

いつでも、どこでも、作曲。  
Everything you need, all in one.

# KAJ-ONE

MOBILE AUDIO WORKSTATION



## Instruction Manual

(08-2018)

# Portable Music Studio

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# Features

## 1. **All in One**

The KDJ-ONE contains a synthesizer, sequencer, mixer, sampling functions and so much more. Make music without having to worry about lugging around all that gear.

## 2. **Portable**

With its high capacity lithium-ion battery, the KDJ-ONE boasts an impressive 10 hours of battery life – enough to last you on that plane trip from Tokyo to Los Angeles.

## 3. **Intuitive**

With a multi-touch panel, the velocity-sensitive keyboard, a pitch bend/modulation analog stick, and even a jog dial, the KDJ-ONE offers unparalleled ease of use.

## 4. **Infinite Tones**

With 10 synthesis algorithms, 20 audio effectors, 7 filters and 4 modulators, the KDJ-ONE allows you to recreate any style of music you wish. A step modulator for club music is also included.

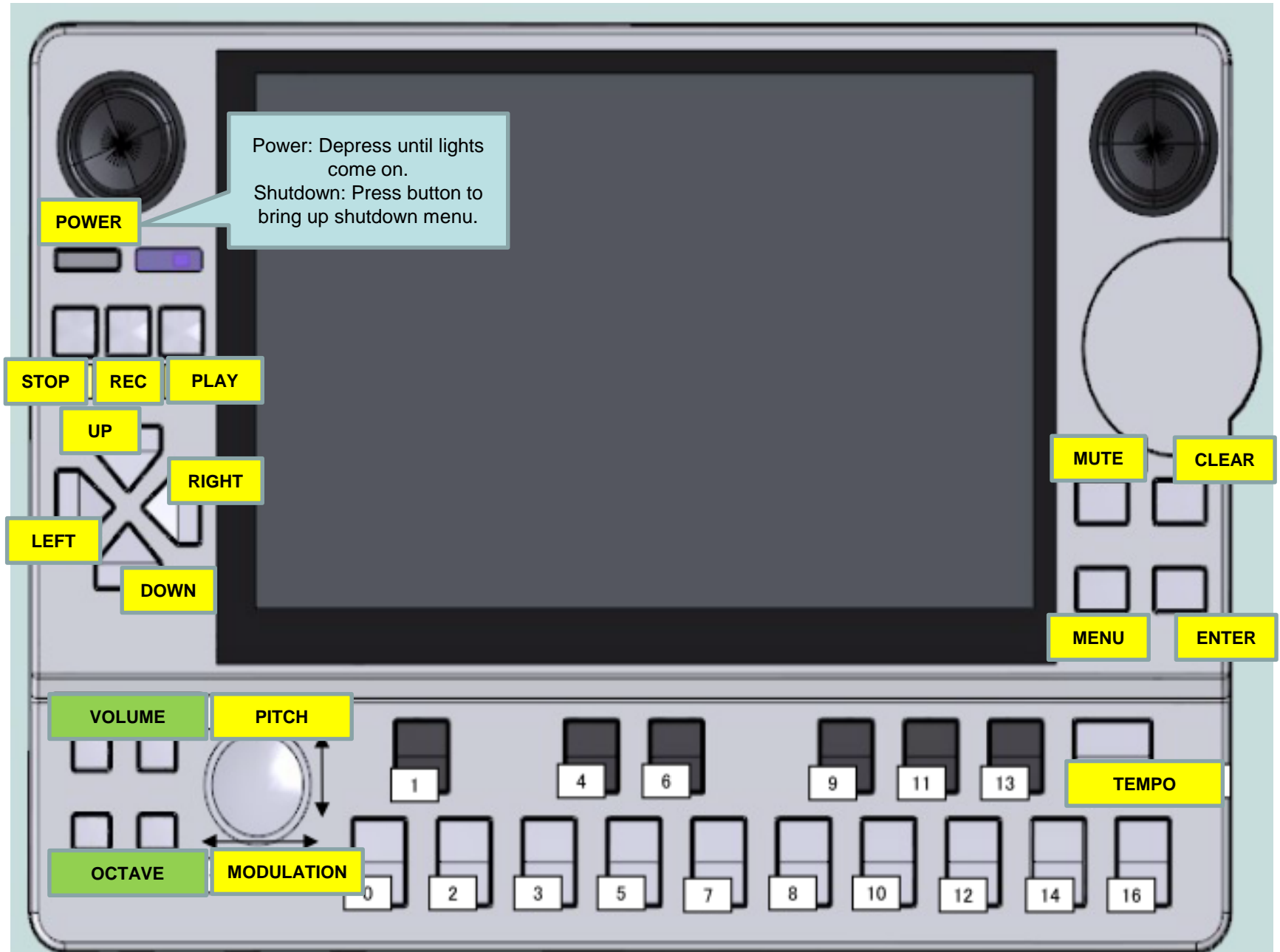
## 5. **Multi-Track Editing**

The KDJ-ONE features a six track advanced pattern sequencer capable of motion sequencing. With loop recording, step recording and piano roll, editing your tracks is as simple as dragging notes around.

## 6. **Live Performance**

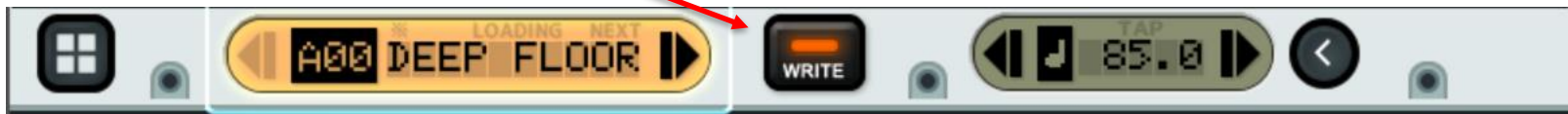
Mixing patterns in Song mode lets you put together a track ready for live performances on the fly.

# Controls

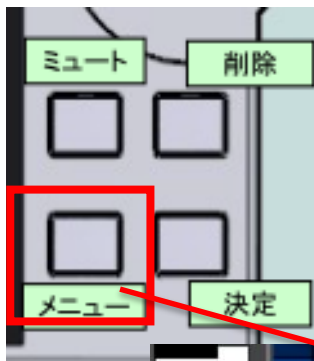


# Menus and Saving

To save a pattern, go to the Pattern Mode and touch the WRITE button on the top of the screen.



←← Select a pattern number and name using the D-pad and jog dial and save it into a blank slot. You may find unused pattern numbers in banks B and up.



Pushing the MENU button displays a menu like the one shown below. The contents of the menu depend on which screen is currently being displayed. Menu functions may be selected by tapping them, or by pressing the corresponding keypad. UNDO or COPY-PASTE can be done from this menu.



# Pattern Mode

**Pattern Mode** contains 3 main screens:

- **Mixer Screen:** Select each track's type and patch, adjust track level, pan, etc.
- **Score Screen:** Arrange notes on each track.
- **Voice Screen:** Edit the patch (instrument sound) of each track.

**Mixer Screen**



**Score Screen**



**Voice Screen**



Use these 3 buttons to switch between screens.

# Global Pattern Settings

## Pattern Select

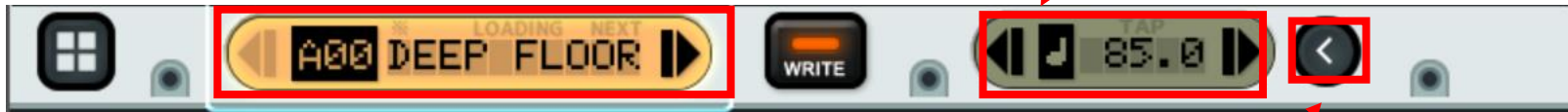
\*Select a pattern to play/edit here. When the display is blinking, the selection is not yet confirmed; tap it once more to confirm your selection.

**Please note that switching to a new pattern without saving the current pattern will discard any changes made to the current pattern.**

When a different pattern is select during playback, the NEXT message will be displayed, meaning that the newly selected pattern has been cued; the unit will begin playing it upon completion of the current pattern. If you would like to immediately being playing a different pattern while the current pattern is playing, press the play button after the new pattern has been cued.

## Tempo

\*Changes the tempo of the current pattern. Tapping it will cause it to sync to the speed of your taps.



## Pattern Length

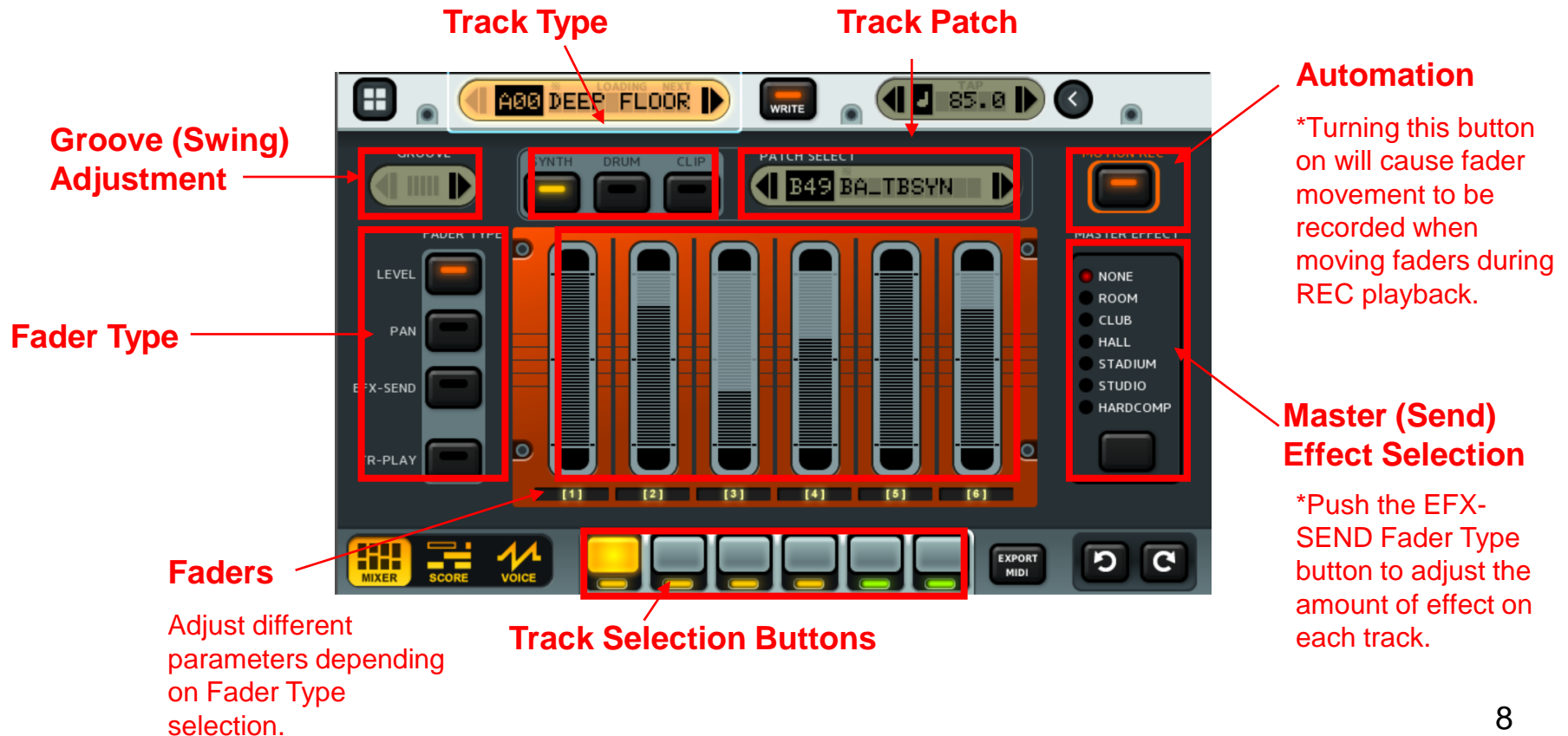
\*Tapping the button on the top right will change the tempo display to a length display.





# Mixer Screen

On the **Mixer Screen**, each track's type and patch may be selected, track levels, pan, and master effect send may be adjusted, and automation may be recorded.





# Track Types

Tracks on the KDJ-ONE are one of three types:



▪ **SYNTH**: Plays sounds generated by the internal synthesizer.



▪ **DRUM**: Plays sounds generated by the internal drum machine.

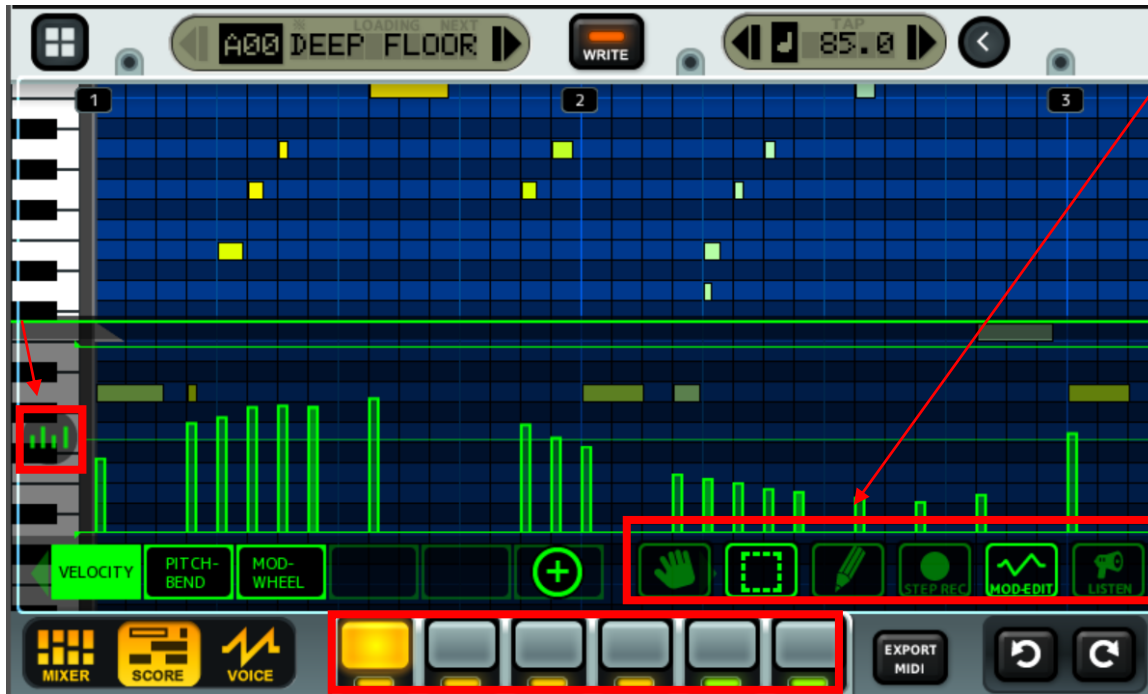


▪ **CLIP**: Plays audio clips and samples.

The type of each track may be selection on the **Mixer Screen**.

# Score Screen

On the **Score Screen**, notes may be laid out on each track, and note velocities may be adjusted. The color of each note shows its velocity.



## Tool Select

- **Hand Tool:** Moves the screen and zooms in/out. Use two fingers to zoom.
- **Select Tool:** Selects and moves notes.
- **Pencil Tool:** Inputs notes via the touch screen.
- **Step Recording:** Turning this on allows you to input notes using the keypad.
- **MOD EDIT:** Display/Hide Velocity & Modulation

## Velocity Edit Mode

\*Turning this on allows you to edit the velocity of only selected notes. (Useful for adjusting the velocity of a single note in a chord.)

## Track Selection Buttons

\*Scroll by two-finger swiping when the Hand tool is not selected.

\*Use pinch motions to zoom in and out.

# Note Input

There are 4 ways to input notes:

- **Pencil Tool:** Select the Pencil Tool and tap the screen to input a note.
- **D-Pad & ENTER:** Press the ENTER button to input a note, then use the D-pad to select its position, and the jog dial to adjust its length. Press ENTER again to drop the note in place.
- **Step Recording:** Turn on Step Recording, then use the keypad to input notes. Turn the jog dial while holding down the keypads to adjust note length. Push the CLEAR button to “backspace” and delete input notes.
- **Real Time Recording:** Pushing the Record button [●] will play back the pattern while allowing you to record notes using the keypad in real time. Note that notes may be recorded in this way even when the Score Screen is not being displayed.

Default input note length may be selected on the REC SETTING menu. Lengths of existing notes may be adjusted by selecting them and either turning the jog dial, or dragging the white circle shown at the end of selected notes. Selected notes may also be moved using the D-pad.

# Editing Notes



Undo / Redo

Use the Cursor key to move a selected Note, change its duration with the wheel, or press [x] to delete it.

Hold down the TAP key in conjunction with the Cursor key or wheel to change the time.

# Score Menu



**COPY NOTE:** Copies the selected note to clipboard.

**QUANTIZE:** Adjusts NOTE position and duration to designated length.

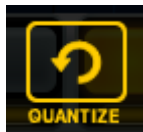
**COPY DATA:** Copies selected Track, Pattern, or Voice data to clipboard.

**BOUNCE:** Converts Pattern to WAV and imports it to selected track.

# Applying Quantization



Press SELECT ALL, then QUANTIZE to apply.



# Quantizing a selection



Use the Selection tool to select Notes, then press the QUANTIZE button.





# Note Recording

The screenshot displays a music software interface with a piano roll. A dialog box titled "REC SETTING" is open, showing three parameters: "SNAP NOTE" with a value of [ 1/4 ], "GATE TIME" with a value of [ ===== ], and "FORCE VELOCITY" with a value of [ --- ]. The dialog box has "CANCEL" and "OK" buttons. The piano roll background is blue with yellow and green horizontal bars representing notes. The top of the interface shows a track name "A05 4BEATJAZZ", a "WRITE" button, and a tempo of "140.0". The bottom of the interface features a mixer, score, and voice section, along with buttons for "EXPORT MIDI", "STEP REC", "MOD-EDIT", and "LISTEN".



# Clearing Data

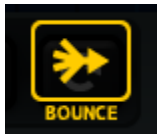




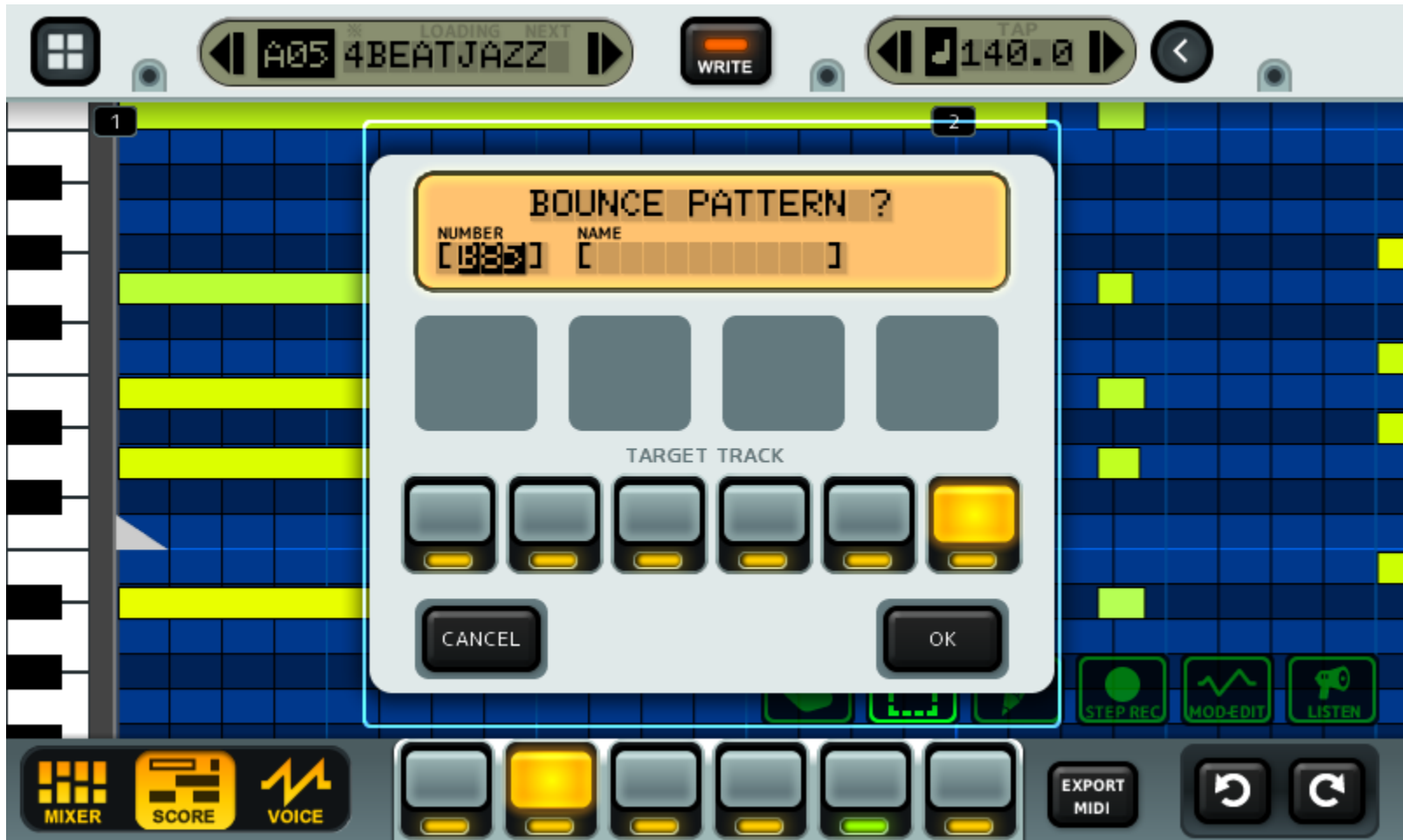
# Copying & Pasting data

The screenshot shows a music software interface with a piano roll. A dialog box is open in the center, titled "COPY DATA". The dialog has several options: "COPY" (checked), "PASTE", "TRACK" (checked), "PATTERN", and "VOICE". Below these options is a table with 6 rows and 2 columns. The first column is labeled "SLOT" and contains numbers 1 through 6. The second column contains the text "- no data -". At the bottom of the dialog are "CANCEL" and "OK" buttons. The background shows a piano roll with a blue grid and yellow bars. The top of the interface has a display showing "A05 4BEATJAZZ" and "140.0". The bottom of the interface has a mixer section with "MIXER", "SCORE", and "VOICE" buttons, and an "EXPORT MIDI" button.

SLOT	
1	- no data -
2	- no data -
3	- no data -
4	- no data -
5	- no data -
6	- no data -



# Exports Patterns to WAV and imports them into Tracks



Export completed patterns for use in tracks if you run out or find that the KDJ-ONE is operating slowly.

# Voice Screen

On the **Voice Screen**, track patches (instruments) may be edited. The screen will appear differently depending on the type of track selected.

Use these buttons to switch between sub screens.



SYNTH Track

DRUM Track

CLIP Track

## Sub Screens

- **VOICE:** Adjust gain, glide (portamento), and insert effects. (SYNTH tracks only)
- **SYNTH:** Select synthesis algorithm, oscillator waveforms, and adjust oscillator volume envelopes. (SYNTH tracks only)
- **FILTER:** Adjust filter and noise generator. (SYNTH tracks only)
- **MODUR:** Assign and adjust modulators (LFOs, mod envelopes, etc.). (SYNTH, DRUM tracks only)
- **PAD:** Select drum sound/sample for each pad. (DRUM, CLIP tracks only)
- **EFX:** Adjust insert effects. (DRUM, CLIP tracks only)

# SYNTH, FILTER Sub Screens

## Oscillator Select Buttons

## Waveform Select

\*Choose waveform for selected oscillator. Basic synth waveforms, PCM waveforms sampled from live instruments, and various other sound effect like waveforms are available.

## Filter Type

## Filter Envelope Amount



## Synthesis Algorithm

\*Determines how the 2 oscillators are mixed together. Adjustable parameters are different depending on the algorithm selected.

## Transpose

\*Changes pitch of current oscillator.

## Level Envelope

\*ADSR envelope for volume of current oscillator.

## Noise Generator

\*The noise generator is separate from the 2 oscillators. Noise bit depth may be adjusted (a bit depth of 0 turns the noise generator off). The +/x button allows you change the way in which the noise is mixed into the signal. Selecting the SILENT synthesis algorithm mutes both oscillators, allowing you to use only the noise generator to generate sound.

## Filter

\*This filter effects both oscillators; however, certain algorithms allow you to assign a separate filter to only one oscillator.

## Current Algorithm List

- **SILENT:** Mutes both oscillators.
- **DUAL OSC:** Mixes the 2 oscillators together normally.
- **DUAL LPF/BPF:** Applies a separate LPF or BPF filter to oscillator 2.
- **CHORD/UNISON:** Duplicates and detunes oscillator 1 (oscillator 2 is muted).
- **PWM:** Allows modulation of oscillator 1's pulse width.
- **FM:** Modulates oscillator 1's frequency with oscillator 2.
- **VOWEL:** Applies a formant filter.
- **SYNC:** Retrigger oscillator 2's waveform in sync with oscillator 1.

# VOICE & EFX Screen

**Toggle Poliphonic/Monophonic**

**Velocity ON/OFF**

**Effector Selection**

\* When selecting a SYNTH track, sound will be rendered in order of EFX1 -> EFX2. When selecting a DRUM/CLIP track, the sound assigned to each pad will be sent separately to EFX1 and EFX2, then select the route of how it will be mixed.

**Volume**

**Glide Depth**

**Pitch Bend Range**



**Glide Key Trigger**

\* When turned on, glide will function only when notes are overlapping. Only effective when POLY is OFF.

**Effect**

\* You can select from varieties of effect. Depending on the chosen effect, parameters you can adjust will differ.





# PAD Sub Screen

**Waveform (Sample) Select**

**For DRUM Track**

**Pad Select Buttons**

## Noise Generator

\*Same as the noise generator on the FILTER sub screen of SYNTH tracks.

## Transpose

\*Pitches a sample up or down. If the sample contains ACIDized WAV tempo data, it will be pitch shifted & time stretched.



## Pad Parameters

\*Level, decay length, pan, and tune may be adjusted for the selected pad.

**For CLIP Track**



**Decay Type**

**Mute Group**

\*Pads set to the same group will mute each other instead of playing over one another.

## Play Mode

\*Choose to play the sample as a loop or one shot sample.

## Effect Route

\*Select which effect to send the current pad to.

# MODUR Sub Screen

## LFO Type

\*Select the type of LFO (or envelope) to use.

## Destination

\*Select the target parameter for the modulator to control.



## Modulator Select Buttons

Select a modulator to edit. There are 4 modulators per track.

## Amount Sense

\*Choose to control the amount of modulation via note velocity, the mod switch control, or note pitch.

## BPM Sync

\*Sync LFO with pattern tempo.

## When Set to STEPPER Type



## Step Modulator

\*Allows you to combine various parts to create a unique LFO waveform or arpeggiator like pattern.

## Modulation Amount

## LFO Parameters

\*Adjustable parameters depend on LFO type.

## Number of Steps to Use

## Step Length

# Song Mode

**Song Mode** allows you to combine patterns, audio clips, and effects to create a song consisting of multiple patterns.

**Song Select**

**Song Tempo**

**Material List**  
\*List of blocks representing patterns, audio clips, and effects. Drag blocks from the editing area back here to erase them.

**Editing Area**  
\*Drag blocks here to arrange them into a song. Effect blocks only affect blocks placed above them.

**Pattern/Audio/Effect Select Buttons**  
\*Switch between list of patterns, audio (same audio samples as are available for CLIP tracks), and effects.

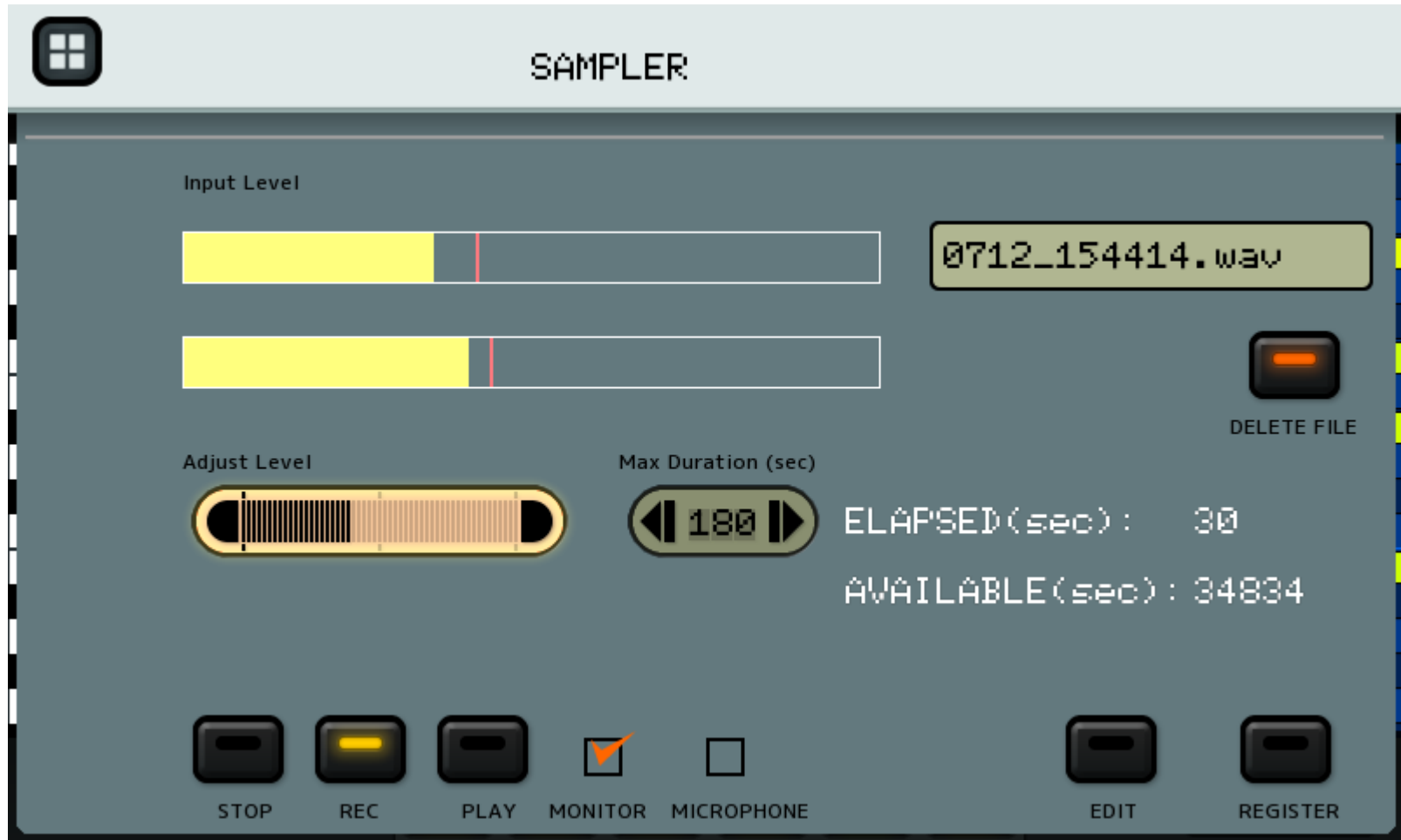
A00	16	A01	64	A02	32	A03	32	A04	64	A10	32	A11	32	A
DEEP FLOOR		UJ_TECK		BEAUTY		TINPANBGM		AMBIENT		MITSUDA1		MITSUDA2		
A05	144	A06	32	A07	32	A08	64	A09	32	A15	32	A16	32	A
4BEATJAZZ		DOGN BEAT		SPEEDY		HEAVYROCK		POPNOPOP		MITSUDA6		MITSUDA7		

**Level**  
\*Adjust the volume level of the selected block.

**Track Mute**  
\*Select which tracks of a pattern block to play.

**Pan**  
Adjust the pan of the selected block.

# Sampler



Adjust Level to ensure that Input Levels don't max out. The red line displays peaks.

Confirm sound input when MONITOR is checked.

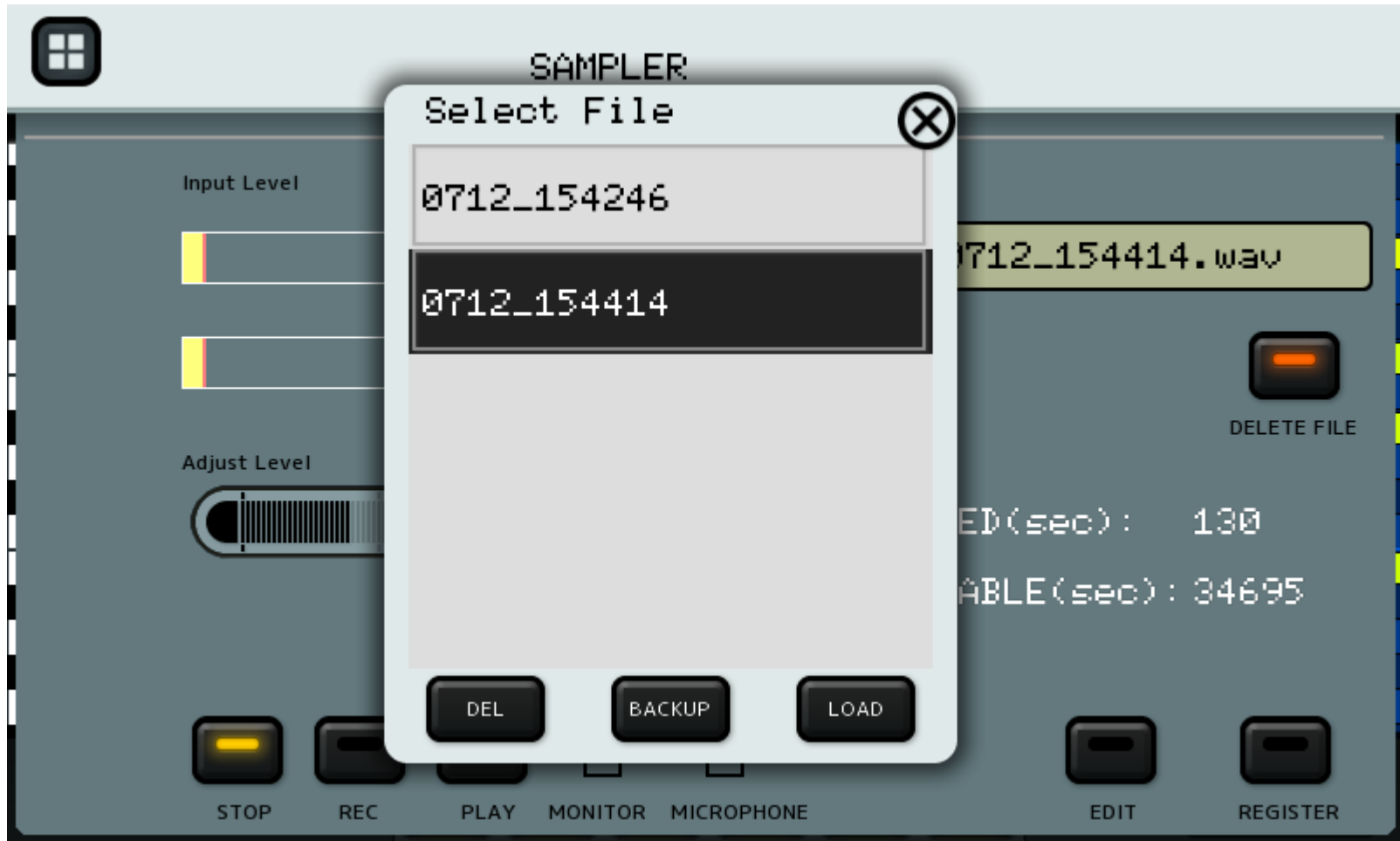
Recording automatically stops when the maximum duration is exceeded.

When MICROPHONE is checked and an electret microphone is detected, the device will supply power and add gain. If left unchecked, the MIC port will operate the same way as the AUX port.

REC begins sampling while EDIT allows you to make adjustments to the sample.

REGISTER saves the sample to the Library for use in patterns.

# Sampler (File Management)



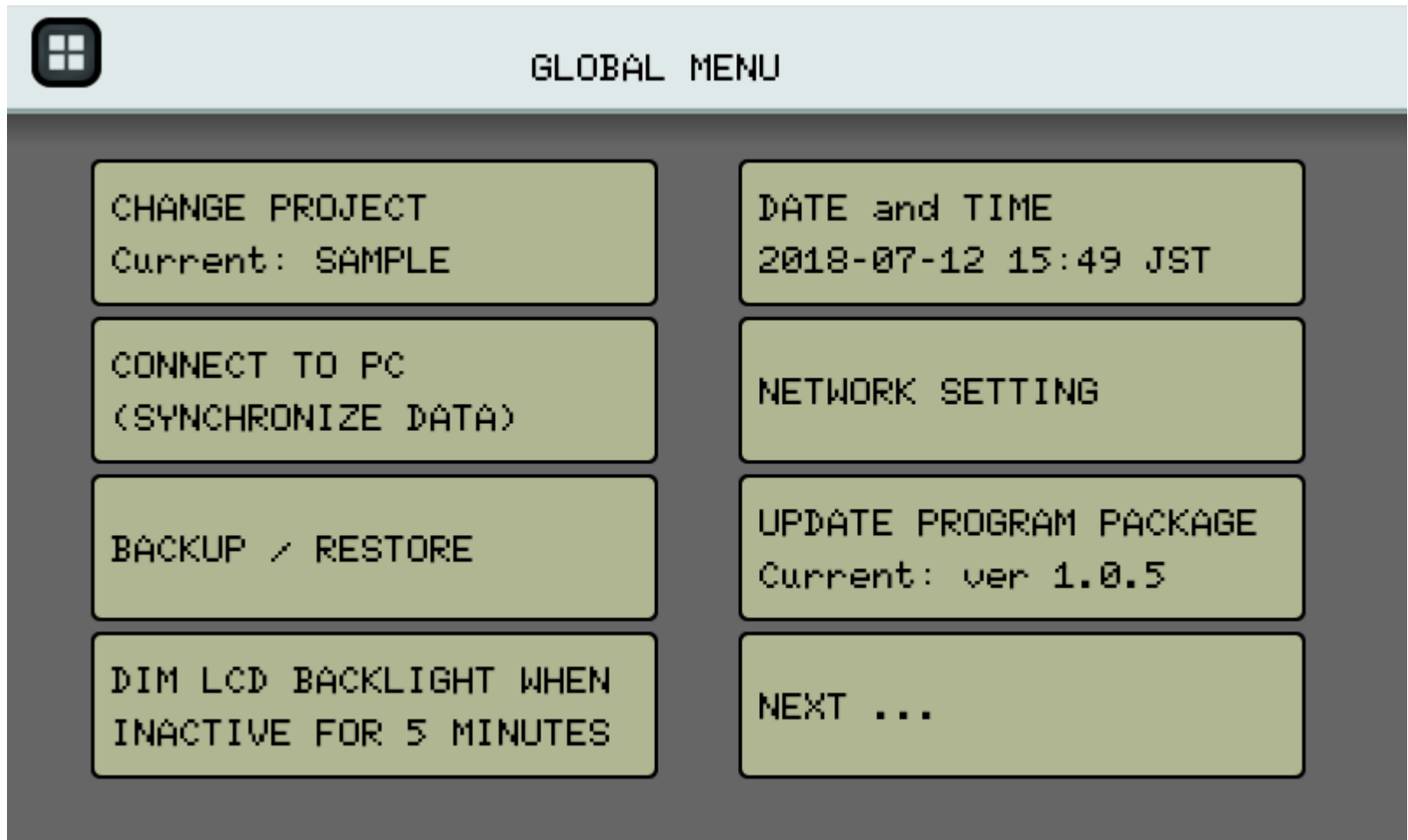
Tap the file name to see a list of recorded samples currently on the device. From this menu, you may delete, backup, and load samples.

# Sampler (Editor)



The sample editor allows you to adjust sample levels and trim the clip. Use the cursors to select the range and press PLAY REGION for playback. WRITE REGION will commit the selected range to the library, while SAVE commits the entire sample.

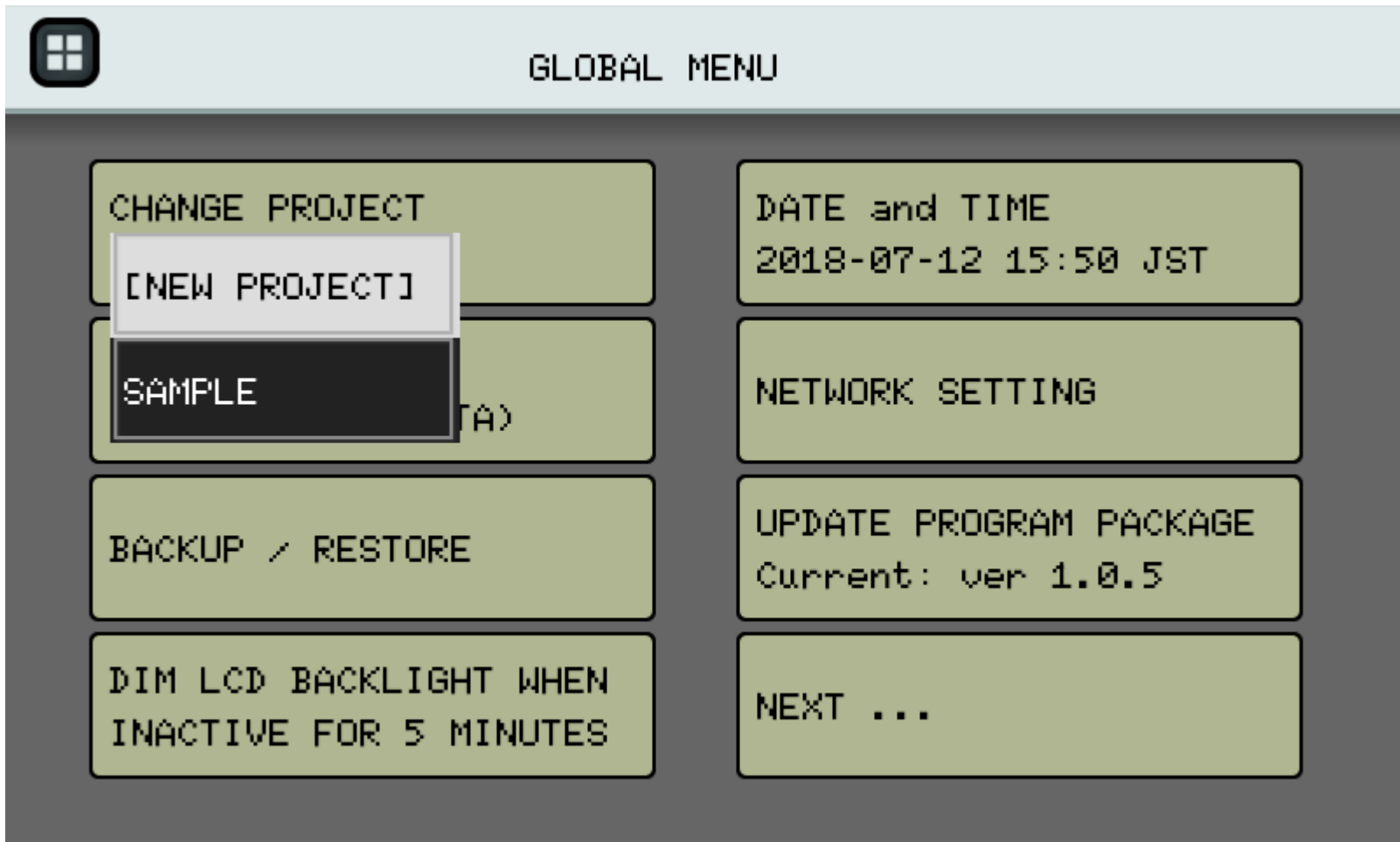
# Global Menu



The Global Menu allows you to manage device settings and data.



# Managing Projects



While a sample project is loaded onto the device by default, you can add new projects to work on multiple compositions at the same time. Clipboard data is shared between projects, so you can easily move data between them.

# Setting the Date & Time

DATE AND TIME SETTING

2018-07-12 15:54:51 JST      TIME ZONE: JST-09:00

DATE

YEAR    MONTH    DAY

18    7    12

TIME

HOUR    MINUTE    SECOND

15    54    42

REGION

Asia

COUNTRY

Japan

CITY

Tokyo

APPLY      APPLY

Tap field and use the arrow buttons to adjust, press APPLY to save changes.  
Change time zones by selecting your region and country.

# Network Settings

NETWORK SETTING

REFRESH

usb0

IP 192 168 2 10

wlan0

IP 1 0 0 1

APPLY

CONNECT RECENT DETACH

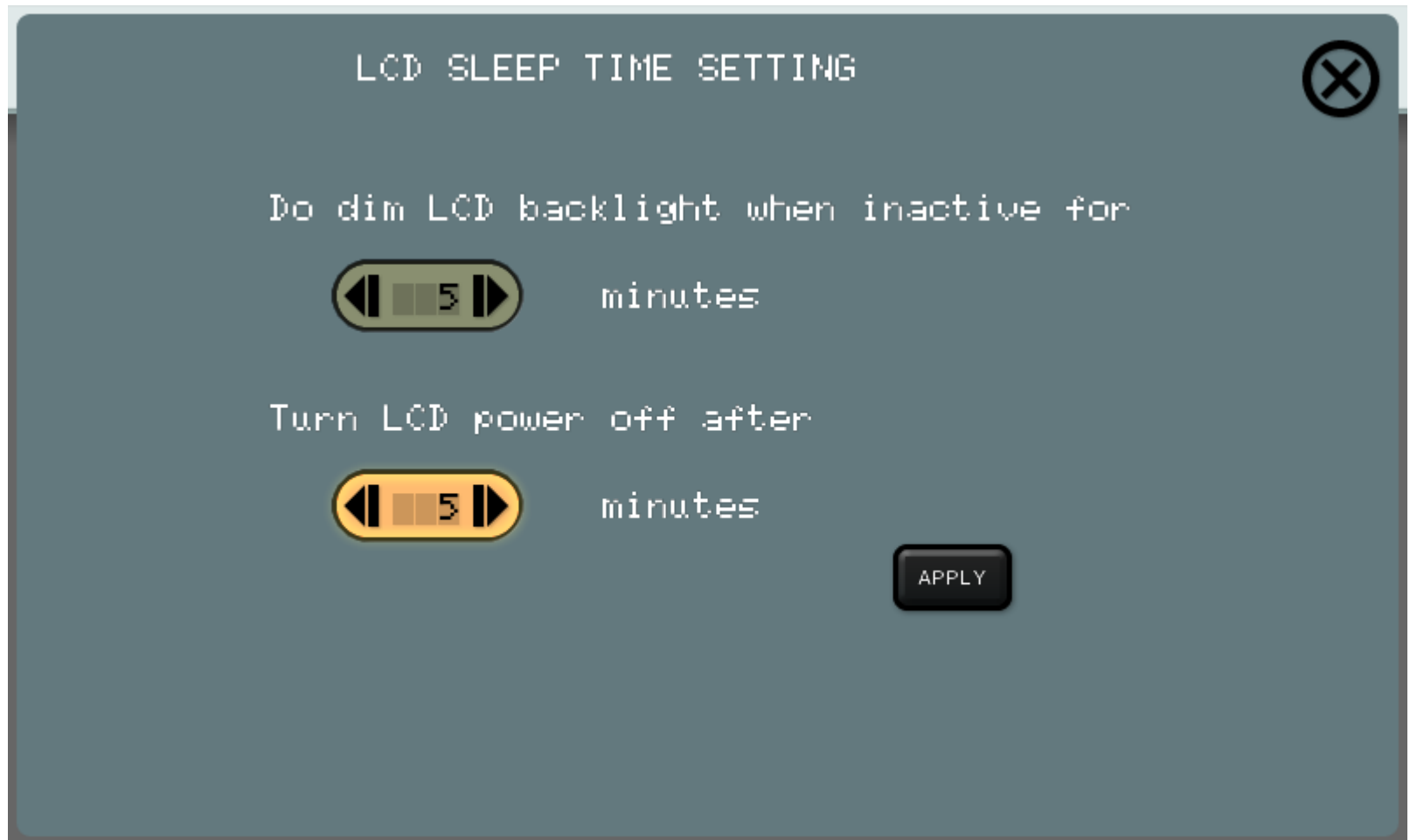
X

usb0 is used when the KDJ-ONE is connected by Micro USB to a PC.

eth0 and wlan0 appear when a USB network adapter is attached.

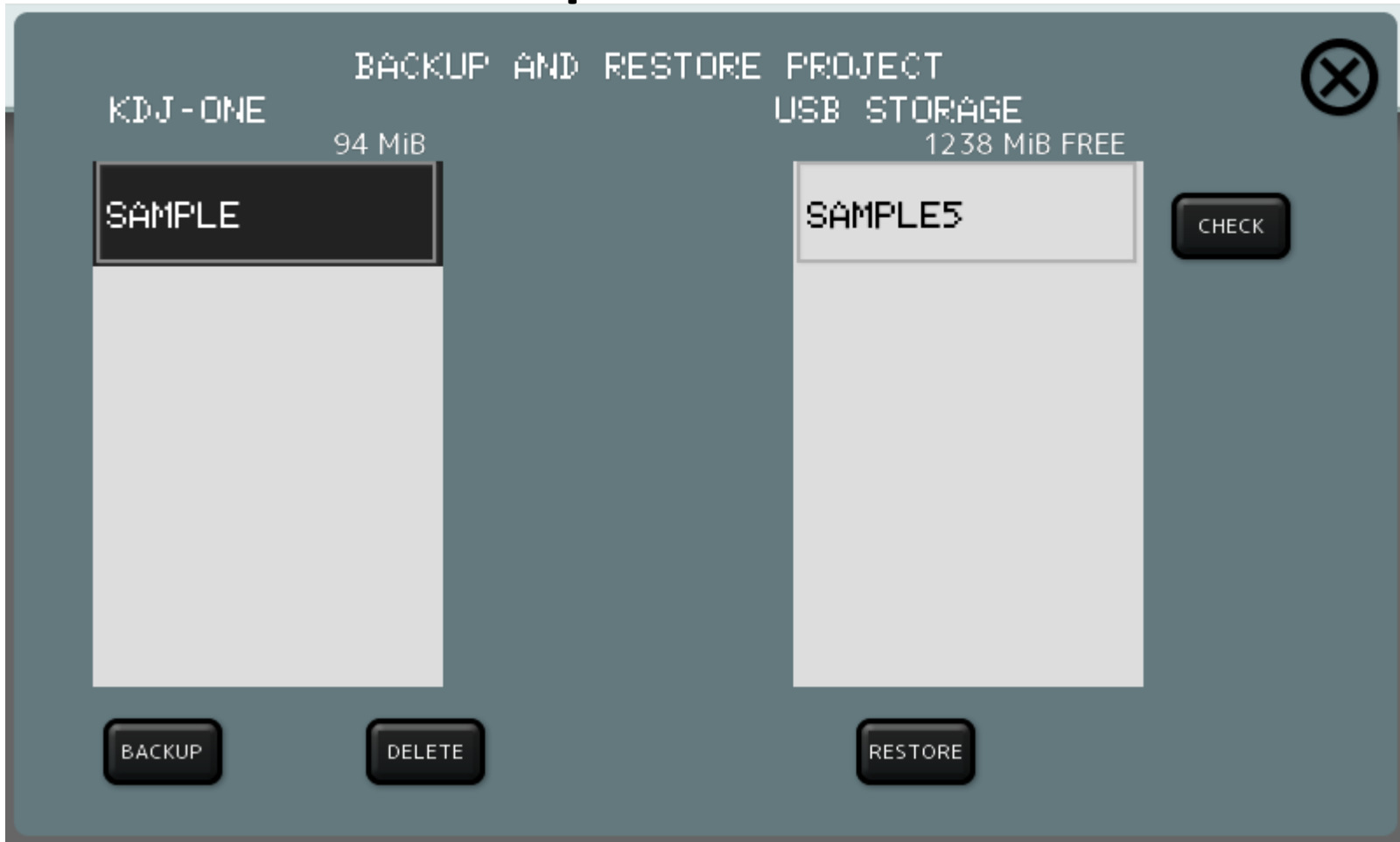
To disconnect wlan0, press the DETACH button before removing a WiFi adapter.

# Backlight Settings



Set time for backlight to dim after inactivity and shutdown the display.

# Backups and Restore



Projects may be backed up to and restored from USB memory.

Projects are stored in the proj¥PROJECTNAME directory.

Projects written to USB memory may then be imported into the Windows KDJ-ONE program.  
(Syncing data between the Windows KDJ-ONE program and the device may also be carried out over the network.)

# Device Function Check



This screen allows you to check if each button is functioning properly. You may also tap the Speakers to play test tones to confirm functionality.