

**Pioneer**

**RMX-1000**

**REMIX STATION  
TABLE DE REMIXAGE  
REMIX-STATION**

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

The Pioneer website 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.

Le site Pioneer ci-dessus offre une FAQ, des informations sur le logiciel et divers types d'informations et de services permettant de tirer le meilleur parti de ce produit.

Die oben gezeigte Pioneer-Website enthält häufig gestellte Fragen, Informationen über Software und andere wichtige Informationen und Dienste, die Ihnen helfen, Ihr Produkt optimal zu verwenden.

**Operating Instructions**

**Mode d'emploi**

**Bedienungsanleitung**

Thank you for buying this Pioneer product. Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference. In some countries or regions, the shape of the power plug and power outlet may sometimes differ from that shown in the explanatory drawings. However the method of connecting and operating the unit is the same.

## IMPORTANT



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

### CAUTION

**RISK OF ELECTRIC SHOCK  
DO NOT OPEN**

#### CAUTION:

TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

D3-4-2-1-1\_A1\_En



If you want to dispose this product, do not mix it with general household waste. There is a separate collection system for used electronic products in accordance with legislation that requires proper treatment, recovery and recycling.

Private households in the member states of the EU, in Switzerland and Norway may return their used electronic products free of charge to designated collection facilities or to a retailer (if you purchase a similar new one).

For countries not mentioned above, please contact your local authorities for the correct method of disposal.

By doing so you will ensure that your disposed product undergoes the necessary treatment, recovery and recycling and thus prevent potential negative effects on the environment and human health.

K058b\_A1\_En

## WARNING

This equipment is not waterproof. To prevent a fire or shock hazard, do not place any container filled with liquid near this equipment (such as a vase or flower pot) or expose it to dripping, splashing, rain or moisture.

D3-4-2-1-3\_A1\_En

## WARNING

*Before plugging in for the first time, read the following section carefully.*

**The voltage of the available power supply differs according to country or region. Be sure that the power supply voltage of the area where this unit will be used meets the required voltage (e.g., 230 V or 120 V) written on the AC adapter's label.**

D3-4-2-1-4\*\_A1\_En

## WARNING

To prevent a fire hazard, do not place any naked flame sources (such as a lighted candle) on the equipment.

D3-4-2-1-7a\_A1\_En

## Operating Environment

Operating environment temperature and humidity:  
+5 °C to +35 °C (+41 °F to +95 °F); less than 85 %RH (cooling vents not blocked)

Do not install this unit in a poorly ventilated area, or in locations exposed to high humidity or direct sunlight (or strong artificial light)

D3-4-2-1-7c\*\_A1\_En

**Before making or changing the connections, switch off the power and disconnect the power cord from the AC outlet.**

D44-9-3\_A1\_En

## POWER-CORD CAUTION

Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause a fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement.

S002\*\_A1\_En

If the AC plug of this unit does not match the AC outlet you want to use, the plug must be removed and appropriate one fitted. Replacement and mounting of an AC plug on the power supply cord of this unit should be performed only by qualified service personnel. If connected to an AC outlet, the cut-off plug can cause severe electrical shock. Make sure it is properly disposed of after removal. The equipment should be disconnected by removing the mains plug from the wall socket when left unused for a long period of time (for example, when on vacation).

D3-4-2-1a\_A1\_En

**CAUTION**

The **ON, STANDBY** switch on this unit will not completely shut off all power from the AC outlet. Since the power cord serves as the main disconnect device for the unit, you will need to unplug it from the AC outlet to shut down all power. Therefore, make sure the unit has been installed so that the power cord can be easily unplugged from the AC outlet in case of an accident. To avoid fire hazard, the power cord should also be unplugged from the AC outlet when left unused for a long period of time (for example, when on vacation).

D3-4-2-2a\*\_A1\_En

When using this product, confirm the safety information shown on the bottom of the unit.

D3-4-2-2-4\_B1\_En

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# Contents

## How to read this manual

The names of displays, menus, and buttons in this manual are enclosed in brackets. (e.g. [MASTER] channel, [ON/OFF], [File] menu)

## 01 Quick Start Guide

Features .....	5
Operation overview .....	5
What's in the box .....	5
Connecting the input/output terminals.....	6
Preparations for using the effects.....	8
Using the SCENE FX function .....	8
Using the ISOLATE FX function.....	8
Using the X-PAD FX function.....	8
Using the RELEASE FX function .....	8

## 02 Operation

Adjusting the input and output levels.....	10
Making the BPM and QUANTIZE settings .....	10
SCENE FX section.....	11
ISOLATE FX section .....	12
X-PAD FX section .....	12
RELEASE FX section.....	14
FX SOURCE section.....	14
FX SETTING section .....	14

## 03 Types of effects

Types of SCENE FX effects.....	15
Types of ISOLATE FX effects .....	16
Types of X-PAD FX effects .....	17
Types of RELEASE FX effects.....	17

## 04 Using the included software

Software end user license agreement.....	18
Using remixbox .....	19
Checking the latest information on the included software .....	20

## 05 Changing this unit's settings

Changing the MIDI settings.....	21
Using the update function .....	21

## 06 MIDI assignment map

## 07 Additional information

Troubleshooting.....	24
Block Diagram .....	25
About trademarks and registered trademarks .....	25
Cautions on copyrights .....	25
Disclaimer .....	25
Specifications.....	25

# Quick Start Guide

## Features

This unit is a remixing station for DJs consisting of four effect sections. It allows tracks to be arranged in real time with intuitive operation.

### SCENE FX

Through the operation of turning the control, new sounds can be added to the currently playing track and breaks can be created at the desired positions to achieve a new sound for the track. Ten types of effects and two sub parameters can be combined to achieve highly individualistic DJ remixing performances.

### ISOLATE FX

The sounds of specific instruments can be isolated and their rhythm and tone changed in the same way as a DJ mixer's EQ controls are operated. One of four effects can be selected and applied at separate rates for the low, mid and high frequencies.

### X-PAD FX

By operating the touchpad, new sounds can be added to the original track in beat with the track's rhythm. Various sounds can be added to tracks and remixed using four preset internal sound sources or by loading sampled sound sources from SD memory cards.

### RELEASE FX

The currently playing track and the effect sound can be transitioned smoothly simply by operating the lever. Three types of effects and a lever switch allow you to create highly individualistic arrangements.

### QUANTIZE

The track's beat positions are analyzed in real time and the timing for producing the effects and the X-PAD FX sounds is adjusted automatically. The sounds can be played in tempo with the track, even when operated roughly.

### remixbox

The included dedicated application software can be used to change the parameter values and types of this unit, letting you customize it to achieve an effect machine suiting your personal tastes.

### RMX-1000 Plug-in

A VST/AU Plug-in letting you launch the functions of this unit on a computer is provided. With it, the RMX-1000 can be used as a controller.

## Operation overview

- 1 **What's in the box**  
➔ page 5
- 2 **Connecting the input/output terminals**  
➔ page 6
- 3 **Preparations for using the effects**  
➔ page 8
- 4 **Using the SCENE FX function**  
➔ page 8
- 5 **Using the ISOLATE FX function**  
➔ page 8
- 6 **Using the X-PAD FX function**  
➔ page 8
- 7 **Using the RELEASE FX function**  
➔ page 8

## What's in the box

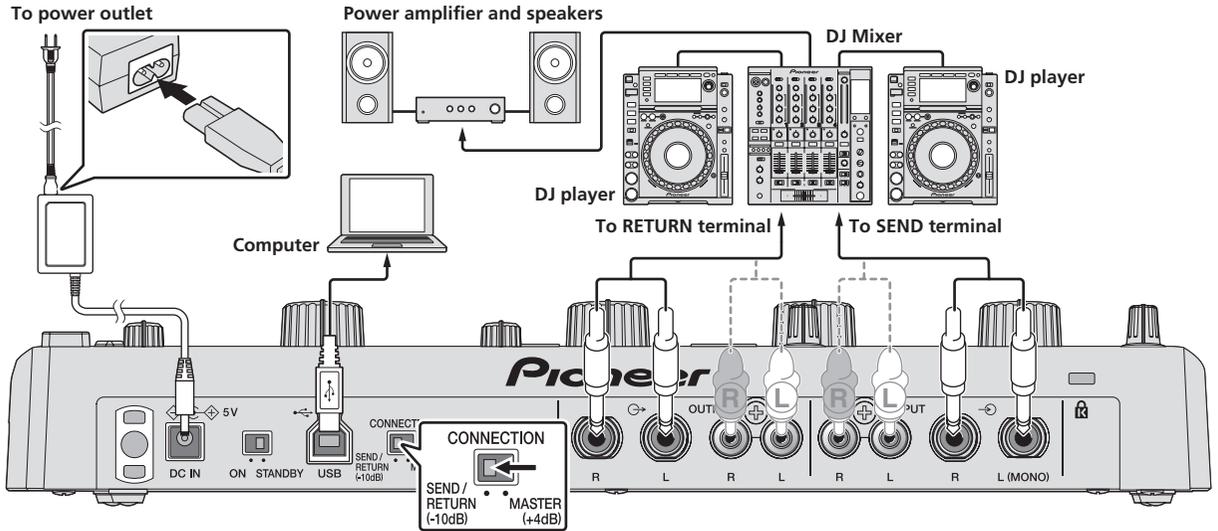
- CD-ROM
- USB cable
- AC adapter
- Power cord
- Warranty card
- Operating instructions (this document)

## Connecting the input/output terminals

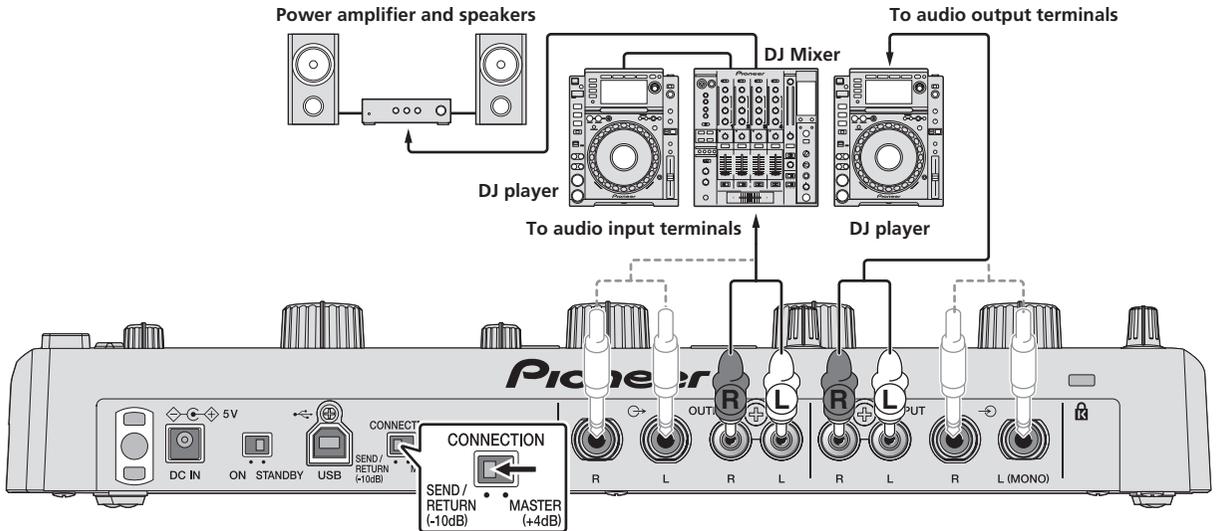
Be sure to turn off the power and unplug the power cord from the power outlet whenever making or changing connections.  
Connect the power cord after all the connections between devices have been completed.  
Be sure to use the power cord and AC adapter included with this product.  
Connect this unit and the computer directly using the included USB cable.  
Refer to the operating instructions for the component to be connected.

### Example of connections

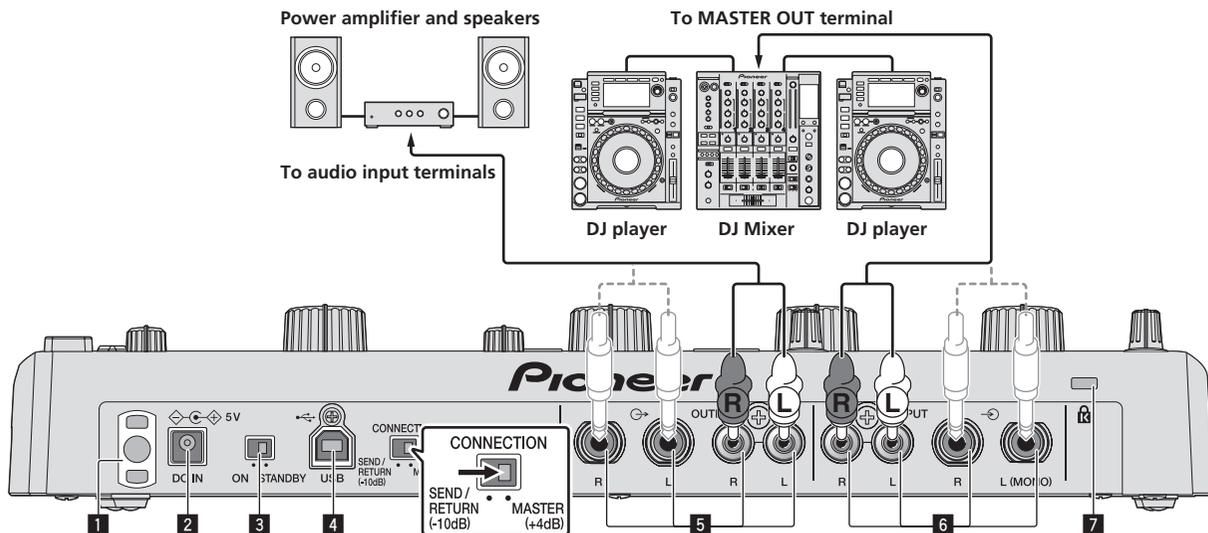
#### ❖ To connect to the [SEND] and [RETURN] terminals on the DJ mixer



#### ❖ To connect between the DJ player and DJ mixer



## ❖ To connect to the DJ mixer's [MASTER OUT] terminals



### 1 Cord hook

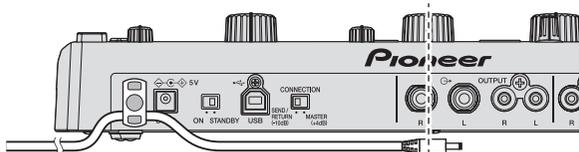
Hook the AC adapters' power cord here.

- The sound will be interrupted if the AC adapter's power cord is disconnected from the unit during playback.

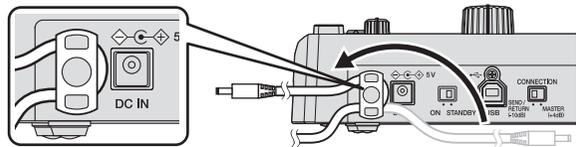
### Using the cord hook

Hook the AC adapter's power cord onto the cord hook to fasten it in place. This prevents the power cord from being accidentally pulled, causing the plug to get disconnected from the terminal.

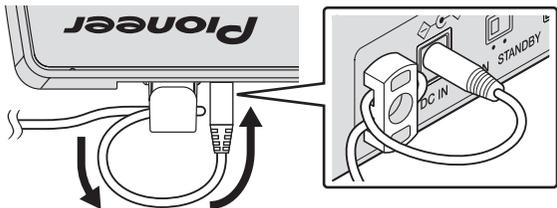
- The sound will be interrupted if the AC adapter's power cord is disconnected from the unit during playback.
- As shown on the diagram below, extend the tip of the power cord to approximately the center of the rear panel of this unit and hook the power cord onto the bottom side of the cord hook.



- As shown on the diagram below, move the tip of the power cord back in the opposite direction past the top of the cord hook, and hook the power cord onto the top side of the cord hook.



- Turn the tip of the power cord so that it is facing towards you, then turn it back to create a ring as shown in the diagram and insert it into the [DC IN] terminal of this unit.



### 2 DC IN terminal

Connect the included AC adapter's DC plug here. Wait until all connections of the equipment are completed before connecting the power cord.

Be sure to use the power cord and AC adapter included with this product.

### 3 ON, STANDBY switch

This switches this unit's power between on and standby.

### 4 USB port

Connect to a computer.

- Connect this unit and the computer directly using the included USB cable.
- A USB hub cannot be used.

### 5 OUTPUT terminals

Connect these to the external input terminals on a mixer, etc.

### 6 INPUT terminals

Connect these to the external output terminals on a mixer, etc. When only [L (MONO)] is connected, the sound input to [L (MONO)] is also input to [R].

### ⚠ CAUTION

When connecting audio cables, only connect either RCA pin jacks or phone jacks, not both.

Interconnect the equipment in such a way that the flow of the audio signals does not loop. If looped connections are made, the circuitry could produce oscillations that may damage the speakers, etc.

Examples of looped connections to be avoided

- Connecting a DJ mixer's output to this unit's input terminals then inputting this unit's output to the same DJ mixer's input terminals.
- Connecting the output from a DJ mixer's [SEND] terminals to this unit's input terminals then inputting this unit's output to input terminals other than the [RETURN] terminals on the same DJ mixer.

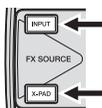
### 7 Kensington security slot

## Preparations for using the effects

- 1 Slide the **[ON, STANDBY]** switch on the rear panel of this unit to the **[ON]** position.

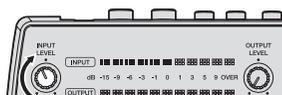


- 2 Check that the **[INPUT]** and **[X-PAD]** buttons are lit.



- If the **[INPUT]** and **[X-PAD]** buttons are not lit, press the buttons to light them.

- 3 Turn the **[INPUT LEVEL]** control.



- 4 Turn the **[OUTPUT LEVEL]** control.



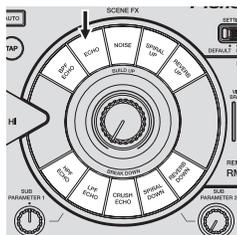
- 5 Use the effects.

For instructions on using the various effects, see the sections below.

## Using the SCENE FX function

When the control at the center is turned, an effect adding new sound to the track or removing sound from the track is applied. This lets you achieve a new sound for the track.

- 1 Press one of the **[SCENE FX]** buttons.



- 2 Turn the **[SCENE FX]** control.



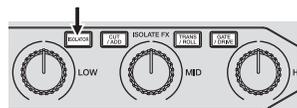
When the control is turned clockwise, the selected SCENE FX effect changes greatly.

When the control is turned fully counterclockwise, the SCENE FX effect is not applied; only the original sound is output.

## Using the ISOLATE FX function

When the **[LOW]**, **[MID]** or **[HI]** control is turned, the strength of the low, mid or high frequency effect increases or decreases. It is also possible to isolate the sound of specific instruments in the low, mid or high frequency ranges and increase or decrease the number of sounds.

- 1 Press one of the **[ISOLATE FX]** buttons.



- 2 Turn the **[LOW]**, **[MID]** or **[HI]** control.



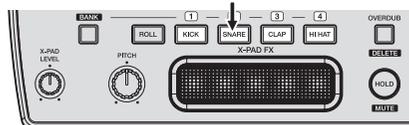
When the control is turned clockwise or counterclockwise, the selected ISOLATE FX effect changes.

When the control is set to the center position, the ISOLATE FX effect is not applied; only the original sound is output.

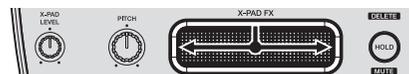
## Using the X-PAD FX function

With this function, effects can be applied to this unit's internal sound sources and added to the currently playing track. Instead of the internal sound sources, it is also possible to load and use sampled sound sources prepared on SD memory cards and to sample and use the currently playing sound.

- 1 Press one of the **[X-PAD FX]** buttons.



- 2 Touch the **[X-PAD]**.

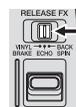


The selected X-PAD FX effect changes depending on the position on the **[X-PAD]** that is touched.

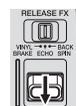
## Using the RELEASE FX function

When the **[RELEASE FX]** lever is moved towards you, the original sound disappears and only the effect sound is output. Move the lever back to its original position to transition smoothly from the effect sound to the original sound.

- 1 Switch the **[RELEASE FX]** selector switch.



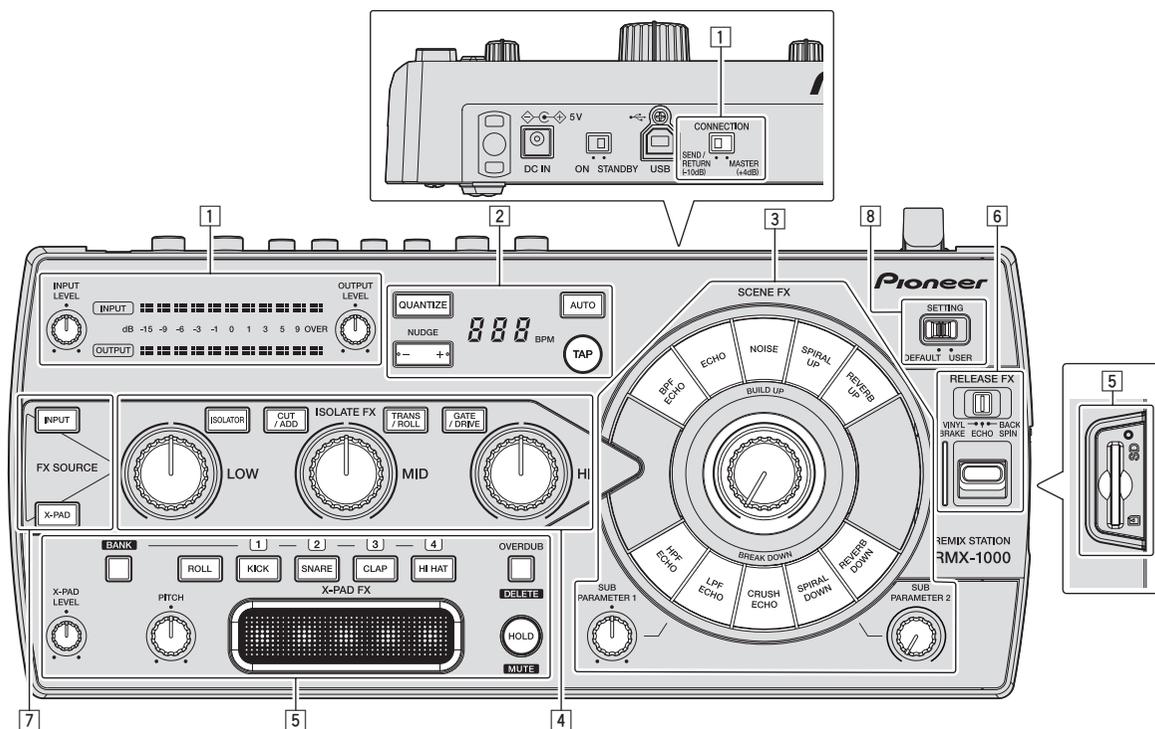
- 2 Move the **[RELEASE FX]** lever towards you.



The selected RELEASE FX effect changes according to the position of the lever.

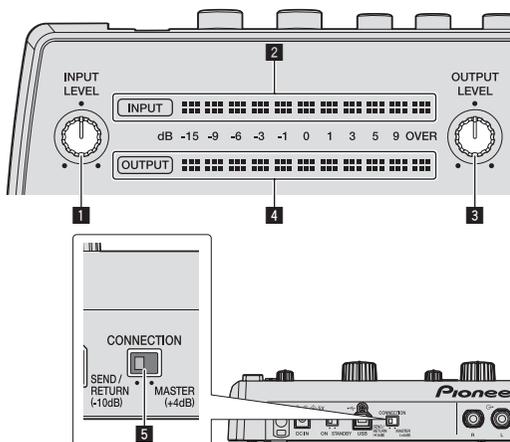
When the lever is moved back to its original position, the effect turns off. Any SCENE FX, ISOLATE FX or X-PAD FX effects that were on before are also turned off.

# Operation



- 1 Adjusting the input and output levels (page 10)
- 2 Making the BPM and QUANTIZE settings (page 10)
- 3 SCENE FX section (page 11)
- 4 ISOLATE FX section (page 12)
- 5 X-PAD FX section (page 12)
- 6 RELEASE FX section (page 14)
- 7 FX SOURCE section (page 14)
- 8 FX SETTING section (page 14)

## Adjusting the input and output levels



### 1 INPUT LEVEL control

This adjusts the audio level input to this unit.

### 2 INPUT level indicator

This displays the audio level input to this unit.

### 3 OUTPUT LEVEL control

This adjusts the audio level output from this unit.

### 4 OUTPUT level indicator

This displays the audio level output from this unit.

### 5 CONNECTION selector switch

This switches this unit's input/output gain.

## Adjusting the input level

### Turn the [INPUT LEVEL] control.

The audio level input to this unit increases as the control is turned clockwise, decreases as the control is turned counterclockwise.

The [INPUT] level indicator lights when sound is properly being input to this unit.

## Adjusting the output level

### Turn the [OUTPUT LEVEL] control.

The audio level output from this unit increases as the control is turned clockwise, decreases as the control is turned counterclockwise.

The [OUTPUT] level indicator lights according to the audio level being output from this unit.

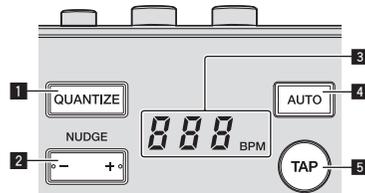
## Switching the input/output gain

On this unit, the input/output gain can be switched according to the connected equipment.

### Slide the [CONNECTION] selector switch on the rear panel of this unit.

- [SEND/RETURN (-10 dB)]: Select this when connecting to a DJ mixer's [SEND] and [RETURN] terminals or when connecting to a DJ player's audio output terminals.
- [MASTER (+4 dB)]: Select this when connecting to a DJ mixer's [MASTER OUT] terminals.

## Making the BPM and QUANTIZE settings



### 1 QUANTIZE button

This turns the QUANTIZE function on and off.

The cycle and timing of the sound output from the X-PAD FX section is synchronized with the tempo of the currently playing track.

### 2 NUDGE (+, -) button

Use this to fine-adjust the cycle and timing of the sound output from the X-PAD FX section.

### 3 BPM display

When the BPM measurement mode is set to auto, this displays the automatically detected BPM value. If the value cannot be detected, the previously detected BPM value flashes.

When the BPM measurement mode is set to manual, this displays the manually input BPM value.

### 4 AUTO button

Switches 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]: The BPM is input manually by tapping the [TAP] button with a finger.
  - 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.

### 5 TAP button

When the BPM measurement mode is set to the manual input mode, tap this button with a finger to input the BPM manually.

## Using the QUANTIZE function

This function analyzes the tempo of the currently playing track in real time and synchronizes the sound produced from the X-PAD FX section with the tempo of the currently playing track.

### 1 Press the [QUANTIZE] button.

The QUANTIZE function turns on.

### 2 Operate the X-PAD FX section.

The cycle and timing of the sound produced from the X-PAD FX section is synchronized with the tempo of the currently playing track.

- The cycle of the effect of the [TRANS/ROLL] in the ISOLATE FX section is also synchronized with the tempo of the currently playing track.
- The one-shot sound produced when the [KICK], [SNARE], [CLAP] or [HI HAT] button is pressed is produced immediately, regardless of whether the QUANTIZE function is on or off.
- When the [QUANTIZE] button is pressed again, the QUANTIZE function turns off.

## Using the NUDGE function

The [NUDGE (+, -)] button can be used to fine-adjust the cycle and timing of the sound output from the X-PAD FX section.

### Press the [+] or [-] side of the [NUDGE (+, -)] button.

- [+]: The cycle and timing of the sound output from the X-PAD FX section are advanced. When pressed and held, the cycle and timing of the sound are advanced continuously until the button is released.
- [-]: The cycle and timing of the sound output from the X-PAD FX section are delayed. When pressed and held, the cycle and timing of the sound are delayed continuously until the button is released.

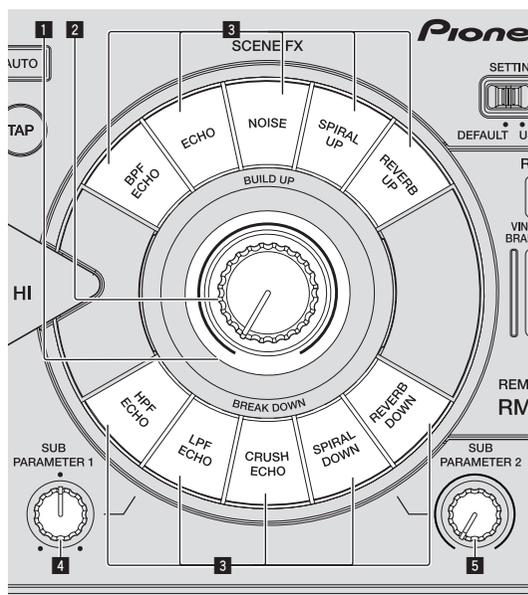
## Inputting the BPM manually

### 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.

- The BPM can be set manually by pressing the [NUDGE (+, -)] button while pressing the [TAP] button.
- The BPM can be set in steps of 0.1 by pressing the [AUTO] button while pressing the [TAP] button, then pressing the [NUDGE (+, -)] button while pressing the [AUTO] and [TAP] buttons.

## SCENE FX section



### 1 SCENE FX indicator

This lights when the effect is on. The color changes according to the type of [SCENE FX] button.

### 2 SCENE FX control

This adjusts the selected SCENE FX effect.

### 3 SCENE FX buttons

These turn the SCENE FX effects on and off.

### 4 SUB PARAMETER 1 control

This adjusts SCENE FX sub parameter 1.

### 5 SUB PARAMETER 2 control

This adjusts SCENE FX sub parameter 2.

## Using the SCENE FX function

### 1 Press one of the [SCENE FX] buttons.

Select the SCENE FX effect type.

The button that was pressed flashes.

- For details on the types of effects, see *Types of SCENE FX effects* on page 15.
- When the selected [SCENE FX] button is pressed again, the effect turns off.

### 2 Turn the [SCENE FX] control.

The selected effect is applied to the sound selected in the FX SOURCE section.

- The strength of the effect increases when the control is turned clockwise. The strength of the effect is maximum when the control is turned fully clockwise.
- The strength of the effect decreases when the control is turned counterclockwise. When turned fully counterclockwise, the original sound is output, with no effect applied.

### 3 Turn the [SUB PARAMETER 1] control.

This adjusts the strength of the selected effect's sub parameter 1.

- The strength of the effect increases as the control is turned clockwise from the center. The strength of the effect is maximum when the control is turned fully clockwise.

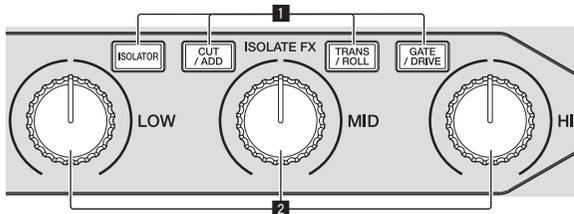
- The strength of the effect decreases as the control is turned counterclockwise from the center. The strength of the effect is minimum when the control is turned fully counterclockwise.

#### 4 Turn the [SUB PARAMETER 2] control.

This adjusts the strength of the selected effect's sub parameter 2.

- The further the control is turned clockwise, the more the effect is stressed.
- When turned all the way counterclockwise, the effect is minimum.

## ISOLATE FX section



#### 1 ISOLATE FX button

These turn the ISOLATE FX effects on and off.

#### 2 LOW, MID, and HI controls

These adjust the strength of the low, mid and high frequencies of the selected ISOLATE FX effect.

## Using the ISOLATE FX function

#### 1 Press one of the [ISOLATE FX] buttons.

Select the ISOLATE FX effect type.

The button that was pressed flashes.

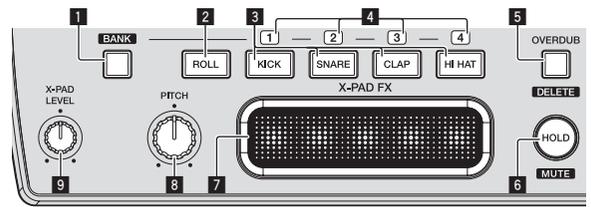
- For details on the types of effects, see *Types of ISOLATE FX effects* on page 16.
- When the selected [ISOLATE FX] button is pressed again, the effect turns off.

#### 2 Turn the [LOW], [MID] or [HI] control.

The selected effect is applied to the sound selected in the FX SOURCE section.

- The strength of the effect enhancing the sound increases as the control is turned clockwise from the center. The strength of the effect is maximum when the control is turned fully clockwise.
- The strength of the effect diminishing the sound increases as the control is turned counterclockwise from the center. The strength of the effect is maximum when the control is turned fully counterclockwise.

## X-PAD FX section



#### 1 BANK button

Use this to load sampled sound sources from SD memory cards.

#### 2 ROLL button

Use this to sample the sound input to this unit and play it as a loop.

#### 3 X-PAD FX buttons

One of this unit's internal sound sources or one of the sampled sound sources loaded from SD memory cards is selected and output. When a button is pressed, the sound is produced immediately ("one-shot sound").

#### 4 BANK indicator

When loading sampled sound sources from SD memory cards, the numbers of the loadable BANKs light.

#### 5 OVERDUB (DELETE) button

This turns the OVERDUB function on and off.

When the OVERDUB function is on, this button is used to delete sounds.

#### 6 HOLD (MUTE) button

Press this to hold the X-PAD FX effect.

When the OVERDUB function is on, this button is used to mute sounds.

#### 7 X-PAD

Use this to adjust the X-PAD FX effect.

#### 8 PITCH control

Use this to adjust the pitch of this unit's internal sound sources, sampled sound sources loaded from SD memory cards or sounds being played in a loop.

#### 9 X-PAD LEVEL control

Use this to adjust the audio level of this unit's internal sound sources or sampled sound sources loaded from SD memory cards.

When the [ROLL] button has been pressed, this control adjusts the balance of the volume between the audio level of the currently playing track and the sampled sound.

#### 10 SD memory card insertion slot

Load SD memory cards here.

- Be sure to load SD memory cards in the proper front/back direction.
- Do not forcibly insert or remove SD memory cards. Doing so could damage the SD memory card or this unit.
- Do not insert any objects other than SD memory cards into the SD memory card insertion slot. Inserting coins or other metal objects could damage the internal circuitry, resulting in malfunction.
- Only SD memory cards or SDHC memory cards conforming to SD standards can be used on this unit.

## Using the X-PAD FX function

### 1 Press one of the [X-PAD FX] buttons.

One of this unit's internal sound sources or one of the sampled sound sources loaded from SD memory cards is selected and output. When a button is pressed, the sound is produced immediately.

The pressed button lights.

- Internal sound sources are preset at the [KICK], [SNARE], [CLAP] and [HI HAT] buttons, respectively.
- To select a sampled sound source stored on an SD memory card, press the [X-PAD FX] button while pressing the [BANK] button.

### 2 Touch the [X-PAD].

This turns the effect on.

The effect changes according to the position on the [X-PAD] that is touched.

- The effect turns off when you release your finger from the [X-PAD].

## Sampling the currently playing sound and using the X-PAD FX function

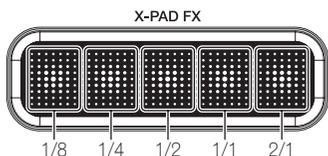
### 1 Press the [ROLL] button.

The [ROLL] button lights.

### 2 Touch the [X-PAD].

The sound at the time the [X-PAD] is touched is sampled and loop playback starts.

The number of beats sampled depends on the position on the [X-PAD] that is touched.



- The effect turns off when you release your finger from the [X-PAD].

## Using the hold function

### Press the [HOLD (MUTE)] button.

When the hold mode is turned on, the X-PAD FX effect applied directly before your finger was released from the [X-PAD] is held.

- Press the [HOLD (MUTE)] button again to turn the hold mode off.

## Using the BANK function

When one of the [X-PAD FX] buttons ([KICK], [SNARE], [CLAP] or [HI HAT]) is pressed while pressing the [BANK] button, the [BANK1], [BANK2], [BANK3] or [BANK4] sampled sound sources are loaded into the corresponding [X-PAD FX] button from the SD memory card inserted into the SD memory card slot of this unit.

- When loading sampled sound sources from SD memory cards into the [X-PAD FX] section, first use remixbox to store the sampled sound sources on the SD memory card. For details, see the remixbox's operating instructions.

### 1 Insert the SD memory card on which the sampled sound sources are stored into the SD memory card slot of this unit.

### 2 Press the [BANK] button to check which BANK can be loaded.

When the [BANK] button is pressed, the [BANK] indicators flash for the BANKs at which sampled sound sources can be loaded.

### 3 Press one of the [X-PAD FX] buttons ([KICK], [SNARE], [CLAP] or [HI HAT]) while pressing the [BANK] button.

The sampled sound sources stored on the SD memory card are loaded into [SLOT1] to [SLOT4] for the selected BANK.

	[KICK] button	[SNARE] button	[CLAP] button	[HI HAT] button
[BANK] button + [KICK] button	BANK1 SLOT1	BANK1 SLOT2	BANK1 SLOT3	BANK1 SLOT4
[BANK] button + [SNARE] button	BANK2 SLOT1	BANK2 SLOT2	BANK2 SLOT3	BANK2 SLOT4
[BANK] button + [CLAP] button	BANK3 SLOT1	BANK3 SLOT2	BANK3 SLOT3	BANK3 SLOT4
[BANK] button + [HI HAT] button	BANK4 SLOT1	BANK4 SLOT2	BANK4 SLOT3	BANK4 SLOT4

- The maximum number of sampled sound sources that can be loaded is 4BANK x 4SLOT.
- The maximum length of the sampled sounds that can be set in the BANK (the total for the 4SLOT) is 16 seconds.
- 48 kHz/24-bit or 48 kHz/16-bit WAV files are supported as sound sources.
- When a lit [X-PAD FX] button is pressed while again pressing the [BANK] button, this unit's internal sound source is selected and produced.

## Using the OVERDUB function

### ❖ Recording sounds and playing them

This function records four beats of the sounds stored at the [X-PAD FX] buttons and plays the sounds in a loop.

### 1 Press the [OVERDUB (DELETE)] button.

The OVERDUB function turns on.

The standby mode is set until one of the [X-PAD FX] buttons is operated.

### 2 Press one of the [X-PAD FX] buttons.

When one of the [X-PAD FX] buttons is pressed, recording starts and a 4-beat loop starts playing.

- The sound of an [X-PAD FX] button can be added by pressing that button during loop playback.
- When the [OVERDUB (DELETE)] button is pressed again, the OVERDUB function turns off and playback and recording stop. The recorded sound is deleted.

### ❖ Muting recorded sounds

### Press one of the [X-PAD FX] buttons while pressing the [HOLD (MUTE)] button.

The sound of the [X-PAD FX] button that was pressed is muted from the recorded sound.

- When the muted [X-PAD FX] button is pressed again while pressing the [HOLD (MUTE)] button, the mute mode is canceled.

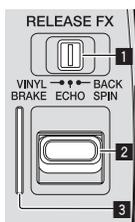
### ❖ Deleting recorded sounds

### Press one of the [X-PAD FX] buttons while pressing the [OVERDUB (DELETE)] button.

The sound of the [X-PAD FX] button that was pressed is deleted from the recorded sound.

- Deleted sounds cannot be retrieved.

## RELEASE FX section



### 1 RELEASE FX selector switch

This switches the type of RELEASE FX effect.

### 2 RELEASE FX lever

Use this to adjust the RELEASE FX effect.

### 3 RELEASE FX indicator

This lights when the effect is turned on. It lights according to the position of the [RELEASE FX] lever.

## Using the RELEASE FX function

### 1 Switch the [RELEASE FX] selector switch.

Select the RELEASE FX effect.

- For details on the types of effects, see *Types of RELEASE FX effects* on page 17.

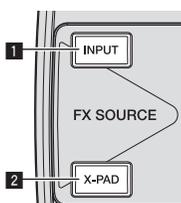
### 2 Move the [RELEASE FX] lever towards you.

This turns the effect on.

The selected effect is applied to the sound selected in the FX SOURCE section.

- The effect changes according to the position of the lever.
- When the lever is moved back to its original position, the effect turns off. Any SCENE FX, ISOLATE FX or X-PAD FX effects that were on before are also turned off.

## FX SOURCE section



### 1 INPUT button

The sound input to this unit's [INPUT] terminals is routed to this unit's SCENE FX, ISOLATE FX and RELEASE FX sections.

### 2 X-PAD button

The sound output from the X-PAD FX section is routed to this unit's SCENE FX, ISOLATE FX and RELEASE FX sections.

## Switching the audio signal path

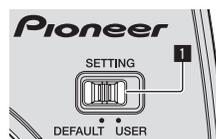
Switch whether or not to route the sound input to this unit and the sound generated internally to this unit's SCENE FX, ISOLATE FX and RELEASE FX sections.

### Press the [INPUT] or [X-PAD] button.

The selected audio signal is input to this unit's SCENE FX, ISOLATE FX and RELEASE FX sections.

- It is also possible to select the [INPUT] and [X-PAD] button simultaneously.
- The [NOISE] effect in the SCENE FX section is applied regardless of the status of the [INPUT] and [X-PAD] buttons.

## FX SETTING section



### 1 SETTING selector switch

This switches this unit's effect parameter data between the [DEFAULT] and [USER] modes.

- [DEFAULT] mode: This unit can be used with the default parameter data set upon shipment from the factory.
- [USER] mode: Parameter data created using remixbox can be loaded into this unit and used.

#### What you can do using remixbox

By using the "remixbox" application included with this unit, you can change the settings shown below.

- Effect parameters: The parameters of the different effects can be customized.
- Types of effects: The effect assigned to the [ROLL] in the X-PAD FX section can be changed to a different effect.
- Button sensitivity: The sensitivity of the [SCENE FX] and [ISOLATE FX] buttons can be adjusted.
- Management of sampled sound sources: Sampled sound sources loadable into this unit can be saved and managed.

For details, refer to the remixbox' help menu.

For instructions on installing remixbox, see *Using remixbox* on page 19.

## Using this unit in the USER mode

- Create the customized parameter data beforehand using remixbox.
- Upon shipment from the factory, the same parameter data as for the [DEFAULT] mode is set for the [USER] mode.

### ❖ Writing the customized parameter data from remixbox into this unit

1 Connect the computer on which remixbox is installed to this unit by USB cable.

2 Send the customized parameter data from remixbox to this unit.

3 Slide the [SETTING] selector switch to the [USER] position.

### ❖ Loading customized parameter data stored on an SD memory card

1 Store the customized parameter data on the SD memory card using remixbox.

2 Insert the SD memory card used in step 1 into this unit's SD memory card slot.

3 Slide the [SETTING] selector switch to the [USER] position.

- Customized parameter data stored on an SD memory card is reflected on this unit simply by inserting that SD memory card into this unit.

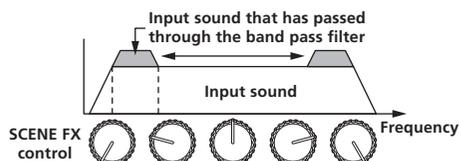
# Types of effects

## Types of SCENE FX effects

### BPF ECHO

This function superimposes the input sound that has passed through the band pass filter onto the original input sound and passes this through the echo circuit before outputting the sound.

The echo is output several times according to the multiplying factor of the input sound's beat, with the delay sound gradually attenuating.



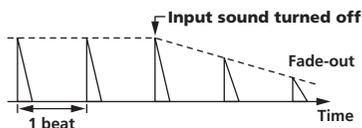
**SCENE FX control** Sets the band pass filter's cutoff frequency.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Applies a modulation effect to the output.

### ECHO

The echo is output several times according to the multiplying factor of the input sound's beat, with the delay sound gradually attenuating.



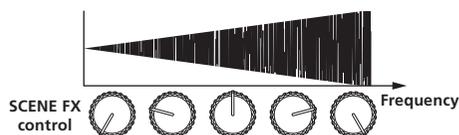
**SCENE FX control** Use this to set the balance between the original sound and the echo sound.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Sets the filter's cut-off frequency.

### NOISE

This function passes white noise generated internally through the band pass filter and echo before outputting it.



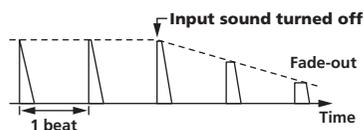
**SCENE FX control** Sets the cutoff frequency of the filter through which the white noise passes.

**SUB PARAMETER 1 control** Sets the volume of the white noise.

**SUB PARAMETER 2 control** Applies a modulation effect to the white noise.

### SPIRAL UP

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



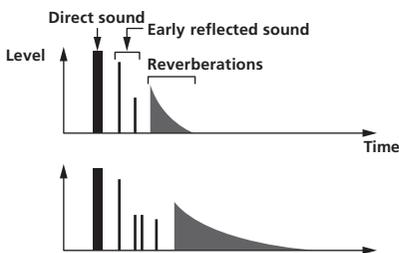
**SCENE FX control** Sets the SPIRAL's delay time.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Sets the amount of pitch shifting by which the pitch is raised.

### REVERB UP

This function adds a reverberation effect to the input sound.



**SCENE FX control** Use this to set the degree of the reverb effect.

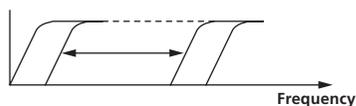
**SUB PARAMETER 1 control** Use this to set the degree of the reverb effect.

**SUB PARAMETER 2 control** Sets the cutoff frequency of the high pass filter.

### HPF ECHO

This function passes the input sound through the high pass filter and echo before outputting it.

The echo is output several times according to the multiplying factor of the input sound's beat, with the delay sound gradually attenuating.



**SCENE FX control** Sets the cutoff frequency of the high pass filter.

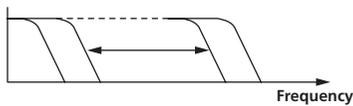
**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Applies a modulation effect to the output.

### LPF ECHO

This function passes the input sound through the low pass filter and echo before outputting it.

The echo is output several times according to the multiplying factor of the input sound's beat, with the delay sound gradually attenuating.



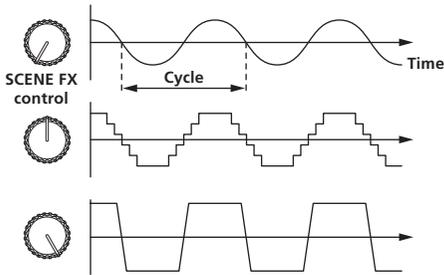
**SCENE FX control** Sets the cutoff frequency of the low pass filter.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Applies a modulation effect to the output.

## CRUSH ECHO

This function creates a sound as if the input sound were crushed and passes it through the filter and echo before outputting it. The echo is output several times according to the multiplying factor of the input sound's beat, with the delay sound gradually attenuating.



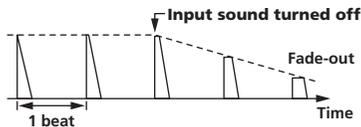
**SCENE FX control** Sets the degree by which the input sound is crushed.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Applies a modulation effect to the output.

## SPIRAL DOWN

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



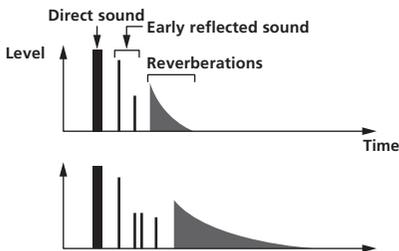
**SCENE FX control** Sets the SPIRAL's delay time.

**SUB PARAMETER 1 control** Sets the echo sound's delay time.

**SUB PARAMETER 2 control** Sets the amount of pitch shifting by which the pitch is decreased.

## REVERB DOWN

This function adds a reverberation effect to the input sound.



**SCENE FX control** Use this to set the degree of the reverb effect.

**SUB PARAMETER 1 control** Use this to set the degree of the reverb effect.

**SUB PARAMETER 2 control** Sets the cutoff frequency of the low pass filter.

# Types of ISOLATE FX effects

## ISOLATOR

This function allows you to split the input sound into three bands – low, mid, and high – and adjust the audio level for the respective bands.

**LOW control** Adjusts the audio level of the low frequencies.

**MID control** Adjusts the audio level of the mid frequencies.

**HI control** Adjusts the audio level of the high frequencies.

## CUT/ADD

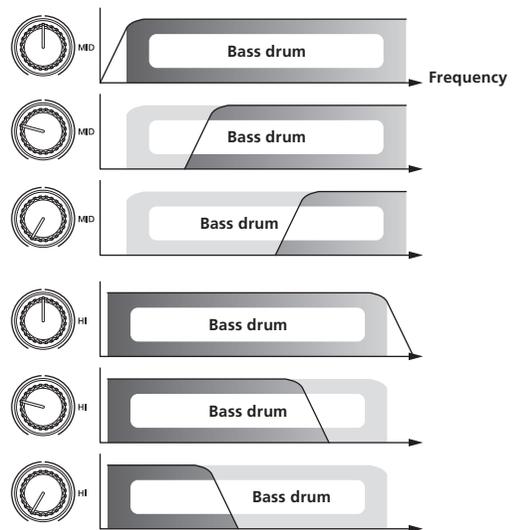
### ❖ CUT: When turned counterclockwise

This function allows you to adjust the audio level of the bass drum detected in the input sound and the manual filter's cutoff frequency.

**LOW control** Adjusts the audio level of the bass drum detected in the input sound.

**MID control** Applies the sound other than the bass drum detected in the input sound to the high pass filter.

**HI control** Applies the sound other than the bass drum detected in the input sound to the low pass filter.



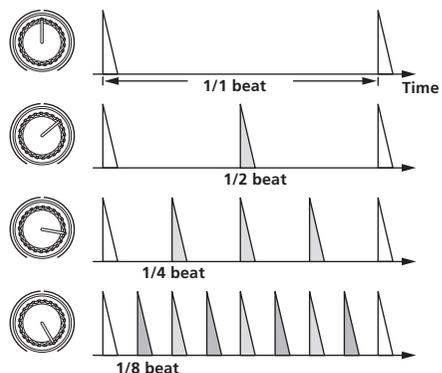
### ❖ ADD: When turned clockwise

This function lets you apply a 1/8-beat delay sound according to the multiplying factor of the input sound's beat.

**LOW control** Adjusts the audio level of the low frequency delay sound.

**MID control** Adjusts the audio level of the mid frequency delay sound.

**HI control** Adjusts the audio level of the high frequency delay sound.

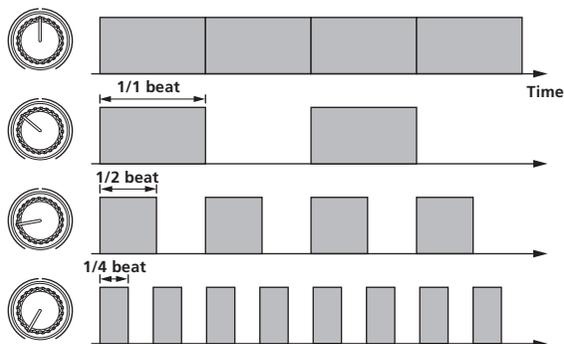


## TRANS/ROLL

### ❖ TRANS: When turned counterclockwise

This function cuts the input sound according to the multiplying factor of the beat set at the position of the control.

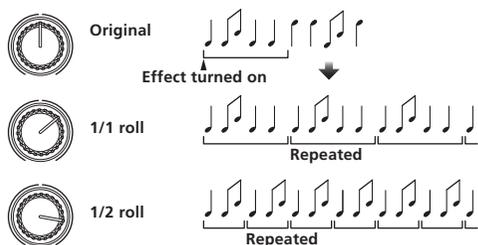
<b>LOW</b> control	Adjusts the amount by which the low frequency sound is cut.
<b>MID</b> control	Adjusts the amount by which the mid frequency sound is cut.
<b>HI</b> control	Adjusts the amount by which the high frequency sound is cut.



### ❖ ROLL: When turned clockwise

This function records the input sound starting from the point when the [LOW], [MID] or [HI] control is turned and outputs the recorded sound repeatedly according to the multiplying factor of the beat set at the position of the control.

<b>LOW</b> control	Adjusts the cycle at which the low frequency sound is output repeatedly.
<b>MID</b> control	Adjusts the cycle at which the mid frequency sound is output repeatedly.
<b>HI</b> control	Adjusts the cycle at which the high frequency sound is output repeatedly.

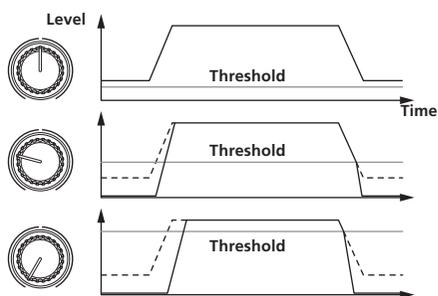


## GATE/DRIVE

### ❖ GATE: When turned counterclockwise

This function outputs the portion of the input sound that has a level higher than the threshold level, cutting the portion of the input sound with a lower level.

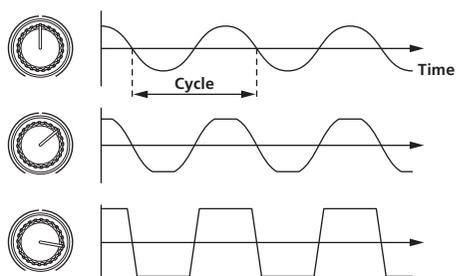
<b>LOW</b> control	Adjusts the threshold level of the low frequency sound.
<b>MID</b> control	Adjusts the threshold level of the mid frequency sound.
<b>HI</b> control	Adjusts the threshold level of the high frequency sound.



### ❖ DRIVE: When turned clockwise

This function distorts the input sound.

<b>LOW</b> control	Adjusts the amount by which the low frequency sound is distorted.
<b>MID</b> control	Adjusts the amount by which the mid frequency sound is distorted.
<b>HI</b> control	Adjusts the amount by which the high frequency sound is distorted.



## Types of X-PAD FX effects

<b>ROLL</b>	Records the input sound starting from the point when the [X-PAD] is touched and outputs the recorded sound repeatedly according to the multiplying factor of the beat set with the [X-PAD].
<b>KICK</b>	Outputs this unit's internal "KICK" sound source.
<b>SNARE</b>	Outputs this unit's internal "SNARE" sound source.
<b>CLAP</b>	Outputs this unit's internal "CLAP" sound source.
<b>HI HAT</b>	Outputs this unit's internal "HI HAT" sound source.
<b>SAMPLER</b>	Outputs the sampled sound recorded on an SD memory card.

## Types of RELEASE FX effects

<b>VINYL BRAKE</b>	Achieves the effect of the input sound's playing speed gradually slowing and finally stopping.
<b>ECHO</b>	The echo is output several times in beat with the input sound, with the delay sound gradually attenuating.
<b>BACK SPIN</b>	Achieves the effect of the currently playing input sound being played in reverse at high speed.

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# Using the included software

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- 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’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’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.

## Using remixbox

When the remixbox application installed on a computer is used, the settings of the parameters of this unit's effects can be customized to your liking. The remixbox can also be used to load sampled sound sources into the X-PAD FX section.

Use remixbox on the computer to prepare the effects' customized parameter data and the sampled sound sources ahead of time. The customized parameter data and the sampled sound sources can be stored on an SD memory card and loaded into this unit. It can also be loaded directly onto this unit when this unit and computer are connected by USB cable.

## Cautions on Installation

- If installation of remixbox is interrupted before it is completed, follow the procedure below to install again from the beginning.
- Read the "*Software end user license agreement*" carefully before installing remixbox.
- If there are any programs running on the computer, quit them before installing remixbox.
- remixbox is supported on the following operating systems:

Supported operating systems			
Windows	Windows® 7 Home Premium/Professional/Ultimate	32-bit version	✓
		64-bit version	✓
	Windows Vista® Home Basic/Home Premium/Business/Ultimate (SP2 or later)	32-bit version	✓ <sup>1)</sup>
		64-bit version	✗
Intel Mac	Windows® XP Home Edition/Professional (SP3 or later)	32-bit version	✓
		64-bit version	✗
	Mac OS X 10.7	32-bit version	✓
		64-bit version	✓
Mac OS X 10.6	32-bit version	✓	
	64-bit version	✓	
	Mac OS X 10.5	32-bit version	✓

- <sup>1)</sup> A hotfix program provided by Microsoft must be installed. The customer is responsible for installation of the hotfix program.
- 1 Access the Microsoft support site (<http://support.microsoft.com/>).
  - 2 At the site's search window, search for document number "2182039" and download the hotfix.
- Because Microsoft has stopped providing support for the operating systems below, Pioneer offers no guarantees when using these operating systems.
    - Windows Vista® Home Basic/Home Premium/Business/Ultimate (SP1 and earlier)
    - Windows® XP Home Edition/Professional (SP2 and earlier)

## Installing remixbox

### ❖ Installation procedure (Windows)

Read *Cautions on Installation* carefully before installing remixbox.

- Authorization of the computer's administrator is required to install and uninstall remixbox.  
Log on as the user which was set as the computer's administrator before installing.

### 1 Insert the remixbox CD-ROM into the computer's CD drive.

The CD-ROM menu is displayed.

- If the CD-ROM menu does not appear when the CD-ROM is inserted, open the CD drive from [**Computer** (or **My Computer**)] in the [**Start**] menu, then double-click the [**CD\_menu.exe**] icon.

### 2 When the CD-ROM's menu is displayed, select [**remixbox: Install remixbox**], then click [**Start**].

- To close the CD-ROM menu, click [**Quit**].

### 3 When the language selection screen appears, select [**English**] and click [**OK**].

- You can select the one you desire from multiple languages as long as the language is supported by the system environment of your computer.

### 4 When the license agreement screen appears, read the *Software end user license agreement* carefully. If you agree to the *Software end user license agreement*, click [**Agree**].

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

### 5 Install remixbox by following the instructions on the screen.

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

### ❖ Installation procedure (Mac OS X)

Read *Cautions on Installation* carefully before installing remixbox.

- Authorization of the computer's administrator is required to install and uninstall remixbox.  
Log on as the user which was set as the computer's administrator before installing.

### 1 Insert the remixbox CD-ROM into the computer's CD drive, and then double-click the [**CD\_menu.app**] icon once it is displayed in a window.

- If the window containing the [**CD\_menu.app**] icon is not displayed when the CD-ROM is inserted, use Finder to open the CD drive manually and double-click the [**CD\_menu.app**] icon.

### 2 When the CD-ROM's menu is displayed, select [**remixbox: Install remixbox**], then click [**Start**].

- To close the CD-ROM menu, click [**Quit**].

### 3 When the license agreement screen appears, select [**English**], read the *Software end user license agreement* carefully, then click [**Continue**].

- You can select the one you desire from multiple languages as long as the language is supported by the system environment of your computer.

### 4 If you agree to the *Software end user license agreement*, click [**Agree**].

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

### 5 Install remixbox by following the instructions on the screen.

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## Launching remixbox/Viewing the Operating Instructions

Log on as the user which was set as the computer's administrator before using remixbox.

The operating instructions can be viewed by launching remixbox then clicking **[Manual]** from the remixbox **[Help]** menu.

### ❖ For Windows® 7, Windows Vista® and Windows® XP

Click on the Windows **[Start]** menu button, then **[All Programs] > [Pioneer] > [remixbox 1.x.x] > [remixbox 1.x.x]**.

- The 1.x.x indicates the remixbox version.

### ❖ For Mac OS X

Open the **[Application]** folder with Finder, then double-click **[remixbox 1.x.x.app]**.

- The 1.x.x indicates the remixbox version.

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## Connecting this unit and computer

### 1 Slide the **[ON, STANDBY]** switch on the rear panel of this unit to the **[ON]** position.

Turn on the power of this unit.

### 2 Connect this unit to your computer via a USB cable.

- This operation does not work with computers that do not support USB 2.0.
- When using Windows XP, if another USB-MIDI device is connected simultaneously to the computer, it may not operate properly or may not be recognized. Only connect the computer and this unit.
- Connect this unit and the computer directly using the included USB cable.

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## Checking the latest information on the included software

For the latest information on the included software and supported operating systems, see the website below.

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

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



# MIDI assignment map

- “CC” is the abbreviation of “control change”. A control change is a type of MIDI signal used to transmit various types of control information, such as timbre, volume, etc.
  - “Note” is a MIDI term used when pressing or releasing notes on a piano or other keyboard.
- On this unit, values from 0 to 127 are output as CCs when controls or the **[X-PAD]** are operated. Also, when buttons or switches are operated, values from 0 to 127 are output as Notes.

Category	SW Name	SW Type	MIDI Messages	MIDI button type Trigger/Toggle	Notes	
LEVEL	<b>OUTPUT LEVEL</b> control	VR	CC 000	—	0-127	
BPM/QUANTIZE	<b>QUANTIZE</b> button	BTN	Note 000	✓	OFF=0, ON=127	
	<b>AUTO</b> button	BTN	Note 001	✓	OFF=0, ON=127	
	<b>TAP</b> button	BTN	Note 002	Trigger only	OFF=0, ON=127	
	<b>NUDGE(-)</b> button	BTN	Note 003	Trigger only	OFF=0, ON=127	
	<b>NUDGE(+)</b> button	BTN	Note 004	Trigger only	OFF=0, ON=127	
FX SOURCE	<b>INPUT</b> button	BTN	Note 005	✓	OFF=0, ON=127	
	<b>X-PAD</b> button	BTN	Note 006	✓	OFF=0, ON=127	
ISOLATE FX	<b>LOW</b> control	VR	CC 001	—	0-127	
	<b>MID</b> control	VR	CC 002	—	0-127	
	<b>HI</b> control	VR	CC 003	—	0-127	
	<b>ISOLATOR</b> button	BTN	Note 007	✓	OFF=0, ON=127	
	<b>CUT/ADD</b> button	BTN	Note 008	✓	OFF=0, ON=127	
	<b>TRANS/ROLL</b> button	BTN	Note 009	✓	OFF=0, ON=127	
	<b>GATE/DRIVE</b> button	BTN	Note 010	✓	OFF=0, ON=127	
X-PAD FX	<b>BANK</b> button	BTN	Note 011	Trigger only	OFF=0, ON=127	
	<b>ROLL</b> button	BTN	Note 012	Trigger only	OFF=0, ON=127	
	<b>KICK</b> button	BTN	Note 013	Trigger only	OFF=0, ON=127	
	<b>SNARE</b> button	BTN	Note 014	Trigger only	OFF=0, ON=127	
	<b>CLAP</b> button	BTN	Note 015	Trigger only	OFF=0, ON=127	
	<b>HI HAT</b> button	BTN	Note 016	Trigger only	OFF=0, ON=127	
	<b>OVERDUB (DELETE)</b> button	BTN	Note 017	Toggle only	OFF=0, ON=127	
	<b>HOLD (MUTE)</b> button	BTN	Note 018	Toggle only	OFF=0, ON=127	
	<b>X-PAD LEVEL</b> control	VR	CC 004	—	0-127	
	<b>PITCH</b> control	VR	CC 005	—	0-127	
	<b>X-PAD</b> (position)	VR	CC 006	—	0-127 Sends the <b>[X-PAD]</b> position information.	
	<b>X-PAD</b> (touch)	BTN	Note 019	Trigger only	OFF (when not touched) = 0, ON (when touched) = 127	
	SCENE FX	<b>SCENE FX</b> control	VR	CC 007	—	0-127
		<b>SUB PARAMETER 1</b> control	VR	CC 008	—	0-127
<b>SUB PARAMETER 2</b> control		VR	CC 009	—	0-127	
<b>BPF ECHO</b> button		BTN	Note 020	✓	OFF=0, ON=127	
<b>ECHO</b> button		BTN	Note 021	✓	OFF=0, ON=127	
<b>NOISE</b> button		BTN	Note 022	✓	OFF=0, ON=127	
<b>SPIRAL UP</b> button		BTN	Note 023	✓	OFF=0, ON=127	
<b>REVERB UP</b> button		BTN	Note 024	✓	OFF=0, ON=127	
<b>HPF ECHO</b> button		BTN	Note 025	✓	OFF=0, ON=127	
<b>LPF ECHO</b> button		BTN	Note 026	✓	OFF=0, ON=127	
<b>CRUSH ECHO</b> button		BTN	Note 027	✓	OFF=0, ON=127	
<b>SPIRAL DOWN</b> button		BTN	Note 028	✓	OFF=0, ON=127	
<b>REVERB DOWN</b> button		BTN	Note 029	✓	OFF=0, ON=127	
RELEASE FX		<b>RELEASE FX</b> selector switch 1 ( <b>VINYL BRAKE</b> )	SW	Note 030	Trigger only <sup>1)</sup>	OFF=0, ON=127
	<b>RELEASE FX</b> selector switch 2 ( <b>ECHO</b> )	SW	Note 031	Trigger only <sup>1)</sup>	OFF=0, ON=127	
	<b>RELEASE FX</b> selector switch 3 ( <b>BACK SPIN</b> )	SW	Note 032	Trigger only <sup>1)</sup>	OFF=0, ON=127	
	<b>RELEASE FX</b> lever	VR	CC 010	—	0-127	
FX SETTING	<b>SETTING</b> selector switch 1 ( <b>DEFAULT</b> )	SW	Note 033	Trigger only <sup>1)</sup>	OFF=0, ON=127	
	<b>SETTING</b> selector switch 2 ( <b>USER</b> )	SW	Note 034	Trigger only <sup>1)</sup>	OFF=0, ON=127	

Category	SW Name	SW Type	MIDI Messages	MIDI button type Trigger/Toggle	Notes
Plug-in control	<b>OVERDUB (DELETE)</b> button + <b>ROLL</b> button	BTN	Note 035	Trigger only	OFF=0, ON=127
	<b>OVERDUB (DELETE)</b> button + <b>KICK</b> button	BTN	Note 036	Trigger only	OFF=0, ON=127
	<b>OVERDUB (DELETE)</b> button + <b>SNARE</b> button	BTN	Note 037	Trigger only	OFF=0, ON=127
	<b>OVERDUB (DELETE)</b> button + <b>CLAP</b> button	BTN	Note 038	Trigger only	OFF=0, ON=127
	<b>OVERDUB (DELETE)</b> button + <b>HI HAT</b> button	BTN	Note 039	Trigger only	OFF=0, ON=127
	<b>OVERDUB (DELETE)</b> button + <b>X-PAD</b> (touch)	BTN	Note 040	Trigger only	OFF=0, ON=127
	<b>HOLD (MUTE)</b> button + <b>ROLL</b> button	BTN	Note 041	Trigger only	OFF=0, ON=127
	<b>HOLD (MUTE)</b> button + <b>KICK</b> button	BTN	Note 042	Trigger only	OFF=0, ON=127
	<b>HOLD (MUTE)</b> button + <b>SNARE</b> button	BTN	Note 043	Trigger only	OFF=0, ON=127
	<b>HOLD (MUTE)</b> button + <b>CLAP</b> button	BTN	Note 044	Trigger only	OFF=0, ON=127
	<b>HOLD (MUTE)</b> button + <b>HI HAT</b> button	BTN	Note 045	Trigger only	OFF=0, ON=127
<b>HOLD (MUTE)</b> button + <b>X-PAD</b> (touch)	BTN	Note 046	Trigger only	OFF=0, ON=127	

- 1 When the **[RELEASE FX]** selector switch and the **[SETTING]** selector switch are slid, "OFF" is sent from the switch that has not yet been switched, "ON" from the switch that has been switched.

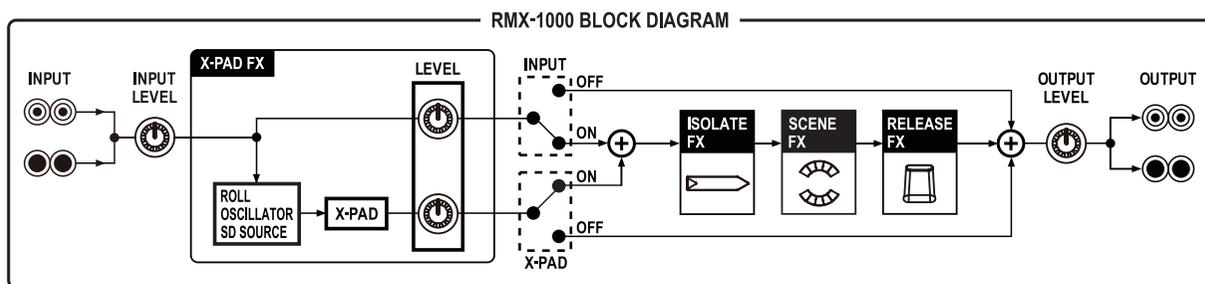
# Additional information

## Troubleshooting

- Incorrect operation is often mistaken for trouble or malfunction. If you think that there is something wrong with this component, check the points below. Sometimes the trouble may lie in another component. Inspect the other components and electrical appliances being used. If the trouble cannot be rectified after checking the items below, ask your nearest Pioneer authorized service center or your dealer to carry out repair work.
- The player 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.	Are the included power cord and AC adapter properly connected?	Properly connect the included power cord to a power outlet. Properly connect the power cord to the included AC adapter. (page 6) Connect the included AC adapter's DC plug properly to this unit.
	Is the <b>[ON, STANDBY]</b> switch for power supply set to <b>[ON]</b> ?	Set the <b>[ON, STANDBY]</b> switch for power supply to <b>[ON]</b> .
No sound or small sound.	Are the connection cables properly connected?	Connect the connection cables properly. (page 6)
	Are the terminals and plugs dirty?	Clean the terminals and plugs before making connections.
	Is the <b>[CONNECTION]</b> selector switch on the rear panel of this unit properly set?	Switch the <b>[CONNECTION]</b> selector switch according to the connected device. (page 10)
Distorted sound.	Is the audio level output from the <b>[OUTPUT]</b> terminals appropriately set?	Adjust the <b>[OUTPUT LEVEL]</b> control so that the <b>[OUTPUT]</b> level indicator lights up to about <b>[0 dB]</b> at the peak level. (Page 10)
	Is the audio level input to the <b>[INPUT]</b> terminals appropriately set?	Adjust the <b>[INPUT LEVEL]</b> control so that the <b>[INPUT]</b> level indicator lights up to about <b>[0 dB]</b> at the peak level. (page 10)
Tempo <b>(BPM)</b> cannot be measured or measurement value of tempo <b>(BPM)</b> is implausible.	Is the audio input level too high or too low?	Adjust the <b>[INPUT LEVEL]</b> control so that the <b>[INPUT]</b> level indicator lights up to about <b>[0 dB]</b> at the peak level. (page 10) For some tracks, it may not be possible to measure the tempo <b>(BPM)</b> . Use the <b>[TAP]</b> button to input the tempo manually. (page 11)
Value of the measured tempo <b>(BPM)</b> differs from value recorded on CD, or tempo <b>(BPM)</b> values displayed on DJ player, DJ mixer, DJ software and this unit differ.	—	The values may differ slightly due to the different ways in which the <b>BPM</b> is measured.
This unit is not recognized after it has been connected to a computer.	Is the included USB cable properly connected?	Connect this unit and computer directly, not via a USB hub.
SD memory card is not recognized.	Is the SD memory card properly inserted?	Insert the SD memory card securely all the way in. (Page 12) SD memory cards have a front and back. Be sure to insert them in the proper direction.
	Is the SD memory card one that is usable on this unit?	Only SD memory cards or SDHC memory cards can be used on this unit. Some cards may not be usable.
Much time is required to load data from an SD memory card.	Are there a large number of folders or files recorded on the SD memory card?	When there are many folders or files, some time may be required for loading.
	Have you stored files other than setting files and sampled data on the SD memory card?	If the folder contains files other than setting files and sampled data, some time will be required for loading. Do not put files other than setting files and sampled data in the folder.
Effects are not applied.	Is the <b>[INPUT]</b> or <b>[X-PAD]</b> button lit?	Press the <b>[INPUT]</b> or <b>[X-PAD]</b> button. (Page 14)
ISOLATE FX effects are not applied.	Is the <b>[ISOLATE FX]</b> control set to an appropriate position?	Turn the <b>[ISOLATE FX]</b> control clockwise or counterclockwise. (Page 12)
X-PAD FX effects are not applied.	Is the <b>[X-PAD LEVEL]</b> control set to an appropriate position?	Turn the <b>[X-PAD LEVEL]</b> control clockwise. (Page 12)
SCENE FX effects are not applied.	Is the <b>[SCENE FX]</b> control set to an appropriate position?	Turn the <b>[SCENE FX]</b> control clockwise. (Page 11)
MIDI sequencer does not synchronize.	Is the MIDI sequencer's sync mode set to Slave?	Set the MIDI sequencer's sync mode to Slave.
	Does the MIDI sequencer you are using support MIDI timing clocks?	MIDI sequencers not supporting MIDI timing clocks cannot be synchronized.
MIDI control does not work.	Are the MIDI settings properly set?	To operate DJ software with this unit, this unit's MIDI messages must be assigned to the DJ software you are using. For instructions on assigning messages, see your DJ software's operating instructions.

## Block Diagram



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## Specifications

### AC adapter

Power .....	AC 100 V to 240 V, 50 Hz/60 Hz
Rated current .....	0.4 A
Rated output .....	DC 5 V, 2 A

### General – Main Unit

Power consumption .....	1.4 A
Main unit weight .....	1.3 kg
Max. external dimensions .....	334 mm (W) x 57 mm (H) x 157 mm (D)
Tolerable operating temperature .....	+5 °C to +35 °C
Tolerable operating humidity .....	5 % to 85 % (no condensation)

### Audio Section

Sampling rate .....	48 kHz
A/D, D/A converter .....	24 bits
Frequency response .....	20 Hz to 20 kHz
S/N ratio (rated output)	

When **CONNECTION** is set to "**SEND/RETURN (-10 dB)**" .....

When **CONNECTION** is set to "**MASTER (+4 dB)**" .....

Total harmonic distortion .....	0.005 %
Headroom .....	20 dB

#### Input level / Input impedance

When **CONNECTION** is set to "**SEND/RETURN (-10 dB)**"

..... -10 dBV/22 kΩ or greater

When **CONNECTION** is set to "**MASTER (+4 dB)**"

..... +4 dBu/22 kΩ or greater

#### Output level / Load impedance / Output impedance

When **CONNECTION** is set to "**SEND/RETURN (-10 dB)**"

..... -10 dBV/10 kΩ/1 kΩ or less

When **CONNECTION** is set to "**MASTER (+4 dB)**"

..... +4 dBu/10 kΩ/1 kΩ or less

### Input / Output terminals

#### INPUT terminals

RCA pin jacks .....	1 set
Phone jack (Ø 6.3 mm) .....	1 set

#### OUTPUT terminals

RCA pin jacks .....	1 set
Phone jack (Ø 6.3 mm) .....	1 set

#### USB terminal

B type .....	1 set
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— The specifications and design of this product are subject to change without notice.

— The software screens used in these operating instructions are from the development stage and may differ from the actual screens.

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