DDJ-GRV6
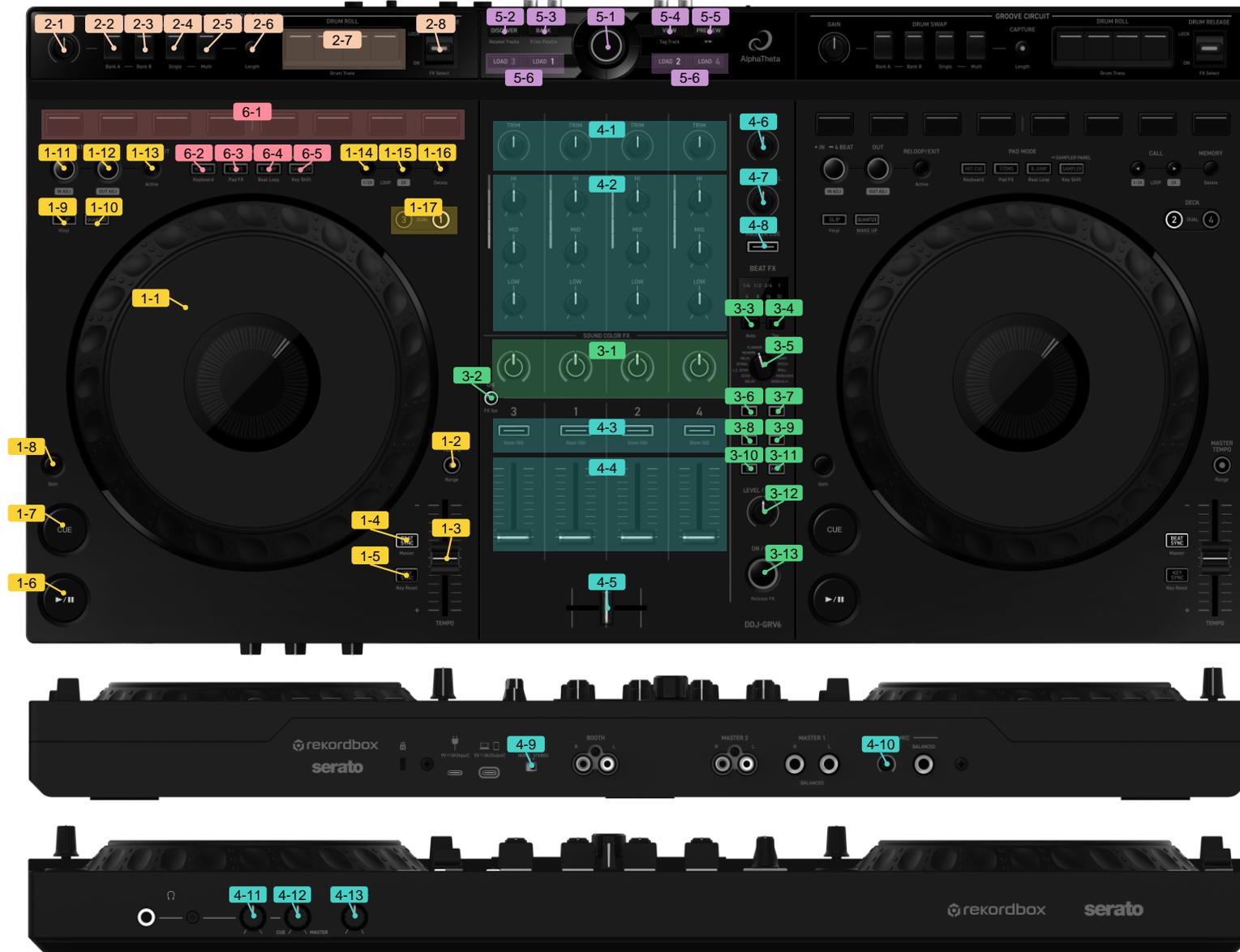
Hardware Diagram for djay for iOS, djay Pro for Mac/Windows

1.DECK
Functions are the same for both left and right decks.

No.	Name		Function	+SHIFT
1	JOG	Platter	Scratch (Vinyl mode on)	Search
			Pitch bend (Vinyl mode off)	
		Wheel side	Pitch bend	—
2	MASTER TEMPO		Key Lock on/off	Tempo range
3	TEMPO		Tempo control	—
4	BEAT SYNC		Sync on/off	Set sync master
5	KEY SYNC		Match key	Key on/off
6	PLAY/PAUSE		Play/Pause	
7	CUE		Set/Call cue, Back cue	Jump to track start
8	Shift		Shift	—
9	SLIP		Slip mode on/off	Vinyl mode on/off
10	QUANTIZE *1		Quantize on/off	
11	LOOP IN / 4 BEAT	Loop off	Loop in	
		Loop on	Loop half	Loop in adjustment
		Long press	4 Beat Loop on	—
12	LOOP OUT	Loop off	Loop out	
		Loop on	Loop double	Loop out adjustment
13	RELOOP / EXIT	Loop off	Reloop	
		Loop on	Loop exit	
14	CUE/LOOP CALL ◀		—	Loop half
15	CUE/LOOP CALL ▶		—	Loop double
16	MEMORY		—	—
17	DECK 1-4		Deck select / Dual Deck mode *2	—

2.GROOVE CIRCUIT (STEMS FX)

No.	Name	Function	+SHIFT
1	GAIN (LEVEL/DEPTH)	Level/Depth for Stem FX	
2	DRUM SWAP 1 (VOCAL)	Vocal Stem to apply FX and loop roll to	Set FX type to Echo Out
3	DRUM SWAP 2 (MELODY)	Melody Stem to apply FX and loop roll to	Set FX type to Reverb Out
4	DRUM SWAP 3 (BASS)	Bass Stem to apply FX and loop roll to	Set FX type to Vynal Brake
5	DRUM SWAP 4 (DRUMS)	Drums Stem to apply FX and loop roll to	Set FX type to Delay
6	CAPTURE (1/2 BEAT)	Beat setting for Stem FX	—
7	DRUM ROLL (STEMS ROLL)	Applies 1/8, 1/4, 1/2, 1 beat loop roll to stems	
8	DRUM RELEASE (FX)	Stem FX on/off	

3.EFFECT

No.	Name		Function	+SHIFT
1	SOUND COLOR FX		Sound Color FX parameter	
2	SOUND COLOR FX ON/OFF		Sound Color FX on/off	FX Select (Filter, Tape Echo, Reverb, Noise)
3	BEAT ◀ *3		Select beats for Beat FX	—
4	BEAT ▶ *3		Select beats for Beat FX	—
5	BEAT FX SELECT		Select Beat FX	
6	BEAT FX CH SELECT 1		Select Beat FX channel (CH1)	—
7	BEAT FX CH SELECT 2		Select Beat FX channel (CH2)	—
8	BEAT FX CH SELECT 3		Select Beat FX channel (CH3)	—
9	BEAT FX CH SELECT 4		Select Beat FX channel (CH4)	—
10	BEAT FX CH SELECT SP		—	—
11	BEAT FX CH SELECT MST		Select Beat FX channel (MASTER)	—
12	LEVEL/DEPTH		Beat FX parameter	
13	BEAT FX ON/OFF		Beat FX on/off	—

4.MIXER

No.	Name		Function	+SHIFT
1	TRIM		Trim	
2	EQ (HI, MID, LOW)	EQ mode	EQ (HI, MID, LOW)	
		Neural Mix mode	Each stem (Vocal, Harmonic, Drums) volume	
3	CH CUE		Headphones monitor on/off	Switch EQ mode / Neural Mix mode
4	CHANNEL FADER		Channel fader	Channel fader start
5	CROSSFADER		Crossfader	Crossfader start
6	MASTER LEVEL		Master Level	
7	BOOTH LEVEL		Booth Level	
8	MASTER CUE		Master out monitor on/off	—
9	Android MONO/STEREO		—	
10	MIC ATT.		Mic Attenuator	
11	HEADPHONES LEVEL		Monitor level	
12	HEADPHONES MIX		Monitor balance	
13	MIC LEVEL		Mic Level	

5.BROWSE

No.	Name		Function	+SHIFT
1	SMART ROTARY SELECTOR	Rotate	Move cursor	Switch section tab
		Tilt forward or backward	Jump cursor	—
		Tilt to the right/left	Select next/previous section	—
		Press	Switch library table	
2	DISCOVER		—	—
3	BACK		Go back	—
4	VIEW		Toggle expanded library	Add/Remove track to/from queue
5	PREVIEW		Preview track	Skip forward in preview
6	LOAD 1-4		Load track	Add/Remove track to/from queue
		Press twice	Instant Doubles	—

6.PERFORMANCE PADS

No.	Name		Function	+SHIFT
1	PAD *4		*mode*	
		HOT CUE	Set/Call Hot Cue	Delete Hot Cue
		PITCH PLAY	Playback starts from the Hot Cue point, with the sound pitch assigned to that pad	Select Hot Cue point
		STEMS	Mute/Solo Neural Mix channels	—
		INSTANT FX	Activate Instant FX	—
		BEAT JUMP	Move Playback position	
		AUTO LOOP	Auto Loop on/off	
		SAMPLER	Playback sampler slot	Stop sampler slot
		BOUNCE LOOP	Bounce Loop on/off	—
2	HOT CUE		Hot Cue mode	Pitch Play mode
3	STEMS		Stems mode	Instant FX mode
4	BEAT JUMP		Beat Jump mode	Auto Loop mode
5	SAMPLER		Sampler mode	Bounce Loop mode

*1 Pressing this button while in Off mode (Power Management) will cancel Off mode. This operation is limited to the button of the deck on the right side.

*2 To enter Dual Deck mode on left deck, press the [DECK 3] button while pressing the [DECK 1] button, or press the [DECK 1] button while pressing the [DECK 3] button.
 To cancel Dual Deck mode on left deck, press the [DECK 1] button or [DECK 3] button.
 ・In the right deck, Use the [DECK 2] button and [DECK 4] button to enter Dual Deck mode.

*3 The parameters changed by the [BEAT◀] or [BEAT▶] buttons can be checked by the illuminated values above the buttons.
 ・When set to 2 beats, [1] and [4] light up
 ・When set to more than 32 beats, [32] flashes
 ・When set to less than 1/4 beat, [1/4] flahses
 ・When the set number of beats is a minus number, the number flashes rapidly
 ・When the parameter is in %, no numbers are lit.
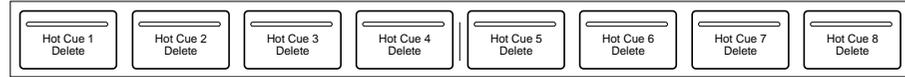
*4   The pad assignment for each pad mode is shown as follows.

Hot Cue mode
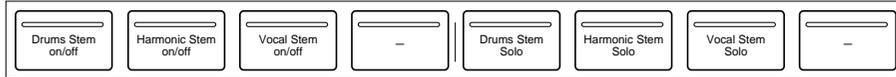
When the [Shift] button is not pressed.

Hot Cue 1 Set/Call	Hot Cue 2 Set/Call	Hot Cue 3 Set/Call	Hot Cue 4 Set/Call	Hot Cue 5 Set/Call	Hot Cue 6 Set/Call	Hot Cue 7 Set/Call	Hot Cue 8 Set/Call

When the [Shift] button is pressed.

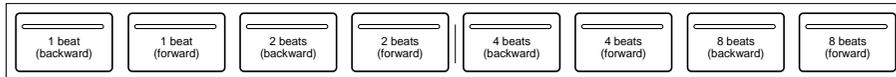| Hot Cue 1 Delete	Hot Cue 2 Delete	Hot Cue 3 Delete	Hot Cue 4 Delete	Hot Cue 5 Delete	Hot Cue 6 Delete	Hot Cue 7 Delete	Hot Cue 8 Delete
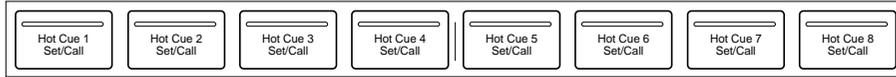
Stems mode

When Drums-Harmonic-Vocals is selected in the Neural Mix settings in djay. The assignments are linked to the Neural Mix settings configuration.
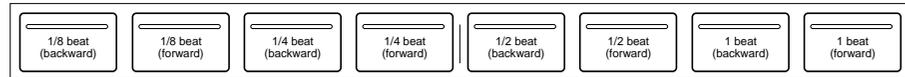
Drums Stem on/off	Harmonic Stem on/off	Vocal Stem on/off	_	Drums Stem Solo	Harmonic Stem Solo	Vocal Stem Solo	_

Beat Jump mode

When the [Shift] button is not pressed.

1 beat (backward)	1 beat (forward)	2 beats (backward)	2 beats (forward)	4 beats (backward)	4 beats (forward)	8 beats (backward)	8 beats (forward)

When the [Shift] button is pressed.

1/8 beat (backward)	1/8 beat (forward)	1/4 beat (backward)	1/4 beat (forward)	1/2 beat (backward)	1/2 beat (forward)	1 beat (backward)	1 beat (forward)

Sampler mode

When the [Shift] button is not pressed.

Slot 1 Play	Slot 2 Play	Slot 3 Play	Slot 4 Play	Slot 5 Play	Slot 6 Play	Slot 7 Play	Slot 8 Play

When the [Shift] button is pressed.

Slot 1 Stop	Slot 2 Stop	Slot 3 Stop	Slot 4 Stop	Slot 5 Stop	Slot 6 Stop	Slot 7 Stop	Slot 8 Stop
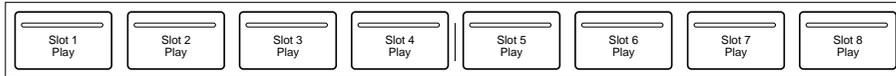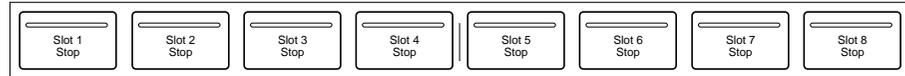
Pitch Play mode

When the [Shift] button is not pressed.

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

When the [Shift] button is pressed.

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

Instant FX mode

Instant FX 1	Instant FX 2	Inbstant FX 3	Instant FX 4	Instant FX 5	Instant FX 6	Instant FX 7	Instant FX 8
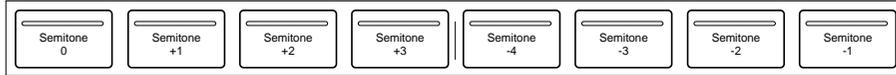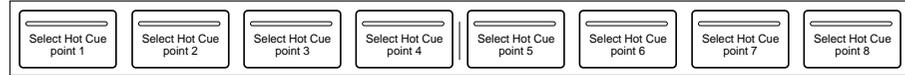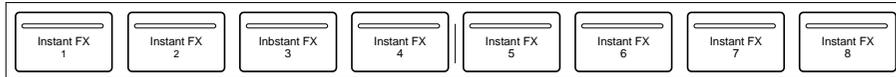
Auto Loop mode

When the [Shift] button is not pressed.

1/16 beat	1/8 beat	1/4 beat	1/2 beat	1 beat	2 beats	4 beats	8 beats

When the [Shift] button is pressed.

1/4 beat	1/2 beat	1 beat	2 beats	4 beats	8 beats	16 beats	32 beats

Bounce Loop mode

1/32 beat	1/16 beat	1/8 beat	1/4 beat	1/2 beat	1 beat	2 beats	4 beats