

**Pioneer** *sound.vision.soul*

COMPACT DISC PLAYER

**CDJ-400**

Operating Instructions

COMPACT  
**disc**  
DIGITAL AUDIO

COMPACT  
**disc**  
DIGITAL AUDIO  
TEXT


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.

K015 En


### 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




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\_En-A

**NOTE:** THE NO USER-SERVICEABLE PARTS COMPARTMENT WARNING IS LOCATED ON THE APPLIANCE BOTTOM.

## IMPORTANT SAFETY INSTRUCTIONS

- 1) Read these instructions.
  - 2) Keep these instructions.
  - 3) Heed all warnings.
  - 4) Follow all instructions.
  - 5) Do not use this apparatus near water.
  - 6) Clean only with dry cloth.
  - 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
  - 8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
  - 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
  - 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
  - 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 
- 13) Unplug this apparatus during lightning storms or when unused for long periods of time.
  - 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

P1-4-2-2\_En

### CAUTION

This product is a class 1 laser product, but this product contains a laser diode higher than Class 1. To ensure continued safety, do not remove any covers or attempt to gain access to the inside of the product. Refer all servicing to qualified personnel. The following caution label appears on your unit. Location: Inside of the player

CLASS 1  
LASER PRODUCT  
APPAREIL À LASER  
DE CLASSE 1

**CAUTION** CLASS 3B INVISIBLE LASER RADIATION WHEN OPEN, AVOID EXPOSURE TO BEAM.  
**ATTENTION** RADIATIONS LASER INVISIBLES DE CLASSE 3B QUAND OUVERT ÉVITEZ TOUT EXPOSITION AU FAISCEAU.  
**ADVARSEL** KLASSE 3B USYNLIG LASERSTRÅLING VED ÅBNING. UNDGÅ UDSÆTTELSE FOR STRÅLING.  
**VARNING** KLASSE 3B OSYNLIG LASERSTRÅLNING NÄR DENNA DEL ÄR ÖPPNAD. UNDVIK ATT UTSÄTTAS FÖR STRÅLEN.

**VORSICHT** BEI GEÖFFNETER ABDECKUNG IST UNSICHTBARE LASERSTRAHLUNG DER KLASSE 3B IM GERÄTEINNEREN VORHANDEN. NICHT DEM LASERSTRAHL AUSSETZEN!  
**PRECAUCIÓN** CUANDO SE ABRE HAY RADIACIÓN LÁSER DE CLASE 3B INVISIBLE. EVITE LA EXPOSICIÓN A LOS RAYOS LÁSER.  
**VARO!** AVATTAESSA OLET ALTIINA NÄKYMÄTTÖMÄLLE LUOKAN 3B LASERSÄTELYLLE. ÄLÄ KATSO SÄTEESEEN.  
DRW2308-A

D3-4-2-1-8\_En

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

D8-10-1-2\_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\_A\_En

**IMPORTANT NOTICE –** THE SERIAL NUMBER FOR THIS EQUIPMENT IS LOCATED ON THE BOTTOM. PLEASE WRITE THIS SERIAL NUMBER ON YOUR ENCLOSED WARRANTY CARD AND KEEP IN A SECURE AREA. THIS IS FOR YOUR SECURITY.

D1-4-2-6-1\_En

### Information to User

Alteration or modifications carried out without appropriate authorization may invalidate the user's right to operate the equipment.

D8-10-2\_En

**CAUTION:** This product satisfies FCC regulations when shielded cables and connectors are used to connect the unit to other equipment. To prevent electromagnetic interference with electric appliances such as radios and televisions, use shielded cables and connectors for connections.

D8-10-3a\_En

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada.

D8-10-1-3\_EF

**WARNING:** Handling the cord on this product or cords associated with accessories sold with the product will expose you to chemicals listed on proposition 65 known to the State of California and other governmental entities to cause cancer and birth defect or other reproductive harm.

**Wash hands after handling**

D36-P4\_A\_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\_En

### CAUTION

The POWER 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).

D3-4-2-2-2a\_A\_En

### VENTILATION CAUTION

When installing this unit, make sure to leave space around the unit for ventilation to improve heat radiation (at least 5 cm at rear, and 3 cm at each side).

### WARNING

Slots and openings in the cabinet are provided for ventilation to ensure reliable operation of the product, and to protect it from overheating. To prevent fire hazard, the openings should never be blocked or covered with items (such as newspapers, table-cloths, curtains) or by operating the equipment on thick carpet or a bed.

D3-4-2-1-7b\_A\_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\_A\_En



### Dear Customer:

Selecting fine audio equipment such as the unit you've just purchased is only the start of your musical enjoyment. Now it's time to consider how you can maximize the fun and excitement your equipment offers. This manufacturer and the Electronic Industries Association's Consumer Electronics Group want you to get the most out of your equipment by playing it at a safe level. One that lets the sound come through loud and clear without annoying blaring or distortion-and, most importantly, without affecting your sensitive hearing.

Sound can be deceiving. Over time your hearing "comfort level" adapts to higher volumes of sound. So what sounds "normal" can actually be loud and harmful to your hearing. Guard against this by setting your equipment at a safe level BEFORE your hearing adapts.

#### To establish a safe level:

- Start your volume control at a low setting.
- Slowly increase the sound until you can hear it comfortably and clearly, and without distortion.

#### Once you have established a comfortable sound level:

- Set the dial and leave it there.

Taking a minute to do this now will help to prevent hearing damage or loss in the future. After all, we want you listening for a lifetime.

## We Want You Listening For A Lifetime

Used wisely, your new sound equipment will provide a lifetime of fun and enjoyment. Since hearing damage from loud noise is often undetectable until it is too late, this manufacturer and the Electronic Industries Association's Consumer Electronics Group recommend you avoid prolonged exposure to excessive noise. This list of sound levels is included for your protection.

#### Decibel Level Example

30	Quiet library, soft whispers
40	Living room, refrigerator, bedroom away from traffic
50	Light traffic, normal conversation, quiet office
60	Air conditioner at 20 feet, sewing machine
70	Vacuum cleaner, hair dryer, noisy restaurant
80	Average city traffic, garbage disposals, alarm clock at two feet.

#### THE FOLLOWING NOISES CAN BE DANGEROUS UNDER CONSTANT EXPOSURE

90	Subway, motorcycle, truck traffic, lawn mower
100	Garbage truck, chain saw, pneumatic drill
120	Rock band concert in front of speakers, thunderclap
140	Gunshot blast, jet plane
180	Rocket launching pad

Information courtesy of the Deafness Research Foundation.



S001\_En

### FEDERAL COMMUNICATIONS COMMISSION DECLARATION OF CONFORMITY

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Product Name: COMPACT DISC PLAYER

Model Number: CDJ-400

Responsible Party Name: PIONEER ELECTRONICS SERVICE, INC.

Address: 1925 E. DOMINGUEZ ST. LONG BEACH, CA 90801-1760, U.S.A.

Phone: 1-800-421-1404

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\_A\_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\_A\_En

## FEATURES

Designed for professional use by DJs, the CDJ-400 compact disc player provides all the functions and performance required in disco clubs while offering performance, sound quality and functionality superior to analog players.

### SCRATCH JOG EFFECT

**Equipped with Scratch Jog Effect for new scratch sounds.**

Equipped with three buttons [BUBBLE], [TRANS] and [WAH] for new scratch sounds. Effects that are different from the normal scratch sound can be obtained, broadening the possibilities of your DJ play.

### DIGITAL JOG BREAK

**Equipped with Digital Jog Break for original sound effects.**

Individual remix assist functions [JET], [ROLL] and [WAH] have been provided individually in three buttons. By choosing a function and operating the jog dial in time with the music, a new remix world can be experienced.

### JOG DIAL

**The large 115 mm diameter jog dial enables better handling than an analog turntable.**

#### ■ PITCH BEND

This function changes the music tempo depending on the direction and speed the jog dial is rotated.

#### ■ SCRATCH PLAY

In the VINYL mode when the surface of the jog dial is pressed playback is discontinued and then continues according to the direction and speed the dial is rotated.

#### ■ FRAME SEARCH

Moves the pause position in frame units (1/75 sec) when the jog dial is rotated in the pause mode.

#### ■ SUPER-FAST SEARCH

By turning the jog dial while holding down the manual search button or the track search button, disc search can be performed faster than normal search or track search functions.

### TEMPO CONTROL

**100 mm high-precision slider allowing free speed adjustment.**

With a digital display calibrated in 0.02 % units (within a  $\pm 6$  % range), tempo adjustments can be made more easily and accurately.

#### ■ TEMPO CONTROL RANGE

The maximum variable range can be set to four variable ranges;  $\pm 6$  %,  $\pm 10$  %,  $\pm 16$  %, WIDE, to provide easier operation environment.

#### ■ MASTER TEMPO

Maintains the same pitch of sound while changing the music tempo.

### REVERSE PLAY

When the reverse button (DIRECTION REV) is pressed so that the button's indicator lamp lights, play is performed in the reverse direction.

### CUE

#### ■ BACK CUE

After storing cue points in memory, press the **CUE** button while playing a track to return and start from the stored cue point.

#### ■ AUTO CUE

Skips the non-recorded part at the top of a track and automatically enters stand-by mode at the track's starting point, allowing playback to begin instantly when the **PLAY/PAUSE** button (▶/||) is pressed.

#### ■ CUE POINT SAMPLER

Playback can be started at one touch from a stored cue point, convenient for confirming start points and as sampler.

### CUE/LOOP MEMORY

This player is equipped with an internal memory that permits the recording of cue point or loop point; the recorded points can later be recalled as desired.

### REAL TIME SEAMLESS LOOP

This function simplifies the setting and canceling of loops. The loop can be set at the very instant the track is being played. By setting a loop just before the end of the track, the track can be made so that it doesn't stop. In addition, an ADJUST mode has been added to enable one-touch adjustments to the loop-out point, thereby facilitating the loop operation.

### RELOOP

Allows returning to the set loop position any number of times. Press the **RELOOP/EXIT** button after canceling loop play to return to the loop start position. By using the loop ON and OFF combined with the rhythm of the track, new sound effects can be created.

### BEAT LOOP/LOOP DIVIDE

Automatically sets a loop-out point according to the track's BPM and starts loop-play. Each additional time the button is pressed, the loop is divided and a new rhythm produced.

### PLAYING ADDRESS

The bar graph provides a visual reference of the track playback progress that enables the user to visualize the current playback position, in the same way as is done with an analog record by checking the position of the needle. The current position can be confirmed by the length of the graph, and in addition, the graph flashes to notify the ending of the track.

### FADER START

When a Pioneer DJ mixer (sold separately) is connected, the mixer's fader operation can be used to perform quick start and back cue.

### RELAY PLAY

Two CDJ-400 units can be connected in tandem to perform automatic relay play.

When track playback stops on one of the players, the standby mode of the other player is released and playback begins automatically.

## OIL DAMPER FLOAT

OIL DAMPER FLOAT construction helps resist shakes and impacts.

This unit features an OIL DAMPER FLOAT design, making it harder for distortions and sound breakup to occur due to impacts from operation and vibrations from the floor.

## MULTI READ

Supports playback of CD-R and CD-RW discs. (Some discs may not replay properly, however, due to certain special characteristics of some discs and recorders, as well as due to dirty or damaged discs.)

## MP3 DJ PLAY

MP3 files recorded on CD-ROM or USB memory device can be played with DJ functions.

## PC CONNECTION

Virtually all the button and slider functions of the CDJ-400 can be output to external devices.

These signals can then be used to control Pioneer's own DJ software "DJS" as well as other computer software applications. In addition, music tracks played on the computer can be output as audio from the CDJ-400.

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DISCS USABLE WITH THIS UNIT

Types of discs playable on this unit

- The following marks and logos are displayed on disc labels, packaging, or jackets.

Types and Logos of playable discs			
CD	CD-TEXT (Note 1)	CD-R (Note 2)	CD-RW (Note 2)
			

**Note 1) Regarding TEXT display:**  
The number of characters that can be displayed is up to 48. When a display exceeds eight characters in length, the display will scroll. Only alpha-numerics and a limited number of symbols can be displayed (☞ P. 13).

**Note 2) CD-R/CD-RW discs:**  
This player supports playback of CD-R/CD-RW discs recorded in audio CD format or MP3.  
\* For details, consult the Operating Instructions for your recorder.

- Notes:**
- Some CD-R/CD-RW discs recorded on standalone recorders or computer drives may not be playable back on this player, due to a variety of reasons, including disc characteristics, scratches, dirt, player lens dirt or condensation, etc.
  - Some discs recorded on computer drives may not be playable on this player, depending on the recording application used, its settings, and operating environment. Be sure to use the correct formatting for the discs used. For details, consult the application author.
  - This unit cannot play partially recorded CD-R or CD-RW discs that have not been finalized.
  - For detailed information regarding the handling of CD-R/CD-RW discs, consult the handling precautions supplied with each disc.

**■ Regarding CD-R/RW discs**  
Due to the unique construction of CD-R/RW discs, leaving them for extended periods of time in the pause (or cue standby) mode at a single point may result in the discs' becoming difficult to play at that place. The same symptom may also occur if the loop function is used to play back a single point on the disc excessively.  
As a result, users are advised to construct backup archive discs when playing discs containing important data.

**■ About DualDisc playback**  
This product is designed to conform to standards for music CDs. No warranty is made for operation or performance when used with discs not conforming to such music CD standards.

Playing MP3 files

MP3 files may be found in two formats: Constant Bit Rate (CBR) and Variable Bit Rate (VBR). This component supports playback and DJ play with both CBR and VBR type MP3 files, but in comparison with CBR files, files recorded in VBR format will experience slower search and super-fast search speeds. As a result, when operating speed is most important, the use of the CBR recording format is recommended for MP3 files.  
MP3 files must follow the format requirements listed below.

MP3 format	MPEG-1	Supports Audio Layer-3 sampling frequency 32 kHz, 44.1 kHz, 48 kHz, Bit Rate 32 Kbps to 320 Kbps.
	MPEG-2	Supports Audio Layer-3 sampling frequency 16 kHz, 22.05 kHz, 24 kHz, Bit Rate 16 Kbps (stereo) to 160 Kbps.
	ID3 tag	Supports ID3 Vers. 1.0/1.1/2.2/2.3/2.4. Displays title, album, artist. Only alpha-numerics and a limited number of symbols can be displayed.
	File extension	.mp3, .MP3, .mP3, .Mp3

### ■ Playing Tracks from USB memory

By connecting a USB memory device to the CDJ-400, MP3 files on the USB memory can be played.

- The CDJ-400 may not support playback with all USB memory devices or provide sufficient electrical power. Additionally, note that Pioneer is not responsible for any loss of data on a USB memory device that may occur as the result of connecting to the CDJ-400.
- Reading from a USB memory device may take time if large quantities of data are involved.
- Erratic performance may result when a USB hub is used.

### ■ To disconnect a USB memory device

Use SOURCE SELECT to cancel the selection of the USB memory device, and then confirm that the USB memory device indicator has gone out before removing the device.

USB Memory Device Format	Folder hierarchy	Maximum eight levels (cannot play files in folders exceeding 8th hierarchy level)
	Folder Max	10 000
	File Max	20 000 (maximum 10 000 in single folder)
	Recording format	Devices conforming to USB mass storage class (USB MSC), including external hard discs, portable flash memory devices, and digital audio playback devices (supporting FAT16 and FAT32 format).

\* No file sort function. Playback is in order recorded in memory.

\* Longer startup times are required with increasing numbers of files.

### ■ About CD-ROM playback

MP3 files recorded on CD-ROM can be played back on this unit.

Disc format	File extension	.mp3, .MP3, .mP3, .Mp3
	Folder layers	Maximum eight layers; files in folders exceeding eight layers cannot be played.
	Maximum number of folders	2 000
	Maximum number of files	3 000
	Multi-session	Does not support multi-session. When the disc used is a multi-session disc, only the first session will be played.
	CD-R recording method	Record following the ISO9660 CD-ROM file system. Supports only Disc At Once or Track At Once. CDJ-400 does not support Packet Write recorded discs.

\* No file sort function. Playback is in order recorded in memory.

\* Longer startup times are required with increasing numbers of files.

# CAUTIONS REGARDING HANDLING

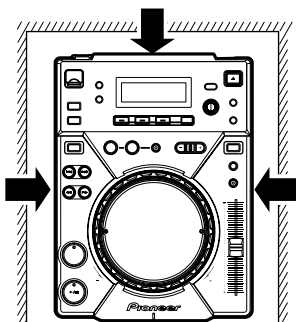
## Location

**Install the player in a well-ventilated location where it will not be exposed to high temperatures or humidity.**

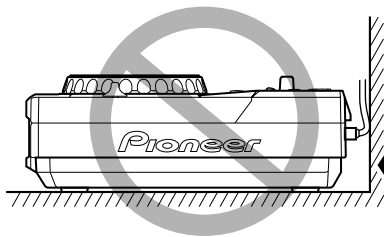
Do not install the player in a location which is exposed to direct sunlight, or near stoves or radiators. Excessive heat can adversely affect the cabinet and internal components. Installation of the player in a damp or dusty environment may also result in a malfunction and can be hazardous. Avoid installation near cookers etc., where the player may be exposed to oily smoke, steam or heat.

## Installation Guidelines

- Placing and using the compact disc player for long periods on heat-generating sources such as amplifiers or near spotlights, etc. will affect product performance. Avoid placing the player on heat-generating sources.
- Install this compact disc player as far as possible away from tuners and TV sets. A compact disc player installed in close proximity to such equipment may cause noise or degradation of the picture.
- Noise may be noticeable when an indoor antenna is used. In such cases, make use of an outdoor antenna or turn off power to the compact disc player.
- When the unit is used in a loud-sound environment, e.g., near a speaker, sound skip may occur. Install the unit away from the speaker or reduce the listening volume.
- Place this unit on a level surface and a stable platform.
- Be sure the player, including its audio and power supply cords, does not touch vibrating materials. Any cause of vibration other than the insulators may cause the disc to skip. Take special care when using the player while it is installed in a carrying case.



● Please be sure to leave a space to allow for heat radiation.



Do not place on or against vibrating materials!

## Cleaning the Player

To clean the PLAYER wipe with a polishing or a soft, dry cloth. For stubborn dirt, moisten a soft cloth with a weak solution of neutral detergent (diluted in five to six parts water), wring the cloth well, and wipe away the dirt. Use a dry cloth to wipe the surface dry. Do not use volatile liquids such as benzene or thinner which will damage the unit.

## CD Lens Cleaner

The player's pickup lens should not become dirty in normal use. If for some reason, the lens becomes soiled and malfunctions, contact your nearest PIONEER authorized service center. Lens cleaners for CD players are commercially available, but special care should be exercised in their use as some may cause damage to the lens.

## Storing Discs

- Discs are made of the same kinds of plastic used for conventional analog audio records. Be careful not to allow discs to warp. Always store discs in their cases vertically, avoiding locations with high heat, humidity, or extremely low temperatures. Avoid leaving discs in cars; the interior of a car in direct sunlight can become extremely hot.
- Always read and abide by the precautionary notes listed on disc labels.

## Condensation

When this unit is brought into a warm room from previously cold surroundings or when the room temperature rises sharply, condensation may form inside the unit and impair its performance. In such cases, allow the unit to stand for about an hour or raise the room temperature gradually.

## Cleaning and Handling Compact Discs

- The presence of fingerprints or smudges on the surface of the disc will not directly affect the recorded signals, but, depending on the degree of contamination, the brightness of the light reflected from the signal surfaces may be reduced causing degradation of sound quality. Always keep your discs clean by wiping them gently with a soft cloth from the inner edge toward the outer edge.



- If a disc becomes very dirty, dampen a soft cloth with water, (be sure to wring it out well) and wipe the away dirt gently. Remove any water drops with another soft, dry cloth.
- Do not use record cleaning sprays or anti-static agents on discs. Never clean discs with benzene, thinner, or other volatile solvents or damage to the disc surface may result.

- With this player, use only those discs which display the mark shown right (Optical audio digital discs).
- SACD hybrid discs cannot be played.

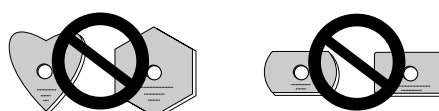


- When holding discs, do not touch their signal surfaces. Hold by the edges, or by one edge and the center hole.
- Do not affix gummed labels or tape to the disc surface. Also, do not scratch or damage the label.
- Discs rotate at high speeds inside the player. Do not use damaged, cracked or warped discs.



## Do not play a CD with a special shape

Do not play a CD having other shape than a circular disc, such as heart shaped disc. Otherwise malfunction may occur.





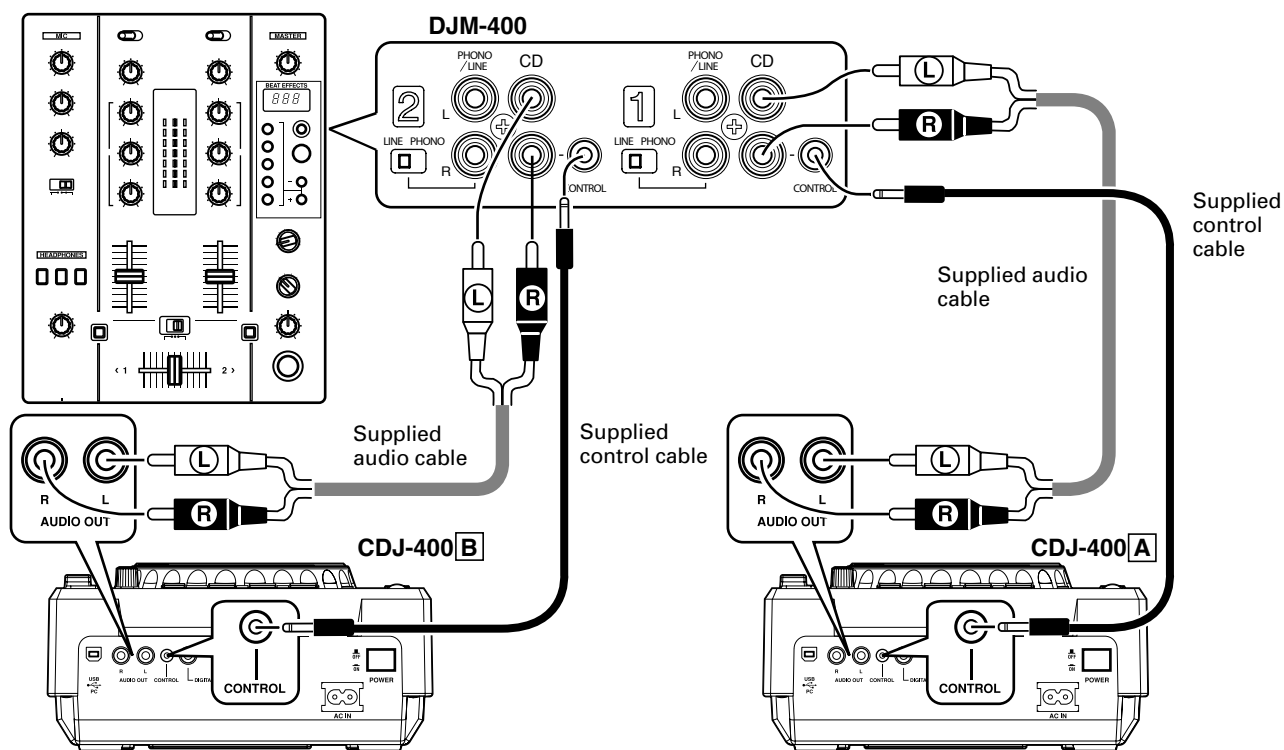
# CONNECTIONS

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

## 1. Connection to a Pioneer DJ mixer (audio output and CONTROL connector)

Using the supplied audio cables, connect the white plug into the L (left) terminal and the red plug to the R (right) terminal. Connect the supplied control cable to enable control of the unit from the mixer for fader start play and back cue.

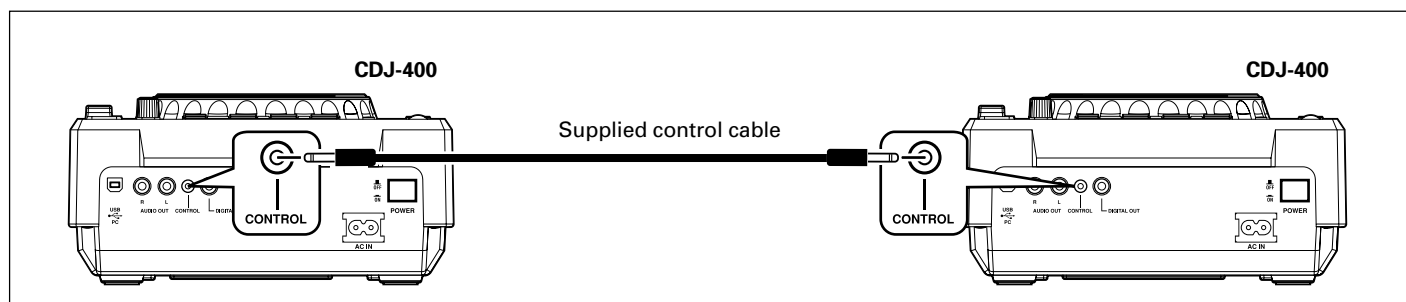
When connecting to a DJ mixer (DJM-400)



- When connecting to DJM-600, DJM-300 and DJM-500, connect as shown in the accompanying illustration.
- When connecting to DJM-909 and DJM-707, connect CH-1 CD with A PLAYER, CH-2 CD with B PLAYER using the supplied audio cables.
- When connecting to DJM-3000, connect A PLAYER to LINE 1 of CH-1, and B PLAYER to LINE 3 of CH-2.
- When connecting to the DJM-1000, use the supplied audio cable to connect one set of the CD/LINE connectors to PLAYER A and the other CD/LINE connectors to PLAYER B. For digital audio signal output, use a coaxial digital signal cable (sold separately) to connect the CDJ-400's DIGITAL OUT connector to one of the DJM-1000's DIGITAL IN connectors (channel 4 to 6).
- When connecting to the DJM-800, use the supplied audio cable to connect one set of the CD/LINE connectors to PLAYER A and the other set of CD/LINE connectors to PLAYER B. For digital output of audio signals, use a coaxial digital signal cable (sold separately) to connect the CDJ-400's DIGITAL OUT connector to the DJM-800's DIGITAL IN connector.
- When connecting to the DJM-700, use the supplied audio cable to connect one set of CD/LINE connectors to PLAYER A and the other set of CD/LINE connectors to PLAYER B.
- When connecting to a audio mixer other than the ones listed above, connect the unit's AUDIO OUT terminal to the mixer's line in terminal, or the AUX terminal (\* do not connect to the PHONO terminal, since distortion or improper operation may occur).

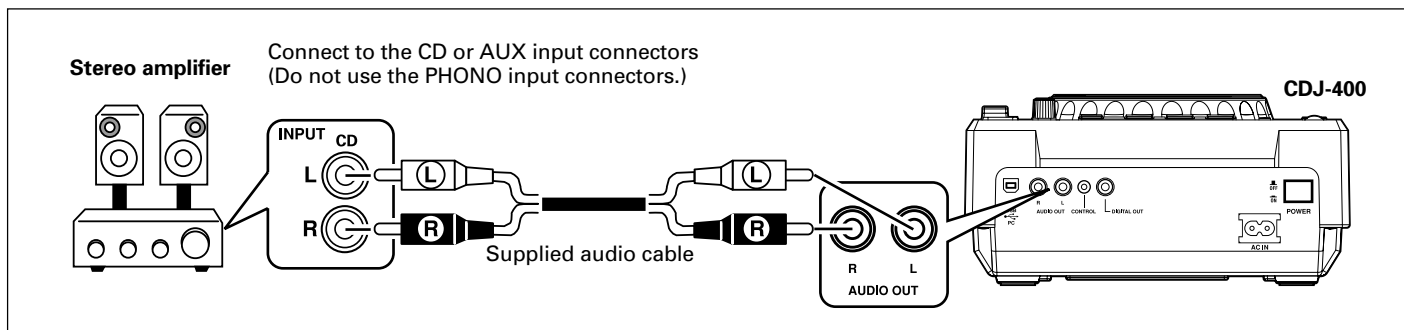
## 2. Connecting control cable for relay play

Alternating playback can be automatically performed when the CONTROL connectors of the two units are connected with the supplied control cable. (P.20)

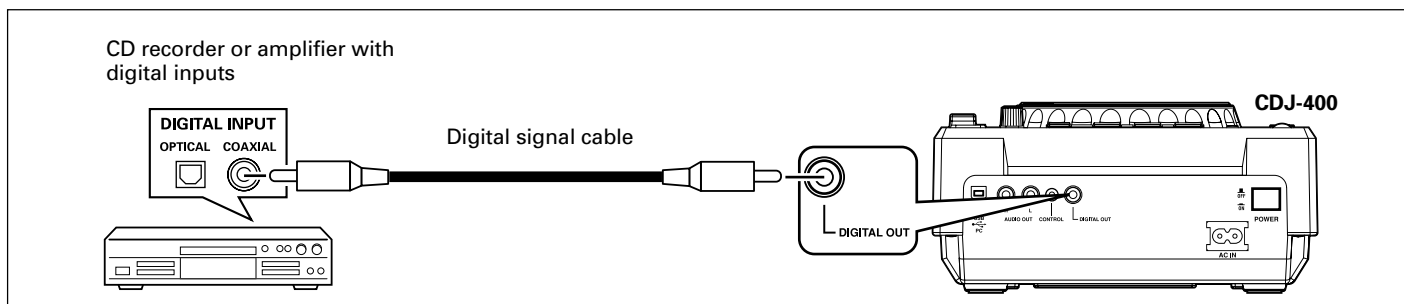


### 3. Connecting to other devices

#### A Connecting to a stereo amplifier (when not using a DJ mixer)

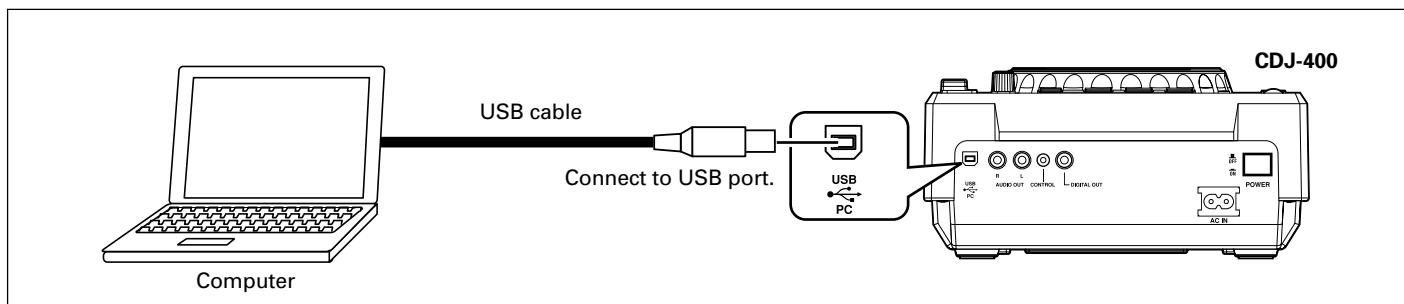


#### B Connecting to a component with digital input connectors



- The DIGITAL OUT connectors produce audio data only (without subcodes; CD graphics are not supported).
- Depending on the CD recorder or other component connected, some recording or other functions may be limited. For details, consult the operating instructions for the connected component.

#### C Connecting to a Computer

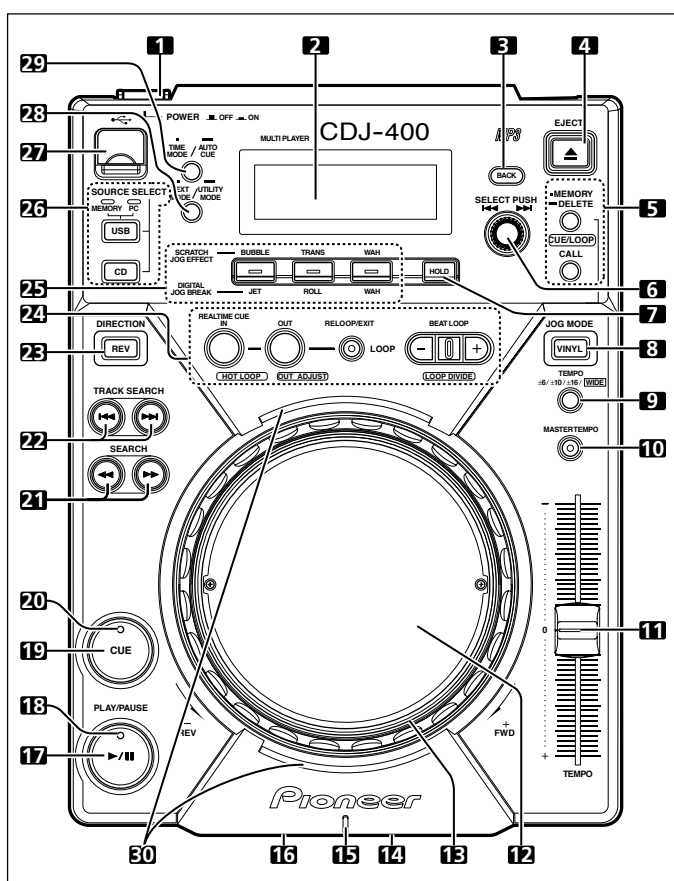


- Supported computer operating systems include Windows Vista, Windows XP, Windows 2000, and Mac OS 10.3 or later.
- When used with Windows 2000, a special MIDI driver must be installed before performing connections.
- A special ASIO driver is also available to allow audio signals to be output from computer.
- Please visit the following website to download special drivers, and for more information about the Pioneer DJ software program "DJS."  
<http://www.prodjnet.com/support/>

### 4. Connecting the power cord

After all other connections have been made, connect the power cord to the AC inlet on the rear panel of the player and connect the power plug to an AC wall outlet or to a power receptacle on the rear panel of the amplifier.

# PANEL FACILITIES



## 1. POWER switch (■OFF/ ▬ON)

This switch is located on the rear panel of the unit. Switches the unit's power ON/OFF.

## 2. Display (P.13)

## 3. Folder BACK button

Returns to the next higher level in the folder hierarchy when using a CD-ROM or USB memory with a hierarchical folder structure (P.16).

## 4. EJECT button

Ejects the disc. (P.14)

## 5. CUE/LOOP button

### ■ CUE/LOOP MEMORY/DELETE button

Use to record cue points and loop points. (P.20)

### ■ CUE/LOOP CALL buttons (◀, ▶)

Use to call cue points and loop points recorded. (P.20)

## 6. Rotary dial (SELECT PUSH ◀◀, ▶▶)

Use to select tracks in forward or reverse direction (track advance) and to select folders. (P.16)

Press to confirm folder/track selections.

## 7. HOLD button

Preserves the effect of the Digital Jog Break and Scratch Jog Effect. (P.17)

## 8. JOG MODE VINYL button

**VINYL mode:** The button indicator lights. When the surface of the jog dial is pressed during playback, play stops, and if the jog dial is then rotated, sound is produced in accordance with the degree of rotation.

**CDJ mode:** The above action does not occur when the jog dial is pressed.

- The currently set jog mode is stored in memory even when power is turned off.

## 9. TEMPO control range button (±6/±10/±16/WIDE)

Changes the variable range of the tempo control. (P.17)

- The tempo range will be saved in memory when the power is turned off.

## 10. MASTER TEMPO button/indicator

Turns the Master Tempo function ON/OFF (lights when turned ON). (P.17)

## 11. TEMPO control slider

Controls the track's tempo (playback speed). (P.17)

## 12. Jog dial (–REV/+FWD) (P.16)

A photograph or other graphic of your choice can be inserted (P.13)

## 13. Jog indicator

- Indicator lights when disc is inserted during normal mode, or if USB memory is selected during normal mode.
- The illumination pattern of the jog indicator can be changed.

### ■ Changing the jog indicator's illumination pattern.

1. Hold the TEXT MODE/UTILITY MODE button depressed for one second or more to enter utility setting mode. Turn the rotary dial so that the display screen shows [JOG ILLUMI], and then press to confirm the selection. The display screen will show [PATTERN 1].
2. Turn the rotary dial to change the illumination pattern. Patterns can be chosen from PATTERN 1 to PATTERN 6.
3. Press the rotary dial to confirm. Utility setting mode will be canceled if no command is entered for 15 seconds. Pressing the BACK button will also exit the setting mode.

## 14. Disc loading slot

Located in front panel. (P.14)

## 15. Disc indicator

- When no disc is inserted, the indicator is turned off.
- When disc loading is completed, indicator turns on.

## 16. Forced ejection hole

Located in front panel of the unit. (P.14)

## 17. PLAY/PAUSE button (▶/⏸)

(P.15)

## 18. PLAY/PAUSE indicator (▶/⏸)

Lights when playing, and flashes when in pause mode.

## 19. CUE button

Use to set and confirm cue point. (P.18)

## 20. CUE indicator

Lights when cue point is set, and flashes when in pause mode.

## 21. SEARCH buttons (◀◀, ▶▶)

Use to perform fast-forward and fast-reverse (with sound) during playback mode. (P.16)

## 22. TRACK SEARCH buttons (◀◀, ▶▶)

Changes tracks in the forward/reverse direction. (P.16)

## 23. Reverse button (DIRECTION REV) (P.19)

When this button is pressed, its indicator lights and the unit is set to reverse play.

### 24. LOOP buttons

#### ■ IN/REALTIME CUE/HOT LOOP button/indicator

Use to input loop-in point. (**IN** ⓘP.19)

Use to set the current playback point as cue point. (**REALTIME CUE** ⓘP.18)

When pressed during loop play, returns playback to loop-in point and begins replay. (**HOT LOOP** ⓘP.19)

#### ■ OUT/OUT ADJUST button/indicator

Use to input loop-out point. (**OUT** ⓘP.19)

When pressed during loop play, adjusts loop-out point. (**OUT ADJUST** ⓘP.19)

#### ■ RELOOP/EXIT button

After finishing loop play, the stored loop-in/out information can be used to begin loop play again. (**RELOOP** ⓘP.19)

When pressed during loop play, loop play stops and playback returns to normal playback mode. (**EXIT** ⓘP.19)

#### ■ BEAT LOOP/LOOP DIVIDE buttons/indicator

If pressed while playing or pausing a track, the loop-end will be calculated based on the BPM (Beat Per Minute) of the track, and loop-play will then start (**BEAT LOOP** ⓘP.19).

Pressing the – button during loop-playback will divide the playback loop, and pressing the + button will return the playback loop to its original length (**LOOP DIVIDE** ⓘP.19).

During loop-playback, the button's indicator will light to indicate that the LOOP DIVIDE button is enabled.

### 25. SCRATCH JOG EFFECT/DIGITAL JOG BREAK buttons

The button's function changes depending on the JOG mode.

#### ■ SCRATCH JOG EFFECT buttons

Turns on/off each of the effects BUBBLE, TRANS, and WAH during VINYL mode (ⓘP.17).

#### ■ DIGITAL JOG BREAK buttons

Turns on/off each of the effects JET, ROLL, and WAH during CDJ mode (ⓘP.17).

### 26. SOURCE SELECT buttons

#### ■ USB select button

Select when playing files from a connected USB memory device. Each time the button is pressed, the function alternates between USB and PC.

#### ■ CD select button

Select when playing CDs or files on a CD-ROM.

### 27. USB port

Use to connect a USB memory device.

### 28. TEXT MODE/UTILITY MODE button

Changes the TEXT display (ⓘP.13)

Hold the button depressed to enter utility setting mode.

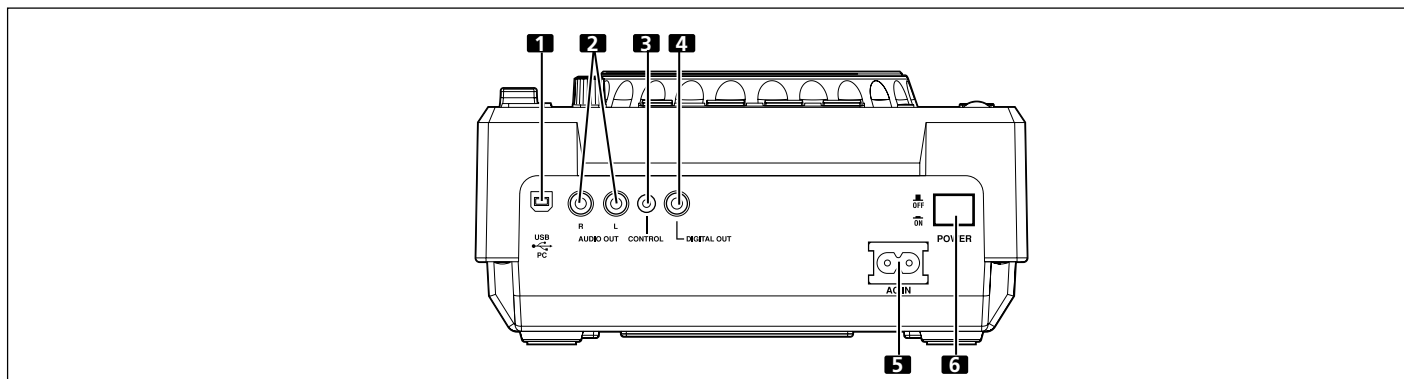
### 29. TIME MODE/AUTO CUE button

Switches the display between the track's elapsed time and remaining time (ⓘP.13).

Hold the button depressed to turn the auto cue function on/off (ⓘP.15).

### 30. Jog touch indicators

During VINYL mode, lights when the top of the jog dial is pressed.



## Rear Panel

### 1. USB port

Use to connect a computer.

### 2. AUDIO OUT L, R connectors

RCA-type analog audio output jacks.

### 3. CONTROL connector

When the accessory control cord is used to connect this connector to the corresponding CONTROL connector on a Pioneer DJ mixer, the DJ mixer can be used to control the CD player for fader start play and back cue.

Also, by connecting this connector to the CONTROL connector on another Pioneer DJ CD player, automatic relay play can be performed. (ⓘP. 20)

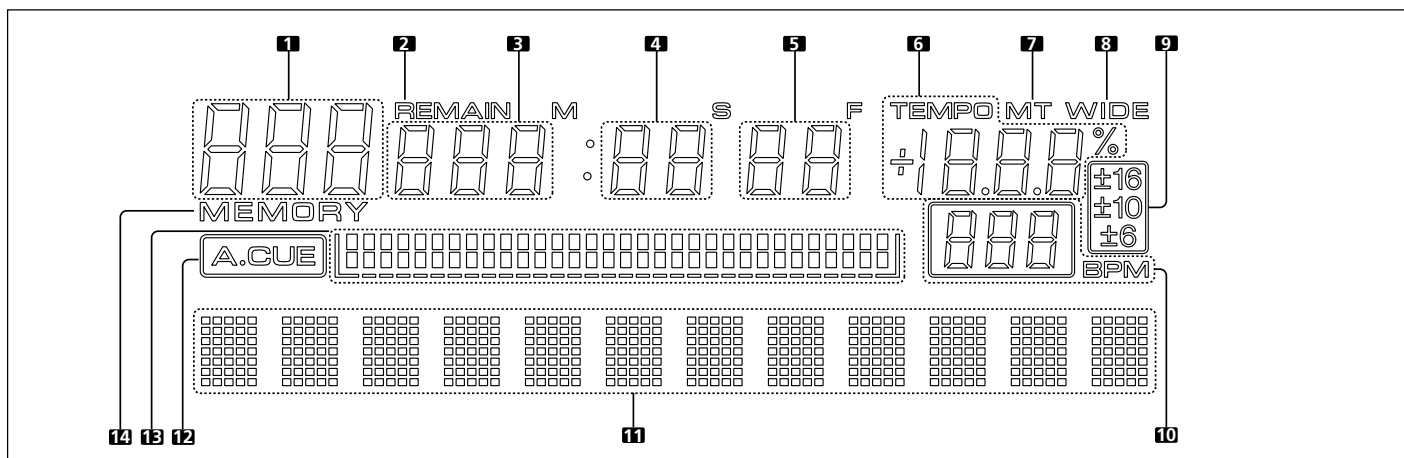
### 4. DIGITAL OUT connector

RCA type coaxial digital output connectors used to connect a DJ mixer or AV amplifier, CD player, etc., equipped with digital input connectors. The digital outputs here support all DJ and other functions, but only audio data is output (without subcodes; CD graphics are not supported).

### 5. AC inlet (AC IN)

Use the accessory power cord to connect this inlet to a standard AC power outlet.

### 6. POWER ■ OFF/■ ON switch



## Display

### 1. Segment display x3

Displays folder number, track number, or alphanumeric data.

### 2. REMAIN

Lights when the track remaining time is displayed.

### 3. Segment display x3

Displays time (minutes) or alphanumeric data.

### 4. Segment display x2

Displays time (seconds) or alphanumeric data.

### 5. Segment display x2

Displays time (frame) or alphanumeric data.

### 6. TEMPO

Displays the change rate of tempo.

### 7. MT

Lights when Master Tempo function is ON.

### 8. WIDE

Lights when the TEMPO control range button is set to WIDE.

### 9. ±6, ±10, ±16

Lights to display tempo range.

### 10. BPM

Displays the BPM of the track displayed.

### 11. Dot matrix display (7x5) x12

Displays text.

### 12. A.CUE

Lights when Auto Cue function is turned on.

### 13. Playing address display

Displays the current playback position in a one-track full-scale graph.

When displaying elapsed time, the graph lights from the left, and when displaying the remaining time the graph light turns off from the left.

When remaining time is less than 30 seconds, the graph flashes slowly, and when remaining time is less than 15 seconds the graph flashes rapidly.

### 14. MEMORY

Lights when a cue/loop point is saved.

#### Time display

- Press the **TIME MODE** button to alternate between elapsed time (TIME) and the track's remaining time (REMAIN).
- The display mode is saved when the power is turned off.

#### About TEXT display

Press the **TEXT MODE** button to switch the display between track name/album name/artist name for CD-TEXT. During MP3 playback, the display shows ID3 tag track name (if no ID3 tag is recorded, the display shows the file name) /ID3 tag album name/ID3 tag artist name.

- Each item can display up to 48 characters of text; text longer than 10 characters is scrolled.
- Text may include alphanumerics and some symbols.
- If no text is available, the [NO TEXT] message will be displayed.

When a track name is selected in TEXT display, the [♪] icon will be displayed followed by the track name (with MP3, the ID3 tag's title name or file name will be displayed).

Also, during MP3 play, the bit rate will be displayed following the track name.

♪ **CDJ-400 [128 Kbps]**

When an album name is selected in TEXT display, the [📀] icon will be displayed followed by the album name.

📀 **Pioneer**

When an artist name is selected in TEXT display, the [👤] icon will be displayed followed by the artist's name.

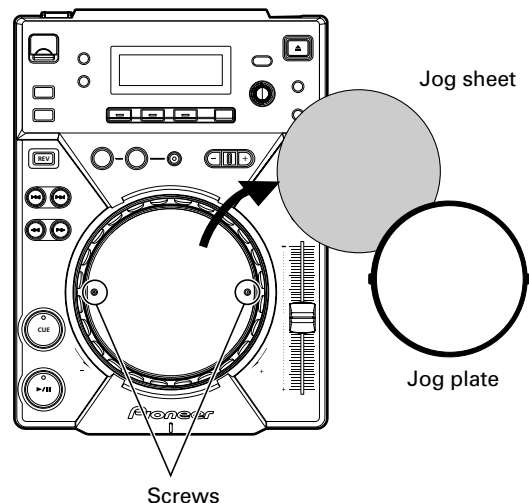
👤 **Pioneer PRO DJ**

When folder search is performed with MP3, the folder name is displayed during the search.

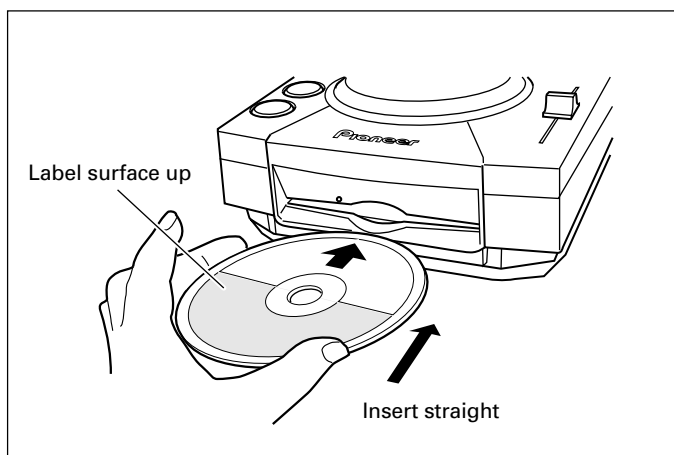
📁 **Pioneer DJ**

#### Removing the jog sheet

Using the furnished screwdriver, remove the two screws and the jog plate. The inner jog sheet can then be replaced with another supplied jog sheet or a graphic of your choice.



## DISC LOADING/UNLOADING



### 1. Set the rear-panel POWER switch to ON.

**Do not force a disc into the unit when the POWER switch is set to OFF as this may damage the disc and the unit.**

### 2. Insert a disc.

- Hold the disc with label surface upwards, and insert into the front panel disc loading slot.
- Only one disc can be loaded at a time. Never attempt to load more than one disc at the same time, or attempt to load a second disc when one disc has already been loaded.
- When loading a disc, do not place any twisting force on the disc, or try to force the disc into the slot. Also, do not attempt to interrupt or defeat the motion of the disc when the player begins to draw a disc into the slot or to eject a disc, since damage to the disc or player could occur.

### 3. Press the EJECT button to remove the disc.

- When the **EJECT** button is pressed, disc rotation stops and the disc is ejected from the loading slot.
- If the disc cannot be ejected with the **EJECT** button, insert a pin in the forced ejection hole on the front panel of the player.

#### ■ Canceling eject command

In the event the **EJECT** button is pressed by mistake, if the **PLAY/PAUSE (▶/II)** button is pressed immediately (before **[EJECT]** is displayed), the eject command will be canceled and playback will restart from the place immediately before the **EJECT** button was pressed (during this time, sound output will be temporarily interrupted).

#### CAUTION:

**Do not attempt to press a disc back into the slot when the **[EJECT]** indicator appears. Pressing a disc back into the slot while the **[EJECT]** indicator appears may cause the player to stop. In this case, press the **EJECT** button again and wait until the **[EJECT]** indicator goes out before reinserting the disc.**

### Forced disc ejection

If the **EJECT** button does not function or the disc cannot be removed, pushing the pin provided into the forced ejection hole on the front panel will enable the disc to be removed.

When performing forced ejection, be sure to follow the precautions below.

- ① Be sure to turn OFF the power of the CD player, and check that the disc has stopped rotating. It takes about 60 seconds for the disc to stop rotating after the power has been turned OFF.

#### If forced ejection is performed while the disc is rotating;

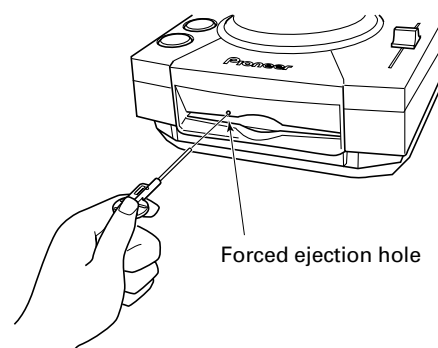
- As the disc will be ejected outside the CD player rotating, it may hit your finger and cause injuries.
- As the disc will be rotating with the clamp unstable, it may be scratched.

**For the above reasons, never attempt to eject the disc forcibly while it is rotating.**

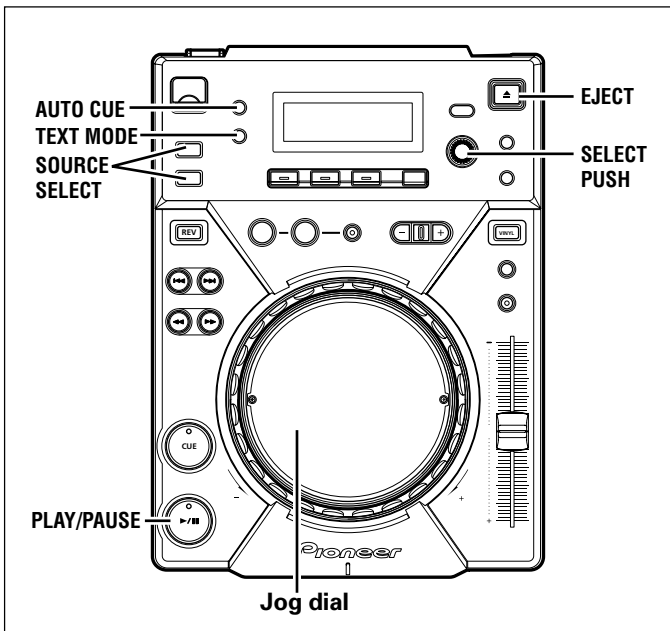
- ② Always use the pin provided (Do not use other objects).

**The provided pin is found in a groove in the bottom surface of the player.**

When the provided forced eject pin is inserted **fully** into the forced eject hole on the front panel, the loaded disc is ejected about 5 mm to 10 mm from the loading slot, making it possible to remove it by hand.



# DJ PLAYER OPERATIONS



## Auto cue function

When a disc is loaded or track search/track change is performed, this function automatically sets the cue point (see P.18) to the point immediately before the actual audio starts.

### ● Turning on/off

Hold down the **AUTO CUE** button to turn the auto cue function on. The auto cue indicator [A. CUE] in the display lights when auto cue is on. Hold down the **AUTO CUE** button again to turn the auto cue function off.

- The on/off of the auto cue function will still be saved when the power is turned off.
- The auto cue level can be varied.

### ■ Changing the auto cue level

#### 1. Hold down the TEXT MODE/UTILITY MODE button for one second or more.

Utility setting mode is enabled. Turn the rotary dial so the display screen shows [A.CUE LEVEL], then press to confirm.

The display screen will show [-60dB] (when in default state).

#### 2. Change the value by turning the rotary dial.

Values can be selected from -36 dB, -42 dB, -48 dB, -54 dB, -60 dB, -66 dB, -72 dB, and -78 dB.

#### 3. Press the rotary dial to select.

Utility setting mode will be canceled if no command is entered for 15 seconds. Pressing the **BACK** button will also exit the setting mode.

## Starting playback

### 1. Insert disc in the player.

- When inserting a disc, keep the label-side up, and insert only one disc into the disc loading slot located in the front panel of the unit. (see P.14)
- If a CD-ROM with no MP3 file in the first session is inserted, the display will read [NO TRACK] and the CD-ROM will not be played.
- When a USB memory device is connected to the USB port, press the **SOURCE SELECT** button to alternate between playback from disc (CD) or files on the USB memory.

### 2. When Auto Cue function is ON, press the PLAY/PAUSE button (▶/II).

- Wait for the display's time display to appear before pressing the button. The non-recorded portion at the beginning of the displayed track will be skipped and playback will begin instantly. When the first track's playback ends, the player will automatically search for the beginning of the next track. The indicator on the CUE button will light, the **PLAY/PAUSE** button (▶/II) indicator will flash and the player will then wait for the **PLAY/PAUSE** button (▶/II) to be pressed before beginning playback of the next track.

**When the Auto Cue function is turned off, playback will begin automatically from the first track.**

- When Auto Cue function is turned off, playback will continue after the first track has been played, with all subsequent tracks being played in sequence.

## Resume function

When the same disc is inserted after being ejected once, the disc will be restarted from the place immediately before the disc was ejected. However, the Digital Jog Break and Scratch Jog Effect functions will not be restored. If desired, the **TRACK SEARCH** button can be pressed before playback begins to perform normal track search and playback.

## To stop playback

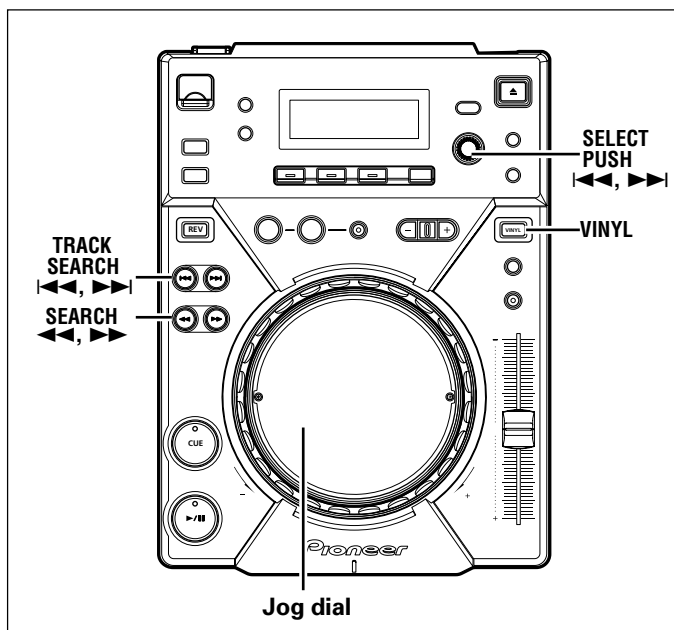
### 1. Press the EJECT button.

- Playback will stop and the disc will be ejected.
- The CDJ-400 is not provided with a conventional stop button.
- In the event the **EJECT** button is pressed accidentally, immediately (before [EJECT] is displayed in the display) press the **PLAY/PAUSE** button (▶/II) to cancel the eject command; playback will then restart from the place immediately before the **EJECT** button was pressed (during this time, sound output will be temporarily interrupted).

## To temporarily interrupt playback

**Press the PLAY/PAUSE button (▶/II) during playback.**

- The **PLAY/PAUSE** button (▶/II) indicator and the **CUE** button indicator will flash and playback will be paused.
- When the **PLAY/PAUSE** button (▶/II) is pressed again, the indicator on the button will light and the playback will continue.
- In **CDJ** mode, broken playback sound will be output even during pause. If you wish for no sound to be output, lower the output level of the audio mixer.
- After setting the unit to pause, if no subsequent operation is performed for 100 minutes, the disc rotation will automatically stop. In this event, pressing the **PLAY/PAUSE** button (▶/II) will cause playback to resume.
- If the [END] display is left on for 100 minutes without further player operations, the unit will stop, even if it is in the play mode.



## Jog dial functions

### [Pitch Bend]

#### Rotate jog dial during playback.

When jog mode is set to [VINYL], operate the jog dial by touching only the beveled sides of the dial. Different functions are enabled if the top surface is touched.

- In proportion to the amount of rotation, the playback speed is accelerated (FWD+) or decelerated (REV-). When in the reverse mode, the playback speed accelerates when the dial is rotated in the REV- direction, and decelerates when rotated in the FWD+ direction.
- When dial rotation is stopped, playback reverts to the previous speed.

### [Scratch play]

#### Rotate jog dial during playback.

See "Scratch play" in the ADVANCED OPERATIONS.

### [Frame search]

#### Rotate jog dial during pause.

When jog mode is set to CDJ, the audible pause mode is enabled and when set to [VINYL], inaudible pause is performed; the audio is played at a speed corresponding to the speed of jog dial rotation.

- The pause position will change in units of one frame.
- One rotation of the jog dial corresponds to 1.8 seconds of playback (135 frames).

### [Cue point adjust]

☞ P.18 "Changing the cue point"

### [Super-Fast Search]

☞ P.16 "Super-Fast search"

### [Super-Fast track search]

☞ P.16 "Super-Fast track search"

### [Digital Jog Break]

☞ P.17 "Digital Jog Break"

### [Scratch Jog Effect]

☞ P.17 "Scratch Jog Effect"

## Fast-forward/fast-reverse

### ■ SEARCH buttons (◀◀, ▶▶)

#### Press one of the SEARCH buttons (◀◀, ▶▶) during playback.

Press and hold the ▶▶ button for fast forward the disc; press and hold the ◀◀ button for fast reverse.

- During playback of MP3s, fast-forward/fast-reverse are supported only for tracks inside the same folder.

### ■ Super-Fast search

#### Rotate the jog dial while pressing one of the SEARCH buttons (◀◀, ▶▶).

- Hold down one of the SEARCH buttons (◀◀, ▶▶) while turning the jog dial in the desired direction to enter super-fast forward or super-fast reverse mode.
- During Super-Fast search, the search direction is determined by the direction the jog dial is turned. The direction of the pressed SEARCH button (◀◀, ▶▶) is ignored.
- When the jog dial rotation stops, the unit returns to playback mode.
- When the SEARCH button (◀◀, ▶▶) is released, Super-Fast search is canceled.
- During playback of MP3s, fast-forward/fast-reverse is supported only tracks inside the same folder.

## Track cueing

### ■ TRACK SEARCH buttons (◀◀, ▶▶)

#### Press one of the TRACK SEARCH buttons (◀◀, ▶▶).

- Each time the button is pressed, the track is cued in the direction corresponding to the arrow on the button (during playback of a track, to cue playback to the beginning of the preceding track, press the ◀◀ button twice). During playback of MP3s, the first track found in the direction pressed will be cued, and only those tracks inside the same folder are searched.
- When the Auto Cue function is turned ON, the track will be set in cue standby position at the beginning of the track after cueing.
- When the TRACK SEARCH button (◀◀, ▶▶) is held depressed, cueing is performed continuously. If the button is held depressed for two seconds or more, the cue speed increases.
- By pressing the ◀◀ button twice at the beginning of the first track (Track NO.1), the last track will be cued. During playback of MP3s, when the ◀◀ button is pressed the track with the smallest number, the last track in the same folder will be cued.
- By pressing the ▶▶ button at the last track, the first track (Track NO.1) will be cued. During playback of MP3s, when the ▶▶ button is pressed at the last track, the track with the smallest number in the same folder will be cued.

### ■ Super-Fast track search

#### Rotate the jog dial while pressing one of the TRACK SEARCH buttons (◀◀, ▶▶).

- By turning the jog dial in the desired search direction while pressing either of the TRACK SEARCH buttons (◀◀, ▶▶), the track number will be searched corresponding to the turning of the jog dial.
- During Super-Fast track search, the search direction is determined by the direction of rotation of the jog dial. The direction of the pressed TRACK SEARCH button (◀◀, ▶▶) is ignored.
- When the TRACK SEARCH button (◀◀, ▶▶) is released, Super-Fast track search will be ended.

## Rotary search

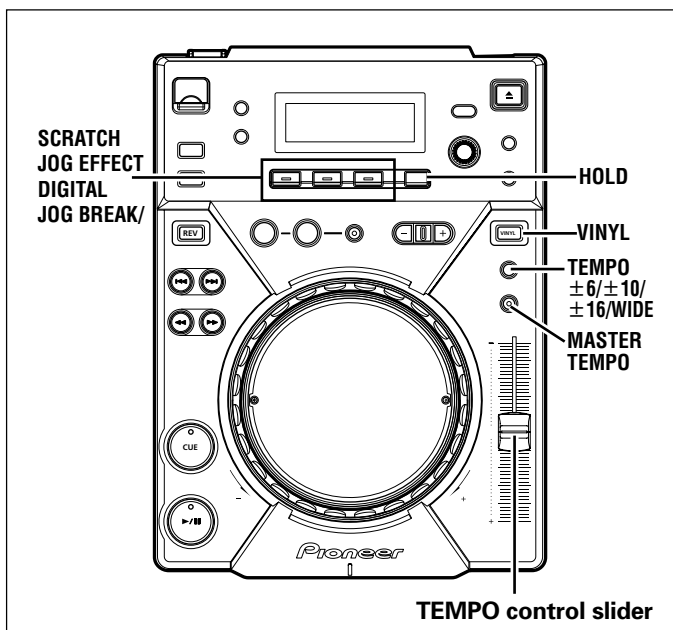
### 1. Turn the rotary dial (SELECT PUSH ◀◀, ▶▶).

- The search will move one track for each calibration unit the dial is rotated, corresponding to the direction of rotation. If the search arrives at the root directory, the folder name [ROOT] will be displayed.
- When text mode is selected, the folder name will be displayed after rotary search, followed by the folder's beginning track number and file name.
- Turn the rotary dial during playback to select tracks while the track is being played. Turn the rotary dial before inserting discs or a USB memory device to preset the track number.

### 2. Press the rotary dial (SELECT PUSH ◀◀, ▶▶).

- The playback of the selected track will begin. If a folder is selected, the hierarchy of that folder will be entered. Press the BACK button to return one level higher in the folder hierarchy.





## Change playback speed

### Sliding the TEMPO Control slider forward and back.

By sliding the lever towards you (+) increases the tempo; sliding the lever away from you (-) decreases the tempo. The center detent position is the normal speed.

- The rate of change in playback speed (tempo) is shown in the display.
- The playback speed can be changed without changing the pitch (⇄ "Applying master tempo").

### ■ Selecting range of tempo adjustment

#### Press the TEMPO $\pm 6/\pm 10/\pm 16/\text{WIDE}$ button.

Each time the button is pressed, the variable range of the TEMPO control slider alternates between  $\pm 6\%$ ,  $\pm 10\%$ ,  $\pm 16\%$  and WIDE. The tempo can be adjusted in units of 0.02 % when set to  $\pm 6\%$ , units of 0.05 % when set to either  $\pm 10\%$  or  $\pm 16\%$ , and units of 0.5 % when set to WIDE.

The variable tempo range for MP3s is  $\pm 6\%/\pm 10\%/\pm 16\%$ .

- The set variable range will be shown in the display.
- The tempo range will be saved in memory when the power is turned off.

## Applying master tempo

### Press the MASTER TEMPO button during playback.

The MASTER TEMPO button and the [MT] indicator in the display will light, and the speed (tempo) can be changed using the TEMPO control slider without changing the pitch (key).

- Due to digital processing of the sound, the sound quality will drop.
- The setting will be saved in memory when the power is turned off.

## Scratch Jog Effect

Press one of the SCRATCH JOG EFFECT buttons (BUBBLE, TRANS, WAH) during playback while in VINYL mode.

- The effect is produced only while scratching.

### BUBBLE

Produces a bubbly sound effect, simulating the bubble scratch technique.

### TRANS

Produces an effect resembling sound muted with the mixer's cross fader.

### WAH

Produces an effect resembling the wah-wah pedal used for guitars.

## Digital Jog Break

Press one of the DIGITAL JOG BREAK buttons (JET, ROLL, WAH) during playback while in CDJ mode.

- The selected effect will appear in the display, and the effect will change corresponding to the degree of rotation of the jog dial.

### JET

Changes the delay time in response to rotation of the jog dial, and adds a short delay sound to the original, thereby causing an interference between the sounds and creating a "swooshing" effect.

- The delay time corresponds to the jog dial's rotation and changes between 0 ms (when jog dial is completely stopped) to a maximum of 3 ms.
- When removing hand from jog dial, the sound will gradually settle back into the original sound.
- The setting is canceled when the disc is ejected.

### ROLL

The playback sound will be affected with pitch and playback time varied in response to the rotation of the jog dial.

- When the jog dial was touched, audio will be loop-played then rolled.
- When removing hand from jog dial, the sound will gradually settle back into the original sound.
- The setting is canceled when the disc is ejected.
- ROLL cannot be performed during reverse playback.

### WAH

Adds a filter with cutoff frequency that changes in response to jog dial rotation.

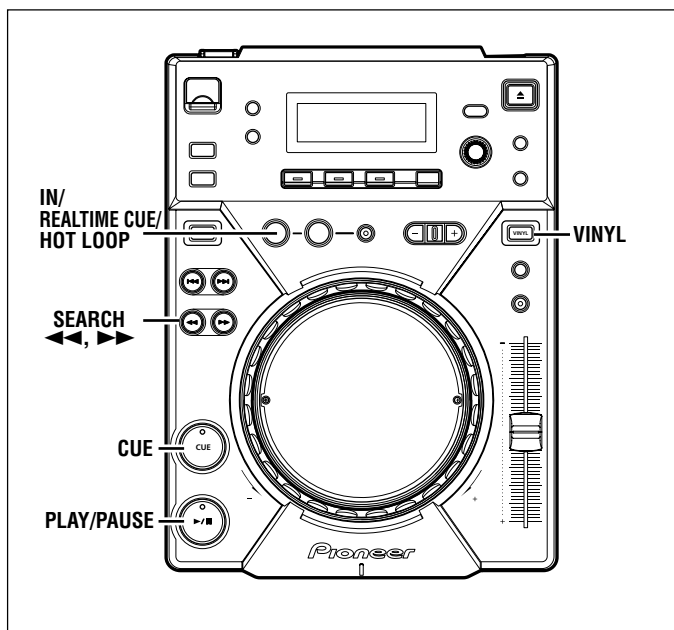
- The filter changes into a high-pass filter when the jog dial is turned clockwise; the filter changes into a low-pass filter when the jog dial is turned counterclockwise.
- When removing hand from jog dial, the sound gradually settle back into the original sound.
- The setting is canceled when the disc is ejected.

### [HOLD function]

Used to maintain the effect that has been created by the turning of the jog dial even after the jog dial's rotation is stopped.

Press the HOLD button during usage of Digital Jog Break or Scratch Jog Effect function.

- If you remove hand from jog dial, the effect at that point will be maintained.
- When the HOLD function is turned ON, even if another effect is selected, the setting prior to the new effect selection will be preserved in memory so long as hold is not turned off.



## Cue point settings

Once a cue point has been stored in memory, it can be used during playback to set the player in the cue standby mode (ready to begin playback from the cueing position by pressing the **CUE** button).

### ■ Setting the cue during CDJ mode

1. During playback, press the **PLAY/PAUSE** button (▶/||) to pause playback at the point you wish to set as cue point.

2. Search for the precise position of the cue point.

#### ● Using frame numbers to specify cue points.

Cue points may be specified in one-frame units (where 75 frames are equivalent to one second).

Use the jog dial or the forward or reverse **SEARCH** button (◀◀, ▶▶) to advance to the desired frame. Each rotation of the jog dial corresponds to 135 frames in the specified direction; by pressing the **SEARCH** button (◀◀, ▶▶) frames will advance one frame in the specified direction. During the playback of MP3s, only files inside the same folder can be searched.

#### ● Listening to the sound to determine the cue point.

While turning the jog dial slowly, return the track to the point immediately before the desired playback point (The cue point will be the point directly after the sound which can be heard during the cueing pause).

3. Press the **CUE** button when the frame number or sound has reached the desired cueing point.

- The sound is muted, and the time display lights steadily when the cue point has been stored in memory.
- Each time a new cue point is stored to memory, the previous cue point will be erased.

### [Changing the cue point]

1. Press the **CUE** button during playback.

- This will take you back to the set cue point.

2. Press the **SEARCH** button (◀◀, ▶▶) and set to audible pause mode.

3. Go through steps 2 and 3 of "Cue Point Settings" mentioned above.

### ■ Setting the cue during VINYL mode

#### ■ REALTIME CUE

During playback, press the **IN/REALTIME CUE/HOT LOOP** button at the desired cueing point.

- This point will be set as a new cue point.

#### ■ Back Cue (returning to cue point)

1. Press the **CUE** button during playback.

- This will take you back to the set cue point.
- During the playback of MP3 files, back cue can be performed only within the same folder. As long as a new cue point is not overwritten, the cue point will be saved after folder search as well.

2. Press the **PLAY/PAUSE** button (▶/||).

- Playback will instantly start from the set cue point.

### ■ Cue point sampler (confirming cue points)

After specifying a cueing point, press the **CUE** button in the cue standby mode.

- The sound at the specified cue point will continue to play as long as the **CUE** button is pressed.
- During playback of MP3s, sounds can be heard only for cue points within the same folder.

## Mixing different tracks

Example: Mix track B with track A which is currently playing from the speakers.

- Connect CD1 to the DJ mixer's CH-1, and connect CD2 to CH-2.
- Raise the **TRIM**, **CHANNEL FADER**, and **MASTER VOLUME** settings appropriately so that sound is produced from CD1.

1. Set the DJ mixer's **CROSS FADER** slider at its left side (CH-1).

- Track A is heard from speakers.

2. Load a CD on player CD2.

3. Press the **TRACK SEARCH** buttons (◀◀, ▶▶) on player CD2 to find and select track B.

4. Operate the DJ mixer's **MONITOR SELECTOR** button to monitor CH-2.

5. Turn the DJ mixer's **MONITOR LEVEL** dial so that track B can be heard from the headphones.

- Only track A is heard from the main speakers.

6. Set cueing position for track B on the headphones.

① With player CD2 in the playback mode, press the **PLAY/PAUSE** button (▶/||) near the desired cueing point.

- The player will enter the pause mode.

② Rotate player CD2's jog dial and search for the track's cueing point (first beat).

③ When cueing point is found, press player CD2's **CUE** button.

- The player's sound will be muted and cueing will be completed.

7. Simultaneously press player CD2's **PLAY/PAUSE** button (▶/||) along with the sound of track A played from the speakers.

- Only track A will be heard from the main speakers.
- Track B will be heard from the headphones.

8. Move the **TEMPO** control slider so that the tempo (BPM=Beat Per Minutes) of track B and A matches.

Move the **TEMPO** control slider of player CD2's so that the BPM of track B matches the BPM of track A.

- When the two BPM rates match, the BPM synchronization is complete.

9. Press the **CUE** button on player CD2.

- Player CD2 will enter pause mode at the cue point.

10. Press the **PLAY/PAUSE** button (▶/||) of player CD2 in time with track A of player CD1 (the sound heard from speaker).

- Track B will begin playing.

11. While checking the sound on the headphones, gradually move the DJ mixer's **CROSS FADER** slider from left to right.

- The sound of track A from the speakers will gradually be mixed with the sound of track B.
- When the DJ mixer's **CROSS FADER** slider is completely moved to the right side, the sound heard from the speaker will have changed from track A to track B, and the operation is complete.

### ■ Long Mix Play

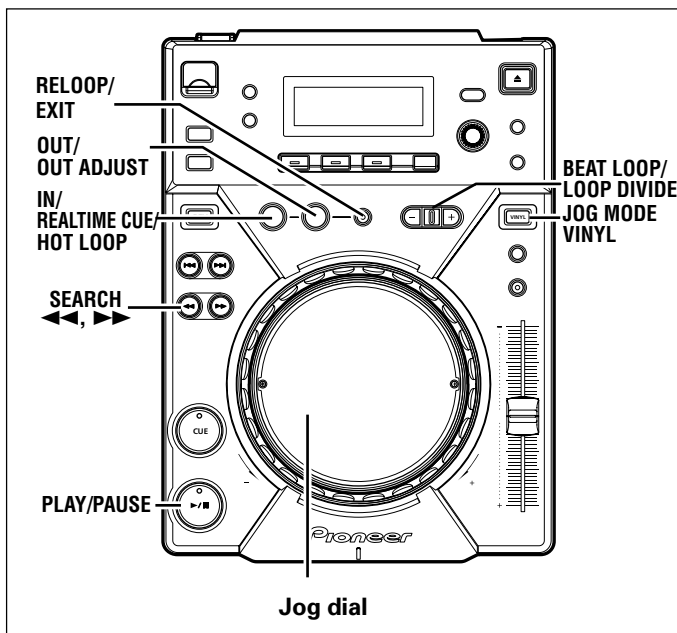
If the BPM rates match, the mixed sound of track A and track B will not sound unnatural even if the **CROSS FADER** slider is placed in the middle position.

### ■ Fader Start Play

By using the Cross Fader Start function of Pioneer DJ mixer, step 10 above can be skipped for simpler mixing.

In addition, when the **CROSS FADER** slider is returned to its original position, the status returns to that in step 9, so that the same play can be repeated.

# ADVANCED OPERATIONS



## Loop playback

### ■ Creating a loop

1. Press the **PLAY/PAUSE** button (▶/II) button to start playback.
2. During playback, press the **IN/REALTIME CUE/HOT LOOP** button at the loop-in point.
  - Note that this operation is not needed if a prerecorded cue point is to be used as the start of the loop.
3. During playback, press the **OUT/OUT ADJUST** button at the desired loop-out point.
  - Loop playback will start between the loop-in point and loop-out point.
  - By using the frame search, the loop-out point can be set in units of frames.
  - During playback of MP3s, looping is only possible within one and the same track set having a cue point.

### ■ To start loop playback with automatically set loop-out point (Auto BEAT LOOP)

Press the **BEAT LOOP/LOOP DIVIDE** during playback or pause mode.

- The point at which the button is pressed will be set as the loop-in point, and a loop-out point will automatically be set based on the track's BPM; loop playback will then start.
- If the numerical BPM value is not displayed, loop play will begin based on BPM=130.

### ■ To divide loops (LOOP DIVIDE)

Press the **BEAT LOOP/LOOP DIVIDE** buttons during loop playback.

- Pressing the – button will divide the playback loop, and pressing the + button will return the playback loop to its original length.

### ■ Returning to loop-in point during loop playback to start over the loop playback (HOT LOOP)

Press **IN/REALTIME CUE/HOT LOOP** button during loop playback.

- Returns to loop-in point and restarts loop playback.

### ■ To exit loop playback

Press **RELOOP/EXIT** button during loop playback.

- The track will continue playback in sequence from the loop out point without returning to the loop-in point.

### ■ Changing the loop-out point

1. Press the **OUT/OUT ADJUST** button during loop playback.
  - The time of the out point is shown in the display, the **OUT/OUT ADJUST** button starts to flash rapidly and the **IN/REALTIME CUE/HOT LOOP** button indicator turns off.
2. Press one of the **SEARCH** buttons (◀◀, ▶▶) or turn the jog dial.
  - The loop-out point is moved forwards or backwards in one-frame units.
  - The loop-out point cannot be moved before the loop-in point.
  - During playback of MP3s, loop adjustment is only possible within one and the same track set having a cue point.
  - Pressing the **OUT/OUT ADJUST** button or waiting 30 seconds or longer will cause the player to exit from the loop-out adjust mode and to resume loop playback.

### ■ Returning to loop playback (RELOOP)

After loop playback has been stopped, press the **RELOOP/EXIT** button during playback.

- Returns to the previously set loop-in point, and restarts loop playback. If the loop is divided with loop divide, the loop will return to its original length.
- During playback of MP3s, re-looping is possible only within the same folder.

## Fader start playback

The supplied control cable may be used to connect the **CONTROL** connector of the CDJ-400 to the matching **CONTROL** connector on a Pioneer DJ mixer, thus making it possible to exit from cueing standby mode and start playback immediately by raising the channel fader on the DJ mixer. The cross fader may also be used to perform fade-in starts on the player as well. The fader may also be returned to its original position to return the player to the cueing point (back cueing.) (See P.9 for instructions on connecting the units.)

## Scratch play

When jog mode is set to [VINYL], pressing the top surface of the jog dial and turning it causes playback to occur in proportion to the speed and direction of jog dial rotation.

1. Press the **JOG MODE VINYL** button so the button indicator lights.
2. During playback, press the top surface of the jog dial.
  - The playback will stop and become playback corresponding to the rotation of the jog dial (as explained in step 3).
3. Rotate the jog dial in the direction and at the speed you wish playback to be performed.
  - Playback will be heard in the direction and speed proportional to the jog dial rotation.
4. Remove hand from jog dial.
  - Returns to original playback.

## Spin play

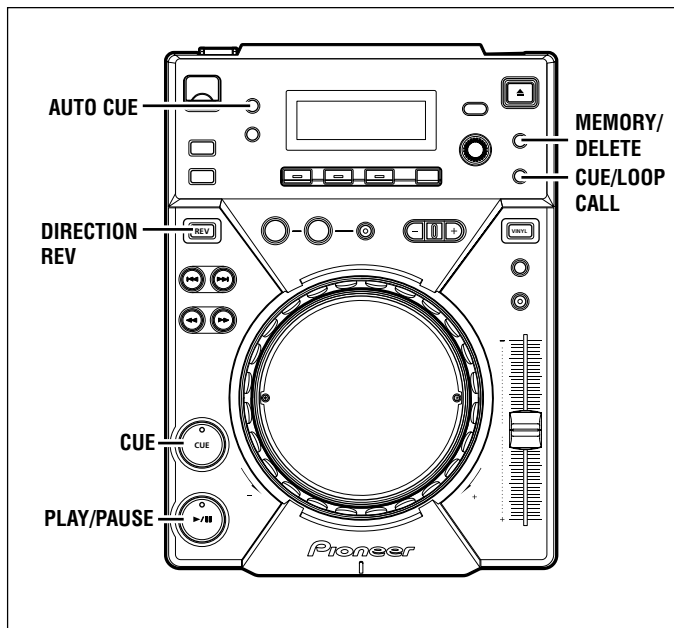
During playback in **VINYL** mode, either press the surface of the jog dial or press the **PLAY/PAUSE** button (▶/II) to pause playback, then rotate the jog dial quickly; playback will occur in the direction and at a speed proportional to the direction and speed of jog dial rotation, even if you then release your hand from the jog dial.

## Reverse play

Press the **DIRECTION REV** button. The button indicator will light. Playback will begin in the reverse direction.

- Playback acceleration/deceleration produced with jog dial rotation will operate in reverse.

- Reloop cannot be performed during reverse playback.
- Seamless reverse playback cannot be performed with loops of 15 seconds or more.
- If track search or loop play are performed, scratch/reverse operations may be temporarily disabled.
- In the case of MP3, reverse play that overlaps multiple folders is not possible.
- During MP3 play, reverse playback may not occur immediately with some tracks. (The message [Searching] may appear on the display while play time information is read into the unit before playback starts.)



## Cue point/loop point memory

The CDJ-400 is able to save cue points and loop points in memory. One cue/loop point can be saved in memory for each track.

- A single loop is composed of two points (IN/OUT).

### ■ Recording a cue point

1. Use the auto cue function or CUE button to input a cue point.
2. Press the CUE/LOOP MEMORY button.
  - The [MEMORY] indicator will light, showing that the cue point has been stored.

### ■ Recording a loop point

1. Set a loop-in point and loop-out point and begin loop playback.
2. During loop playback, press the CUE/LOOP MEMORY button.
  - The [MEMORY] indicator will light, showing that the loop data has been stored.

### ■ To recall a memorized cue/loop point

If a cue/loop point is saved, the [MEMORY] indicator will light.

1. Press the CUE/LOOP CALL button.
  - When the CALL button is pressed, the cue/loop point will be called up from memory, and the player will enter the standby mode at that point.
2. Press the PLAY/PAUSE button (►/II).
  - Play/loop play will begin.

### ■ To delete cue/loop points

1. Press the CUE/LOOP CALL button.
  - When the CALL button is pressed, the cue/loop point will be called up from memory, and the player will enter the standby mode at that point.
2. Hold down the MEMORY/DELETE button for one second or more at the cue/loop point you wish to delete.
  - The display will show the [DELETE] message, and the selected cue point or loop point data will be erased.

## Relay play using two players

By using the supplied control cable to connect the CONTROL connectors of two CDJ-400, or other CDJ series CD players, relay play can be performed. [P.9](#)

- Set both players' auto function to ON (The [A.CUE] indicators will light in the displays.)
- Set the DJ mixers Cross Fader control to its center position.

1. Begin playback on the first player.
2. When the currently playing track ends, playback will begin automatically on the standby player.
3. The first player will enter cue pause mode at the beginning of the next track on its disc.

- By repeating this operation, the two players can be used to perform continuous relay play.
- By loading new discs and choosing desired tracks on the player in standby, a continuous program of selected tracks can be played.
- By setting a cue point on the standby player, a relay of any desired cue point of the selected track can be performed. [P.18 "Cue Point Settings"](#)

### Note:

- Relay play may not operate properly if the AUDIO OUT jacks on the two players are not connected to the same DJ mixer.
- If the power to one player is turned off during its playback, the other player may begin playback.
- Fader start and relay play cannot be performed simultaneously, since different control cord connections are required.

## Writing and reading data

Using a USB memory device, data (cue/loop points) saved from the CDJ-400 can be copied to other players.

### ■ Writing data to USB memory devices

1. With no USB memory device or discs inserted into the player, hold the OUT/OUT ADJUST button depressed for five seconds or more.
 

The OUT/OUT ADJUST button will light, and [WRITE MODE] will appear in the display.

2. Connect a USB memory device, and press PLAY/PAUSE once the USB MEMORY indicator lights.

The playing address section will begin to light, and data will begin writing to the USB memory device. Once the writing of data finishes, [END] will appear in the display, and the unit will return to the regular operating mode.

- If [ERROR] appears in the display, the data writing has not been completed properly. Turn the unit's power off then on again, and restart the process from step 1.
- Any data in the USB device will be overwritten, so all previously saved data on the device will be lost.

### ■ Reading data from a USB memory device

1. With no USB memory device connected or disc inserted, hold the IN/REALTIME CUE/HOT LOOP button depressed for five seconds or more.

The IN/REALTIME CUE/HOT LOOP button will light, and [READ MODE] will appear in the display.

2. Connect the USB memory device, and press PLAY/PAUSE once the USB MEMORY indicator lights.

The playing address section will begin to light, and data read-in will begin. Once all data has been read, [END] will appear in the display, and the unit will return to normal operation mode.

- If [ERROR] appears in the display, the reading of data has not been properly completed. Turn the unit's power off then on again, and restart the process from step 1.

\* Any data within the CDJ-400 will be overwritten, so all previously saved data will be lost.

# MIDI SETTING

MIDI (Musical Instrument Digital Interface) is a unified standard for data exchange between electronic instruments and computers. By selecting the computer with the **SOURCE SELECT** button, the CDJ-400 is able to send its operating information to applications supporting USB MIDI.

## Setting the MIDI channel

Set and save the MIDI channel (1 to 16).

**1. Hold the TEXT MODE/UTILITY MODE button depressed for one second or more to enter the utility setting mode.**

Turn the rotary dial so that the display screen shows [MIDI CH], then press to confirm.

The display screen will show [CH 1] (if factory default has not been changed).

**2. Change the channel by turning the rotary dial.**

Channels can be selected from [CH 1] to [CH 16].

**3. Press the rotary dial to confirm the selection.**

Utility setting mode will be canceled if no command is entered for 15 seconds. Pressing the **BACK** button will also exit this mode.

SW Name	SW Type	MIDI Message			Remarks
JOG (TOUCH)	General Purpose Controller	Bn	10	dd	Linear value for speeds between stop to x4 speed, 64 at stop, FWD (CW) direction: 65 (x0.06 speed) to 127 (x4 speed). REV (CCW) direction: 63 (x0.06 speed) to 0 (x4 speed).
TEMPO SLIDER	VR	Bn	1D	dd	0-127 0 at – side, 127 at + side, 64 at center.
JOG RING	General Purpose Controller	Bn	30	dd	Linear value for speeds between x0.5 to x4. 64 at stop (below x0.49 speed), FWD (CW) direction: 65 (x0.5 speed) to 127 (x4 speed). REV (CCW) direction: 63 (x0.5 speed) to 0 (x4 speed).
ENCODER	General Purpose Controller	Bn	4F	dd	Transfers differential count value from previous time. 64 with no difference. In CW direction: 64 + change amount (Max 127), CCW direction: 64 – change amount (Min 0).
PLAY/PAUSE	SW	9n	00	dd	OFF=0, ON=127
CUE	SW	9n	01	dd	OFF=0, ON=127
SEARCH FWD	SW	9n	02	dd	OFF=0, ON=127
SEARCH REV	SW	9n	03	dd	OFF=0, ON=127
TRACK SEARCH Next	SW	9n	04	dd	OFF=0, ON=127
TRACK SEARCH Prev	SW	9n	05	dd	OFF=0, ON=127
LOOP IN	SW	9n	06	dd	OFF=0, ON=127
LOOP OUT	SW	9n	07	dd	OFF=0, ON=127
RELOOP	SW	9n	08	dd	OFF=0, ON=127
MEMORY	SW	9n	0A	dd	OFF=0, ON=127
CALL	SW	9n	0B	dd	OFF=0, ON=127
TIME/A.CUE	SW	9n	0E	dd	OFF=0, ON=127
TEXT	SW	9n	0F	dd	OFF=0, ON=127
TEMPO RANGE	SW	9n	10	dd	OFF=0, ON=127
MT	SW	9n	11	dd	OFF=0, ON=127
JOG MODE (VINYL)	SW	9n	12	dd	OFF=0, ON=127
LOOP DEVIDE +	SW	9n	16	dd	OFF=0, ON=127
LOOP DEVIDE –	SW	9n	17	dd	OFF=0, ON=127
JOG TOUCH	SW	9n	20	dd	OFF=0, ON=127
REVERSE	SW	9n	21	dd	OFF=0, ON=127
HOLD	SW	9n	22	dd	OFF=0, ON=127
WAH	SW	9n	23	dd	OFF=0, ON=127
TRANS/ROLL	SW	9n	24	dd	OFF=0, ON=127
BUBBLE/JET	SW	9n	25	dd	OFF=0, ON=127
EJECT	SW	9n	2F	dd	OFF=0, ON=127
BACK	SW	9n	32	dd	OFF=0, ON=127
ENCODER PUSH	SW	9n	33	dd	OFF=0, ON=127

# TROUBLESHOOTING

Incorrect operations can be mistaken as malfunctions. If you believe the unit is not operating correctly, consult the chart below. Sometimes incorrect operation may be due to a malfunction in another component. If the problem is not fixed, check the other components used with the player. If the problem still persists, contact your nearest Pioneer authorized service center or dealer for service.

Symptom	Cause	Remedy
Disc doesn't eject even when <b>EJECT</b> button is pressed.	<ul style="list-style-type: none"> <li>Power plug is disconnected from outlet.</li> </ul>	<ul style="list-style-type: none"> <li>Connect plug to wall outlet.</li> </ul>
Play doesn't commence even when the disc is inserted.	<ul style="list-style-type: none"> <li>The auto cue function is set to on.</li> </ul>	<ul style="list-style-type: none"> <li>Press the <b>AUTO CUE</b> button to turn off the Auto Cue function.</li> </ul>
Playback immediately stops when started. During playback, the player pauses or stops.	<ul style="list-style-type: none"> <li>Smudges on the disc, etc.</li> </ul>	<ul style="list-style-type: none"> <li>Clean the smudges from the disc and then play it again.</li> </ul>
Cannot playback MP3s.	<ul style="list-style-type: none"> <li>The files are in the wrong format.</li> </ul>	<ul style="list-style-type: none"> <li>ⓘP.6 "Playing MP3 Files."</li> </ul>
Cannot search MP3s.	<ul style="list-style-type: none"> <li>Attempted to search (fast-forward/fast-reverse) MP3s into a different folder.</li> </ul>	<ul style="list-style-type: none"> <li>Track searching with MP3s are only possible within the same folder.</li> </ul>
No sound is audible.	<ul style="list-style-type: none"> <li>Output cables are connected incorrectly or are loose.</li> <li>Incorrect operation of DJ mixer.</li> <li>Pin plugs and/or amplifier terminals are dirty.</li> <li>Player is in pause mode.</li> </ul>	<ul style="list-style-type: none"> <li>Recheck connections. Refer to installation instructions. (ⓘP. 9, 10)</li> <li>Check the settings of the DJ mixer switches and sound volume controls.</li> <li>Clean away dirt.</li> <li>Press the <b>PLAY/PAUSE</b> button (▶/II).</li> </ul>
Sound is distorted, noise is output.	<ul style="list-style-type: none"> <li>Incorrect connections.</li> <li>Pin plugs and/or amplifier terminals are dirty.</li> <li>Interference is being picked up from a TV set.</li> </ul>	<ul style="list-style-type: none"> <li>Connect to audio mixer's LINE INPUT terminals. (Do not connect to MIC terminals.)</li> <li>Clean away dirt.</li> <li>Switch OFF TV set, move player away from TV set or plug the player into a separate outlet.</li> </ul>
With certain discs, loud noise is produced or play stops.	<ul style="list-style-type: none"> <li>Disc has a bad scratch or warp.</li> <li>Disc is extremely dirty.</li> </ul>	<ul style="list-style-type: none"> <li>Replace disc.</li> <li>Clean disc.</li> </ul>
When the auto cue function is set ON, track search is not finished.	<ul style="list-style-type: none"> <li>If the sound muted portion between selections is long, searching time will be long.</li> <li>If the point cannot be found within 10 seconds, the cue point is set at the track's beginning.</li> </ul>	<ul style="list-style-type: none"> <li>Press the <b>AUTO CUE</b> button to turn off the Auto Cue function.</li> </ul>
Back cue function cannot be carried out even though the <b>CUE</b> button is pressed in playback mode.	<ul style="list-style-type: none"> <li>The cue point is not set yet.</li> <li>The cue point is set to an MP3 file in a different folder.</li> </ul>	<ul style="list-style-type: none"> <li>Set the cue point. (ⓘP. 18)</li> <li>During playback of MP3s, back cue is possible only within the same folder.</li> </ul>
Pressing the <b>OUT/OUT ADJUST</b> button does not start loop play.	<ul style="list-style-type: none"> <li>No cue points (loop-in points) have been set.</li> <li>In the case of MP3, loop cannot be performed if no loop-in point is located within the currently playing track.</li> </ul>	<ul style="list-style-type: none"> <li>Set a cue point. (ⓘP. 18)</li> <li>During playback of MP3s, looping is possible only within the same track that has a cue point (loop-in point) set.</li> </ul>
The jog dial does not operate as desired.	<ul style="list-style-type: none"> <li>Incorrect jog mode (VINYL/CDJ) is set.</li> </ul>	<ul style="list-style-type: none"> <li>Press the <b>JOG MODE VINYL</b> button to set the desired jog mode (VINYL or CDJ).</li> </ul>
The picture of the TV screen is fluctuated or FM broadcast is interfered with noise.	<ul style="list-style-type: none"> <li>Interference is being picked up from the CD player.</li> </ul>	<ul style="list-style-type: none"> <li>Turn off <b>POWER</b> switch of the player, or move the player away from the TV or tuner.</li> </ul>
The disc is not rotating when power is ON.	<ul style="list-style-type: none"> <li>The disc rotation stops automatically if no operation has been performed for 100 minutes or more in pause mode.</li> </ul>	<ul style="list-style-type: none"> <li>Playback can be started from the first track by pressing the <b>PLAY/PAUSE</b> button (▶/II). Press the <b>EJECT</b> button to eject the disc.</li> </ul>

- Static electricity and other external effects may cause this unit to malfunction. In this case, set the **POWER** switch to OFF, then switch it on again after the disc has come to a complete stop.
- This unit cannot playback unfinalized (partial discs) CD-R or CD-RW discs.
- Irregularly shaped discs cannot be played on the CDJ-400 (as it may result in breakage or accidents). Please use only standard circular 12 cm discs.
- The BPM value measured by the CDJ-400 may differ from the BPM value recorded on a CD or from our DJ mixer, but this difference is a result of differences in the BPM value measurement method; not a result of a fault with the player.
- When playing CD-R/RW discs, the performance rate may drop due to quality of the recorded data.

Error Code	Error Type	Description	Possible cause and recommended action
E-72 01	TOC READ ERROR	Player unable to read TOC data.	Disc is cracked. → Recommended action: replace disc.
E-83 01 E-83 02 E-83 03	PLAYER ERROR	Disc is rotating, but rotation cannot be ascertained. Player unable to play back currently inserted disc.	Disc is soiled or dirty. → Recommended action: clean disc. If other discs play normally, the problem is with the disc itself.
E-83 04	MP3 DECODE ERROR	The disc loaded cannot be played properly.	The disc format does not conform to MP3. → Change to disc conforming to MP3 format.
E-83 05	DATA FORMAT ERROR		
E-91 01	MECHANICAL TIME OUT	Mechanical operation has failed to complete within specified time interval.	Dust or some other form of foreign particles have found their way into disc insertion slot. → Recommended action: remove dust or other foreign particles.

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Should this product require service in the U.S.A. and you wish to locate the nearest Pioneer Authorized Independent Service Company, or if you wish to purchase replacement parts, operating instructions, service manuals, or accessories, please call the number shown below.

**800 – 782 – 7210**

Please do not ship your product to Pioneer without first calling the Customer Support Division at the above listed number for assistance.

**PIONEER ELECTRONICS (USA), INC.  
CUSTOMER SUPPORT DIVISION  
P.O. BOX 1760, LONG BEACH,  
CA 90801-1760, U.S.A.**

For warranty information please see the Limited Warranty sheet included with your product.

Should this product require service in Canada, please contact a Pioneer Canadian Authorized Dealer to locate the nearest Pioneer Authorized Service Company in Canada. Alternatively, please contact the Customer Service Department at the following address:

**Pioneer Electronics of Canada, Inc.**

**300 Allstate Parkway  
Markham, ON L3R 0P2  
(905) 479-4411  
1 (877) 283-5901**

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