2)**

**FX ASSIGN 1 =** FX Unit 1 ON Deck B & D

**FX ASSIGN 2 =** FX Unit 2 ON Deck B & D

**SHIFT+FX ASSIGN 1 =** FX Unit 3 ON Deck B & D

**SHIFT+FX ASSIGN 2 =** FX Unit 4 ON Deck B & D

**FX BUTTONS LEFT & RIGHT SIDE**

**BUTTON 1 =** FX ON

**BUTTON 2 =** FX ON

**BUTTON 3 =** FX ON

**SHIFT+BUTTON 1 =** FX Select

**SHIFT+BUTTON 2 =** FX Select

**SHIFT+BUTTON 3 =** FX Select

**TAP BUTTON =** Unit ON

**SHIFT+TAP BUTTON =** FX Unit Mode Selector

**BEATS KNOB =** DRY/WET FX 1 & 2

**SHIFT+BEATS KNOB =** DRY/WET FX 3 & 4

**NOTE:** To enable FX 3 & 4 you will need to switch to Decks C & D. To use FX Unit Mode Selector press the “PARAMETER” buttons on the right side once you have switched to Deck D. This will allow you to switch between “Single” and “Group” FX. In “Single” FX mode, you turn ON the FX by pressing the “PARAMETER” buttons on the left in Deck C (left for FX 3 and right for FX 4) In “Group” FX mode you will need to press the “PAD PLUS” button and then press the “SAMPLER” button (which should turn red after pressing the pad plus button). You will have to press the “PAD PLUS” button again, the “SAMPLER” turns back to a blue color. The top first 3 buttons (it should light up) will scroll through your FX. The bottom 3 will turn ON the FX. They will light up as you turn them ON. To use the knobs for FX Unit 3 & 4 all you need to do is hold SHIFT down and use the knobs as normal.

**BROWSER VIEW, SCROLLING THROUGH FOLDERS & TRACKS**

**BROWSER KNOB =** Scroll through track list

**SHIFT+BROWSER KNOB =** Scroll through tree list

**SHIFT+PUSH DOWN BROWSER KNOB =** Expand/Collapse folder

**PUSH DOWN BROWSER KNOB =** Only Browser On

**SHIFT+PLATTER =** Scroll through track list

**LOADING/UNLOADING TRACKS (LOAD BUTTONS NEAR BROWSER KNOB)**

**LEFT LOAD BUTTON =** Load selected track on Deck A or C

**RIGHT LOAD BUTTON =** Load selected trackDeck B or D

**SHIFT+LEFT LOAD BUTTON =** Unload track from on Deck A or C

**SHIFT+RIGHT LOAD BUTTON =** Unload track from on Deck B or D

**HOT CUES FOR ALL DECKS**

**PADS 1 to 8 =** Select/Set+Store Hot Cue

**SHIFT+PADS 1 to 8 =** Delete cue points

**MIXER CONTROLS**

The knobs on the will work as normal. The only knobs that can be mapped (because it’s not a MIDI control) are the “HEADPHONES MIX” and the “MASTER LEVEL”

**CUE buttons (above channels faders) =** Monitor Cue

**SHIFT+CUE (above channels faders) =** Filter ON/OFF

**SAMPLER VOLUME =** Master volume

**AUDIO RECORDER**

To use audio recorder you will need to be in Deck A. The “PARAMETER” buttons will increase record level.

SHIFT+LEFT PARAMETER button will initiate recording.

**ROLL button**

You can do a loop roll using the pads 1 to 8 but you will need to select the “ROLL” button first. In order

To select the “ROLL” button you will need to turn it ON. You will need to press “PAD PLUS” and then

select “ROLL” and then turn off “PAD PLUS”. This “ROLL” button will be active and be able to use the pads.

**KEY LOCK**

**KEY LOCK =** KEY LOCK

**SHIFT+KEY LOCK =** TEMPO RANGE

**BEAT TAP FOR ALL DECKS**

**BEAT TAP =** TAP (ABOVE PAD PLUS BUTTON)

**LAYOUT**

**SHIFT+RIGHT parameter button (in Deck A only) =** Layout Selector

**SHIFT+SYNC button (in Deck A only) =** Fullscreen ON/OFF

**CUP (Cue Play) ALL DECKS**

**SHIFT+CUE =** CUP (Cue Play)

**CUE TYPE SELECTOR**

**SHIFT+HOTCUE =** CUE

**SHIFT+ROLL =** LOOP

**SHIFT+SLICER =** GRID

**SHIFT+SAMPLER =** LOAD

**SNAP & QUANTIZE**

**SHIFT+TAP (ABOVE PAD PLUS) Deck A only =** Snap

**SHIFT+TAP (ABOVE PAD PLUS) Deck B only =** Quantize