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1. INTRODUCTION

DJ Console 4-Mx is a high-performance DJ controller that opens up the doors to mixing music on your computer. DJ Console 4-Mx is a 4-deck controller, allowing you to control up to 4 audio tracks on independent decks, thereby giving you great flexibility in terms of mixing. Intuitive and fun to use, DJ Console 4-Mx lets you put your own mark on your favorite music and share it with your friends to host great parties or make creative mixes.

DJ Console 4-Mx comes bundled with a tailored version of the VirtualDJ mixing software, compatible with both PC and Mac: the software features an interface that has been tailored for the DJ Console 4-Mx, and supports 4-deck mixing. With many useful features and mixing functions, VirtualDJ makes it easy to mix like a pro! DJ Console 4-Mx measures 40cm x 25cm (15.7" x 9.8"): large enough for comfortable mixing with tons of controls, but still compact enough to be portable. DJ Console 4-Mx also includes its own carry bag, making it easy to take with you wherever you go.

DJ Console 4-Mx functions with digital audio files, including MP3s. We would like to draw your attention to the fact that musical creations are protected by copyright and that you should comply with all applicable laws. We strongly encourage you to support artists by acquiring their works legally.

2. MINIMUM SYSTEM REQUIREMENTS

PC:

- Desktop/laptop PC with Intel Pentium III/Athlon 1.5GHz or compatible processor or higher
- Operating system: Microsoft Windows XP® / Vista® / 7™ (32 or 64-bit)
- 1GB RAM
- Available USB bus-powered port: USB 2.0 (recommended) or USB 1.1
- Headphones and amplified speakers
- CD-ROM or DVD-ROM drive
- Graphics card supporting 1024 x 768 resolution
- Internet connection (strongly recommended) + 100MB free disk space for installing applications

Mac:

- Desktop/laptop Mac with 1.5 GHz processor (G4, G5, Core Duo Series) or higher
- Operating system: Mac OS 10.5 / 10.6
- 1GB RAM
- Available USB bus-powered port: USB 2.0 (recommended) or USB 1.1
- Headphones and amplified speakers
- CD-ROM or DVD-ROM drive
- Graphics card supporting 1024 x 768 resolution
- Internet connection (strongly recommended) + 100MB free disk space for installing applications

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3. INSTALLATION

3.1. Installing drivers and software

⚠️ On both PC and Mac: prior to inserting the installation CD-ROM in your computer, make sure that you have Administrator rights on your system. Do not install the DJ Console 4-Mx with a Guest account: the installation may fail, as you need permission to write in the **Documents** folder to install the VirtualDJ software.

- Insert the installation CD-ROM in your CD-ROM drive.

The installation menu for your DJ Console 4-Mx appears automatically.

- Click **Install DJ Console 4-Mx**.

If the installation menu is not launched automatically:

PC:
- Double-click **My Computer** (Windows XP) or **Computer** (Windows Vista / 7).
- Double-click the CD-ROM icon.
- Double-click the installer package.

Mac:
- Open your **Finder**.
- Double-click the CD-ROM icon.
- Double-click the installer package.

- Click on the option to install the DJ Console 4-Mx drivers and follow the on-screen instructions.

3.1.1. Installation in Windows 7 / Vista

Once files have been copied to your computer, the drivers will be installed. Windows displays three prompts in succession, regarding installation of the various components.

- Accept to install the software at each of these prompts to proceed with the installation.

A dialog box appears, prompting you to connect DJ Console 4-Mx to your computer's USB port.
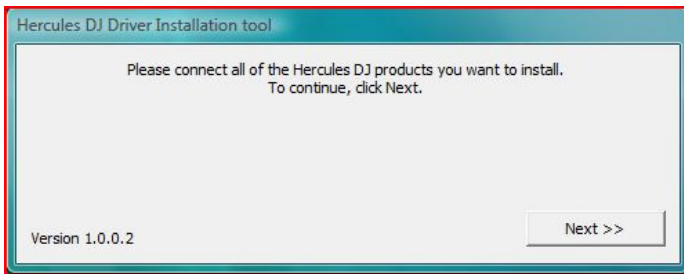
- Connect DJ Console 4-Mx to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ Console 4-Mx and completes the installation of the required drivers.

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Hercules DJ Driver Installation tool

Please wait...

Detecting Hercules DJ Devices...

Version 1.0.0.2   Next >>

⚠ Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

You are notified when the installation is complete.

The DJ Console 4-Mx icon appears in your Windows taskbar, next to the clock, indicating that your DJ Console 4-Mx is installed and ready for use:

⚠ Please note that in Windows 7, you must click on the Windows taskbar in order to accept that the DJ Console 4-Mx icon be displayed in the taskbar.

You are notified when the installation is complete.

You should now install the VirtualDJ DJC Edition mixing software on your computer:

- In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

The software is installed on your computer. When installation is complete, the VirtualDJ icon appears on your desktop.

- Double-click the VirtualDJ icon and enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console 4-Mx. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/4-Mx.

For more information on configuring your DJ Console 4-Mx, please refer to chapter 5. The DJ Console 4-Mx control panel.

3.1.2. Installation in Windows XP

Once files have been copied to your computer, the drivers will be installed.

A dialog box appears, prompting you to connect DJ Console 4-Mx to your computer's USB port.

Hercules DJ Driver Installation tool

Please connect all of the Hercules DJ products you want to install.
To continue, click Next.

Version 1.0.0.2   Next >>

- Connect DJ Console 4-Mx to your computer's USB port, then click **Next**.

Your computer automatically detects the DJ Console 4-Mx and completes the installation of the required drivers.

Hercules DJ Driver Installation tool

Please wait...

Detecting Hercules DJ Devices...

[   ]

Version 1.0.0.2   Next >>

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*NOTE: **Do not interact** with any Windows hardware detection windows that may appear during the installation process; any such windows will disappear in a short while on their own.*

⚠️ Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

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You are notified when the installation is complete.

The DJ Console 4-Mx icon appears in your Windows taskbar, next to the clock, indicating that your DJ Console 4-Mx is installed and ready for use:

You should now install the VirtualDJ DJC Edition mixing software on your computer:

- In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

The software is installed on your computer. When installation is complete, the VirtualDJ icon appears on your desktop.

- Double-click the VirtualDJ icon and enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console 4-Mx. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/4-Mx.

For more information on configuring your DJ Console 4-Mx, please refer to chapter 5. The DJ Console 4-Mx control panel.

3.1.3. Installation on Mac

A welcome screen is displayed, informing you as to what will be installed.
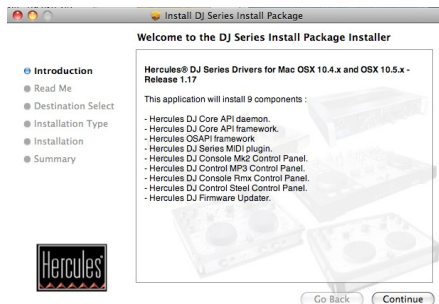
- Follow the on-screen instructions.

⚠️ You may need to enter your password in order to proceed if Administrator access is required on your system.
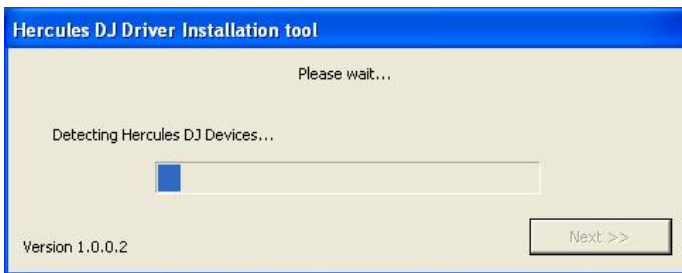
Once files have been copied to your computer, the drivers will be installed.

A dialog box appears, prompting you to connect DJ Console 4-Mx to your computer's USB port.
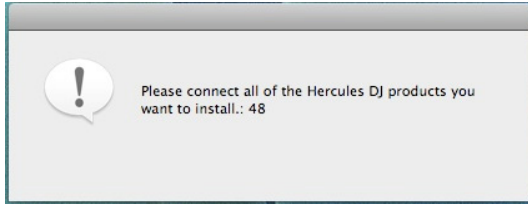
- Connect DJ Console 4-Mx to your computer's USB port.

Your computer automatically detects the DJ Console 4-Mx and completes the installation of the required drivers.
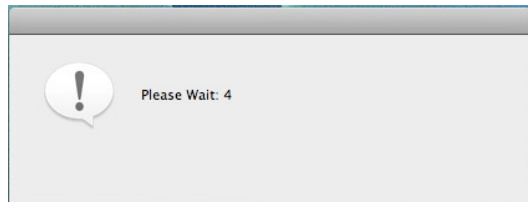
⚠️ Please note that installation of the drivers may take some time, depending on your computer's performance. Let the installation procedure run its course and follow the on-screen instructions.

You are notified when the installation is complete.

The DJ Console 4-Mx icon appears on your desktop, indicating that your DJ Console 4-Mx is installed and ready for use:

You should now install the VirtualDJ DJC Edition mixing software on your computer:
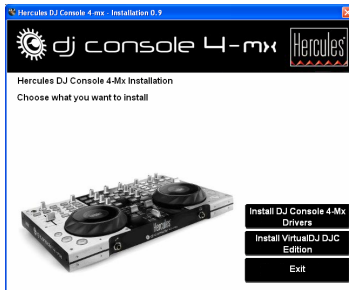
 - In the installation menu, click **Install VirtualDJ DJC Edition** and follow the on-screen instructions.

The software is installed on your computer.

- To launch the VirtualDJ software on your Mac, go to **Applications** and then select **VirtualDJ**.

- Enter the VirtualDJ serial number, then click **OK**. The VirtualDJ serial number is indicated on a sticker with a barcode found on the underside of your DJ Console 4-Mx. The VirtualDJ serial number is in the following format: XXXX-XXXX-XXXXX/4-Mx.

For more information on configuring your DJ Console 4-Mx, please refer to chapter 5. The DJ Console 4-Mx control panel.

3.2. Connecting and disconnecting your DJ Console 4-Mx

Your DJ Console 4-Mx can be used in conjunction with another sound card, whether internal or external, without creating conflicts on your computer.

⚠️ Please note that in Windows operating systems, when you connect your DJ Console 4-Mx, it becomes the system's default sound card. The sound card previously set as the default sound card becomes the default sound card again when you disconnect the DJ Console 4-Mx.

Therefore, once properly installed, you can connect and disconnect your DJ Console 4-Mx at any time, even when your computer is powered on, thanks to its USB hot-plug function (although you should never do so when DJ Console 4-Mx is playing or recording music, or else the application will terminate and display an error message).

4. OVERVIEW

4.1. The top panel

Your DJ Console 4-Mx features a variety of controls allowing you to interact with DJ software. You can control up to 4 independent decks in DJ software. Descriptions of the default function of each control are provided below.

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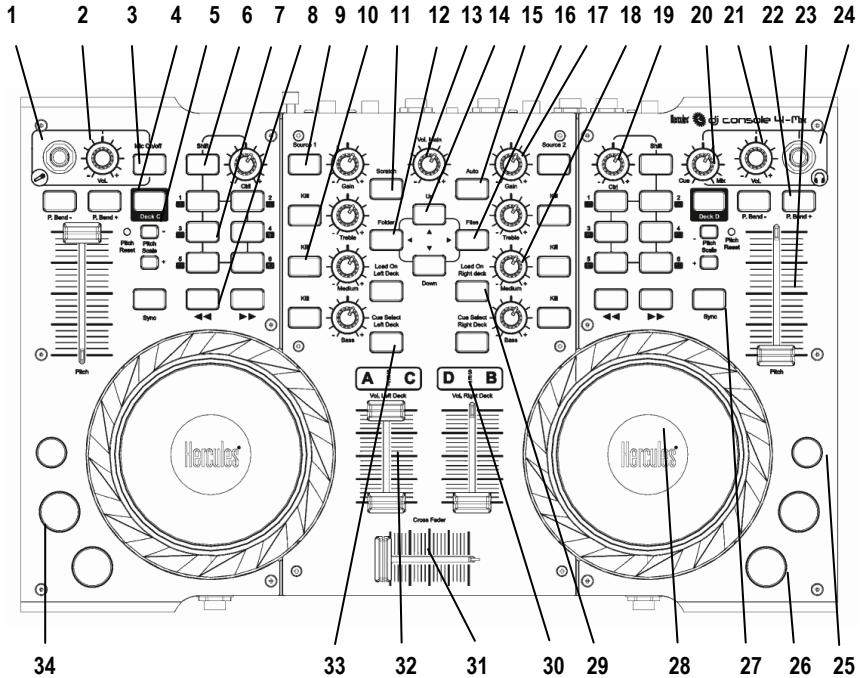
1. **Microphone input** (1/4" jack / 6.35mm)
2. **Microphone level control knob**
3. **Microphone on/off button**
4. **Deck Switch** button: depending on the deck mode you select in the control panel, pressing this button will either: toggle between decks A and C, or B and D (in 4-deck mode, by default); give you access to a second set of buttons for the deck in question (in 2-deck extended mode); or have no effect (in 2-deck basic mode). Please see section 5.3.1. **Advanced tab** for more information.
5. **Pitch Scale** buttons: adjust the pitch scale in DJ software up or down (for example, change the pitch scale range from 6% to 12% in the VirtualDJ software)
   Tip: press Pitch Scale - and Pitch Scale + at the same time to reset the pitch: the virtual pitch fader returns to the central position (while the hardware fader doesn't move).

6. **Shift** button: converts buttons 1 to 6 on the corresponding deck into buttons 7 to 12, providing the equivalent of 12 buttons per deck.
7. 1-2-3-4-5-6 buttons: Apply loops on different numbers of beats, when in loop mode; apply the corresponding effect, when in effects mode. Functions include: loop in, loop out, hot cue 1/2/3/4, sampler record, sampler play and 4 effects
8. Rewind and fast forward: fast browsing inside the audio track
9. Press to toggle between computer audio files or an external audio source on the corresponding deck
10. **Kill** buttons: press to cut out/restore treble, medium and bass frequencies, respectively
11. **Scratch** button: disable or enable scratch mode
12. **Folder** button: browse in the upper directory; also functions as left arrow button
13. Master volume knob
14. **Up** and **Down** buttons: press to navigate within menus
15. **Auto** button: applies the "mix next" function, automatically mixing the track so that it plays next
16. **Files** button: browse in the currently selected folder; also functions as right arrow button
17. Set the gain for the corresponding deck
18. Increase or decrease Treble/Medium/Bass frequencies
19. Turn to modulate the selected effect or loop
20. **Cue/Mix** knob: adjust the mix of what's being played on your headphones - the track you're cueing up in relation to the overall mix
21. Adjust the volume on your headphones
22. Pitch bend: decrease (-) or increase (+) speed of track (i.e. pitch) for accurate mixing
23. Pitch fader: adjust the playback speed of the track on the corresponding deck
24. Headphones input (1/4" jack / 6.35mm)
25. Stop button: stop playback of the track on the corresponding deck
26. Play/Pause track
27. **Sync** button: synchronize the beat with the beat of the track currently loaded on the opposite deck that you are controlling, if this beat is within the pitch range (if the reference beat is too far off, you must increase the pitch scale prior to pushing the **Sync** button)
28. Vinyl-style jog wheel with touch detection: a blue light in the center of the jog wheel lights up when the jog wheel is pressed down
29. Load selected track on the corresponding deck
30. Deck indicators: lights up to show you which deck is currently in use
31. Cross fader for seamless mixing between the decks
32. Volume fader: control the volume for the corresponding deck
33. **Cue Select** button: enable headphone monitoring on the corresponding deck
34. **Cue** button: set cue point (mark position in the track) on the corresponding deck

These are descriptions of the DJ Console 4-Mx's default functions in the VirtualDJ software, which may vary according to the application you are using.

Please note that the **Cue/Mix** knob is a software function only (and not a hardware function). This means that when you are using the VirtualDJ software, the knob functions as described above; while if you are not using DJing software, this knob will have no function – unless you map a "Cue to Mix" function onto it.

4.2. The back panel

DJ Console 4-Mx has a USB connector on its back panel, allowing you to connect it to your computer. As DJ Console 4-Mx is USB bus-powered, no external power source is required.

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RCA mono output connectors 3-4 | RCA mono output connectors 1-2 | **Ground Lift** switch | RCA mono input connectors 3-4 | RCA mono input connectors 1-2 | Phono ground connector

1/4" (6.35mm) mono output connectors 3-4 | 1/4" (6.35mm) mono output connector 2 | 1/4" (6.35mm) mono output connector 1 | USB connector
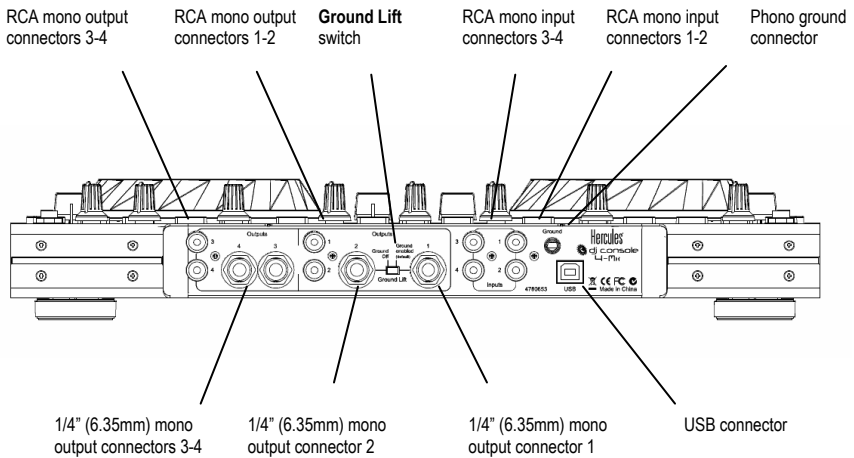
When connecting a microphone, the microphone can only be used on input channels 1-2 (please see the front panel description, below). For more information on selecting input levels for inputs 1-2 and 3-4, please refer to chapter 5.3.1. General control panel settings.

The **Ground Lift** switch, available on the 1/4" (6.35mm) mono output connectors 1 and 2, can be useful in the event that a ground loop is disturbing the connection between the console and a power amplifier. In a room with a proper electrical setup, it is safer and better to keep the **Ground Lift** switch Off (the default setting). The **Ground Lift** switch is not active on RCA outputs 1-2.

4.3. The front panel

1/4" (6.35mm)
microphone input
connector:
channels 1-2 only

1/4" (6.35mm)
headphone output
connector
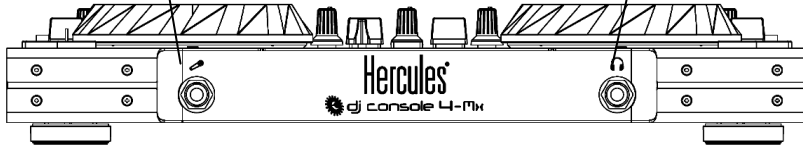
Headphones: When using headphones, they are set to channels 3-4 by default; however, you can also set them to channels 1-2 instead. For more information, please refer to chapter 5.3.5. **Advanced** tab.

⚠ Before using your DJ Console 4-Mx for the first time, you must unlock the jog wheels: the jog wheel locks are located on the underside of the controller, preventing the jog wheels from moving during shipment. If the locks are ON, you can turn the jog wheels, but you can't push them down, which disables the touch detection feature.

5. THE DJ CONSOLE 4-MX CONTROL PANEL

5.1. Accessing the control panel on PC

An icon representing your DJ Console 4-Mx appears in the right-hand side of your taskbar, next to

the clock display: . To launch the DJ Console 4-Mx control panel, simply left-click the icon.

In Windows, this icon consolidates all Hercules DJ products you may have installed on your system. You can select your DJ Console 4-Mx's control panel by right-clicking the icon and choosing **Select Device**.

By right-clicking the icon, you can also select to open the control panel (an alternative to left-clicking the taskbar icon as described above), get hardware information about your DJ Console 4-Mx, check for updates for your DJ Console 4-Mx, or exit the control panel. Please note that in order to check for updates, you must have an active Internet connection.

To check for updates for your DJ Console 4-Mx:

- Right-click the DJ Console 4-Mx icon in the taskbar and select **Check for updates**.

- If prompted by your system, allow your computer to access the Guillemot FTP server.

If no new version is available, a message will appear indicating that you already have the latest version installed. If a new version is available, it will be downloaded and the setup will launch automatically.

- Follow the on-screen instructions to install the update for your DJ Console 4-Mx.

5.2. Accessing the control panel on Mac

- Access the control panel by double-clicking the icon on your desktop.

5.3. Using the DJ Console 4-Mx control panel

The control panel allows you to manage your DJ Console 4-Mx's various settings. The following sections will explain the various features of the control panel, as well as the differences that exist between the PC and Mac versions.

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5.3.1. General control panel settings

PC	Mac
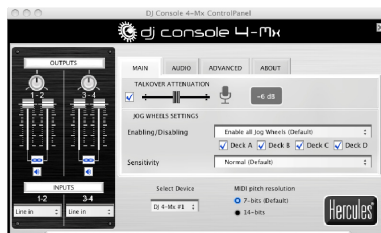
- **Output Channels**: There are 2 sets of software sliders (1-2, 3-4), which function as volume controls for the corresponding outputs. You can alter the balance (left/right) using the balance knob on top of each set of output channel sliders. You can click the link icon underneath the sliders to disable/enable the sliders moving together, as opposed to on their own. You can also mute the outputs by clicking the volume icon underneath the link icon.

- **Input Channels**: You can select the appropriate input level for input channels 1-2 and 3-4: microphone, phono level, consumer line level (-10dBv), pro line level (+4dBu) or boosted line level (+8dBu) for channels 1-2; and phono level, consumer line level, pro line level or boosted line level for channels 3-4 (you can therefore only use a microphone on channels 1-2, and not channels 3-4). Select the input level that best corresponds to the output level of the audio source connected to input channels 1-2 and 3-4.

  Please note that when recording your microphone, you temporarily lose the use of inputs 1-2. When you use the talkover option for your microphone, your voice is mixed via hardware and you can still use inputs 1-2; however, you cannot record your microphone with this configuration.

- **Audio mode** (Windows only, not available on Mac): Lets you select the appropriate audio mode for the applications you wish to use:

  - **WDM** is the standard Windows audio mode, also called DirectSound and WASAPI. Select this mode when using multimedia players, watching movies, and so on.

  - **ASIO** will only work with programs that support this driver mode (for more information, please refer to chapter 5.3.3. **ASIO** tab).

  VirtualDJ switches to ASIO mode automatically, but if you are using other programs, you must switch to ASIO mode manually before launching the application. You can only switch between modes when playback is stopped.

- **Select Device** (Mac only): If you have more than one DJ Console 4-Mx controller connected to your Mac, you can switch between their control panels here.

- **MIDI pitch resolution**: 7-bits is the default value. VirtualDJ automatically switches to 14-bit mode when the software is launched, and then reverts to 7-bits mode when you exit the software.

5.3.4. *Audio* tab (not available on PC)

In the **Audio** tab (on Mac only), you can change the sample size from the default value (16-bit) to 24-bit. The best audio setting for VirtualDJ is the default setting of 16-bit/44.1kHz, which provides the best response time. For software where response time is not as important, you can play music in 24-bit mode (44.1KHz or 48 KHz) in Mac OS (Core Audio).

5.3.5. *Advanced* tab

- This tab allows you to set the **MIDI channel for controls** (1-2, by default), in the event that there is some conflict between your DJ Console 4-Mx and another MIDI device. If you have more than one Hercules device installed on your system, the MIDI channel numbers are assigned in pairs by order of connection, i.e. incrementally (1-2, 3-4 and so on, up until 16).

- You can adjust the **cross fader settings** according to your preference (**BeatMix Curve** by default). The different settings that are available affect the way that the cross fader functions as you move it from side to side, in relation to the central position: depending on how you will be mixing, you may wish for the cross fader's action to be applied much more sharply when it is moved from the central position (meaning that if you move the cross fader even a little bit to the left, for example, the effect will be as though it had been moved all the way to the left; and the same when moving it to the right), or less sharply. You can experiment with the different curves

available and easily switch from one to another, depending on the kind of mixing you are doing at any given time.

- The **headphone channels** are set to output channels 3-4 by default. You can also set this to output channels 1-2, if you prefer; however, you will then hear the mix on your headphones instead of previewing your next track.

- **Output 1-2 Hardware mix option** lets you select the way that hardware mixing will be handled on output 1-2: **USB streaming 1-2 (default)**, USB streaming 1-2 plus your microphone, or USB streaming 1-2 plus line in 1-2.

   USB streaming 1-2 (default) should always be used for standard operations (i.e with DJ software). USB streaming 1-2 plus your microphone, or USB streaming 1-2 plus line in 1-2 sends the signal of the selected source directly to the main output, mixed with the standard audio signal. This is similar to the talkover function, but without the attenuation.

- **Deck mode**: 4 decks is the default setting (Decks A/C, B/D), which allows you to control 4 independent decks. In 4-deck mode, every control on each physical deck (transport buttons, jog wheel, fader, knobs), and every control on the left or right channel mixer (volume fader, EQ and Kill controls) can send 2 commands depending on the status of the virtual decks it controls.

   You can also select **2-deck extended mode**, in which Deck C and Deck D operate as shift buttons which convert the buttons on the decks into new buttons, but have no impact on the mixer area, on the jog wheels and on the Play, Cue and Stop buttons.

   If you wish, you can also select **2-deck basic mode**, in which only Deck A and Deck B are enabled (only one function is assigned to each control).

5.3.6. *About* tab

- This tab provides all of the information about the package, firmware, driver, MIDI mapping, DJ API and control panel versions you are using. Please refer to this information when contacting technical support.

6. OUTPUT OPTIONS

Two types of connectors are available for connecting speakers: RCA and 1/4" jack (6.35mm). The RCA connectors are mono outputs, each of which corresponds to one channel (left = white, and right = red). The 1/4" jack (6.35mm) connectors are also mono outputs.

Select the type of connector according to the type of equipment you will be connecting. Normally, outputs 1-2 will be used for your live mix playing in the room, and outputs 3-4 will be used for monitoring or connecting an external mixer.

6.1. Connecting speakers and/or an external mixer to your DJ Console 4-Mx

With the included VirtualDJ software, you can play your mix for the audience over a hi-fi system connected to outputs 1-2 on your DJ Console 4-Mx, for example, and preview upcoming songs on outputs 3-4, using your headphones or monitoring speakers.

⚠️ The included version of VirtualDJ is pre-configured to use the DJ Console 4-Mx's built-in sound card exclusively. As such, it will not be possible to use your computer's standard sound card or integrated speakers. A pair of speakers **MUST** be connected to Output 1-2 on the back of your DJ Console 4-Mx.

- Make sure that your computer and other audio equipment is switched off.

- Connect your main set of speakers to the **Output 1**-**2** RCA plugs (plug **1** corresponds to the left speaker, plug **2** to the right speaker) or to the **Output 1**-**2** 1/4" jack (6.35mm) plugs.

- The Output 3-4 RCA plugs play the same channels as those being played on the headphones, and can be used to connect monitoring speakers (which are used by DJs in clubs, for example, instead of headphones, when they are mixing in an enclosed DJ booth and separated from the audience by a window); or, if you upgrade your software to VirtualDJ Pro, you can use the Output 3-4 RCA plugs to connect an external mixer, and split up playback with Deck A played on Output 1-2, and Deck B played on Output 3-4.

Your speakers and/or external mixer are now ready for use with your DJ Console 4-Mx.

6.2. Connecting headphones

Your DJ Console 4-Mx features 1 headphone connector, on the front panel. Headphones are set to channels 3-4 by default, but can also be set to channels 1-2 instead (for more information, please refer to chapter 5.3.5. **Advanced** tab). The console has been designed to function with DJ headphones (stereo, impedance from 16 to 64 ohms).

7. INPUT OPTIONS

7.1. Connecting external audio sources

Your DJ Console 4-Mx allows you to connect virtually any kind of analog audio source you might wish to use, including vinyl turntables. If you upgrade to VirtualDJ Pro (not included in this package), you can even use time-coded vinyl records or CDs to control music files stored on your computer, giving you the ultimate hands-on mixing experience and combining the best that the worlds of analog and digital have to offer. Now you can enjoy using hybrid mixing, combining computer audio tracks on one deck with an analog source connected to the other deck.

Your DJ Console 4-Mx features 2 stereo audio inputs on its back panel (2 pairs of 2 mono RCA connectors). Define your audio source type in the DJ Console 4-Mx control panel – it can be phono level, consumer line level (-10dBv), pro line level (+4dBu) or boosted line level (+8dBu) – and simply connect the audio source of your choice to the white (left) and red (right) RCA connectors: Input 1-2 for Deck A, and Input 3-4 for Deck B. This allows you to replace the computer audio track played on Deck A with the music played on Input 1-2, and replace the computer audio track played on Deck B with the music played on Input 3-4.

⚠️ Be sure to define your audio source type (i.e. the correct output level for the device you are connecting) in the control panel before connecting your audio source, and not after the audio source has been connected. Doing so will avoid any possible audio issues in terms of distorted sound.

You can even equalize your external audio sources and adjust their volume, just as you can with a computer audio track (you can use the **Gain** knobs to adjust the volume for each deck). This provides for seamless mixing and full control over the sound of your mix.

You can select the input level for each deck in the DJ Console 4-Mx control panel (phono level, consumer line level, pro line level, or boosted line level), according the output level of the device you are connecting. For more information, please refer to chapter 5.3.1. General control panel settings.

⚠️ Be sure to select the appropriate input level for the device you are connecting; otherwise, you risk damaging your equipment.

If you are using a turntable with a ground cable:

- In the DJ Console 4-Mx control panel, select the **Phono** input level for the deck in question.

- Connect the ground wire from your turntable to the ground connector on the DJ Console 4-Mx's back panel. Grounding helps to eliminate the interference which can otherwise occur with turntables, giving you crystal-clear sound. You can connect 2 ground wires from 2 turntables to the ground connector on your DJ Console 4-Mx without any problem.

You can use the two **Source** buttons on your DJ Console 4-Mx (**Source 1** for Deck A, **Source 2** for Deck B) to control the audio input for the corresponding deck. By default, the input is set to computer audio tracks: simply press the **Source** button to switch to the external audio source. Press the button again to disable the external source and return to computer audio (please see chapter 8.7. Source buttons).

7.2. Connecting a microphone

Your DJ Console 4-Mx features one mono ¼" jack (6.35mm) plug on both its front and top panels. We recommend using a vocal microphone with an impedance of between 1 and 64 ohms. You can use your microphone to talk over the music and communicate with your audience (mix the microphone input with audio outputs 1-2, for example), or use your microphone to replace the music on Deck A with your voice.

⚠️ Please note that microphones requiring **phantom power** are not supported by DJ Console 4-Mx.

Press the **Mic On/Off** button on your DJ Console 4-Mx to toggle the microphone on or off. You can use the volume knob to adjust the input volume for your microphone.

The DJ Console 4-Mx features a talkover function for the microphone input, which automatically reduces the level of the music that's playing to allow you to be heard when you're speaking. The music level is restored once the microphone input is disabled.

Please see chapter 5.3.2. **Main** tab for more information on adjusting the talkover attenuation function and using your microphone.

8. DJ CONSOLE 4-MX FEATURES

8.1. Jog wheels

The jog wheels on your DJ Console 4-Mx emulate vinyl turntables: turning a jog wheel lets you scratch or move the cursor backward or forward within music tracks, allowing you to select the cue point where playback will start for the audience.

The jog wheels are large in size (12cm in diameter – the size of a CD) and are touch sensitive: they detect when your hand presses down on them, allowing you to scratch, in the same way that your hand can physically stop the playback on a vinyl record. A blue light in the center of the jog wheel turns on to show the touch detection. The jog wheels are also very precise: the jog wheels' rotation is detected with an accuracy of 256 steps per revolution.

The jog wheels have dual functions: simply turn the jog wheels (using the sides of the wheels, or without putting too much pressure on the top) to use the seek function; or press down on the top of the wheels slightly in order to scratch.

In the control panel, you can adjust the number of steps that the jog wheels register per revolution (this is not linked to the touch sensitivity on top of the jog wheels): you can either keep the default value, or divide it by a factor of 2, 4 or 8. The jog wheels can also be disabled via the control panel. Please see chapter 5.3.2. **Main** tab for more information.

You can use the **Scratch** button to change the function of the jog wheels (scratch mode is enabled by default): press the button to switch to the seek function, allowing you to move backward or forward within a track. Press the button again to return to the default scratch function.

You can also use the jog wheels to browse through music lists. When browsing through a directory containing lots of music files, simply turn the jog wheel while keeping the Up or Down button on your console pressed down in order to move through the list more quickly.

8.2. Faders (sliders)

Cross fader

Your DJ Console 4-Mx plays 1 stereo music track per deck (2 stereo music tracks simultaneously). The cross fader moves between the left and right decks, allowing the DJ to adjust the mix between 2 or 4 tracks.

Setting the cross fader completely to the left means that the mix (the music the audience hears) comes 100% from the left decks: this is necessary, as you're mixing with 4 decks. Setting the cross fader in the center means that the music comes 50% from the left deck and 50% from the right, and so on.

Volume faders

The left deck volume fader controls the volume of the music played on Deck A or C, while the right volume fader controls the volume of the music played on Deck B or D.

Changing the volume on the different decks lets you adjust transitions between the 4 decks.

If the volume on one of the decks is not loud enough when the corresponding volume slider is set to its maximum level, simply adjust the **Gain** knob for that deck to increase the deck's maximum volume.

8.3. Play/Pause, and Cue buttons

These buttons are available for the 2 or 4 decks on the left and right of your DJ Console 4-Mx central mixer area.

- **Play/Pause**: starts music playback, or pauses music playback at the current position in the track.
- **Cue**: places a cue point (a marker where playback should start) at the current position in the track.

8.4. Stop button

The stop button stops playback of the track on the corresponding deck.

8.5. Rewind and Fast forward buttons

These buttons, found just above the jog wheel on each deck, allow you to move quickly within music tracks: press the corresponding button to rewind or fast forward within a track (this is an easy way to quickly get to the exact point in a song that you're looking for).

8.6. Pitch settings

- **2 or 4 Pitch faders (sliders):** you can use the pitch faders to adjust the playback speed of a track, increasing or reducing its BPM (Beats Per Minute) rate, in order to make dancing easy by setting new music tracks at the same BPM as the previous track so that dancers don't need to change their rhythm during the transition from one track to another. The pitch faders are more precise than on any other Hercules DJ controller, with 14-bit accuracy (versus 7-bit on other Hercules DJ controllers), 60mm pitch travel, and 2 buttons to control the software pitch scale (allowing you to change the pitch scale from 6% to 12% in VirtualDJ, for example).

- **Pitch Bend** (**-** and **+**): you can use these buttons to temporarily increase or decrease the playback speed of a track. Adjustments made in this way are "elastic" adjustments, in that they are only temporary, and are no longer applied once the button is released.

- **Sync**: pushing this button synchronizes the speed (BPM) of the music played on the corresponding deck to match the BPM rate of the music on the other deck.

In general, adjusting the pitch changes the music's speed and tone: faster means a higher tone, slower means a lower tone.

8.7. Source buttons

⚠️ Before enabling the **Source** buttons, make sure the **Inputs** field is set to **Line-Ins** in VirtualDJ's **Sound setup** panel. If set to **None**, the Source buttons are disabled.

Press the **Source 1** or **Source 2** buttons to replace the computer music track on Deck A or Deck B, respectively, with the audio source connected to the corresponding input. Press the button again to disable the external audio source pass-through and return to the computer music track.

⚠️ Be sure you have selected the appropriate input level (Phono, Line, Pro Line, Boost) in the DJ Console 4–Mx Control panel for the device you have connected; otherwise, you risk damaging your equipment (for more information, please refer to chapter 5.3.1. General control panel settings). You must then adjust the gain using the corresponding **Gain** knob for that deck on the DJ Console 4-Mx.

8.8. Shift button (for loops/cue/sampler/effects), and buttons 1-6

DJ Console 4-Mx provides the equivalent of 12 buttons per deck for effects, loops and Cue functions, thanks to the Shift button, which converts buttons 1 to 6 on each deck into buttons 7 to 12. Functions include: loop in, loop out, hot cue 1/2/3/4, sampler record, sampler play and 4 effects.

8.9. Load on Left Deck / Load on Right Deck buttons

Use these buttons to load the highlighted music track in the VirtualDJ software on the corresponding deck.

8.10. Cue Select Left Deck / Cue Select Right Deck buttons

Use these buttons to choose which deck is being monitored on your headphones, when the **Cue/Mix** knob is set to the **Cue** position: you can use them to select between the 4 available decks.

8.11. Browser buttons: Up and Down

Use the Up and Down buttons to browse through folders and music libraries: move to the previous (Up) or next (Down) music file/directory. You can move through music lists more quickly by pressing the Up or Down button **and turning the right jog wheel** at the same time.

8.12. Cue/Mix knob

Use the **Cue/Mix** knob to adjust the level of the track you are cueing up in relation to the overall mix on your headphones or monitoring speakers. The **Cue** side of the knob's rotation represents the selected deck you are cuing up, while the **Mix** side represents the mix being played for your audience.

8.13. Equalization knobs

Use the equalization knobs (**Bass**, **Medium** and **Treble**) for each deck to add color to your music with custom settings. For example:

- Make dancing easier by enhancing the bass (the bass provides the tempo for dancing).

- Remix songs by boosting the mids (the mids contain the singer's voice) on one track and mixing it with another track on the other deck, where you've cut the mids.

You can also manipulate the bass to make transitions between two tracks:

- Synchronize the 4 tracks.

- Cut out the mids and treble on both decks, keeping only the beat of the bass.

- Move the cross fader from the first deck to the second, while restoring the mids and treble.

9. DJING BASICS

For detailed information on how to use the bundled VirtualDJ mixing software, please refer to the VirtualDJ user manual, included on your DJ Console 4-Mx's installation CD-ROM or available for download on the Hercules Technical Support website (http://ts.hercules.com).

First off, you will want to make sure that the audio files in your music library have been analyzed in the VirtualDJ software, which will determine the BPM (beats per minute) values of your tracks. Since mixing music tracks together involves synchronizing their beats while the two songs overlap with one another, you will need to select tracks whose BPM values are similar to one another, to make for seamless transitions from one track to the next. Alternatively, you might choose to mix a track with another track whose BPM value is half or double its own value (60 BPM and 120 BPM, for example), which can also make for a fairly smooth transition between tracks.

Please note that analyzing files to determine their BPM values in the VirtualDJ software can take some time to complete, particularly if you are analyzing a large number of songs, and should be done in advance of a party; this process also consumes a lot of your computer's system resources while it is being carried out. We therefore recommend that you analyze the entire contents of your music library overnight, for example.

The VirtualDJ software lets you create "virtual folders": you can create a virtual folder by clicking on the red "virtual folder" icon in the software, and then assigning a title to the folder. A virtual folder contains a collection of shortcuts to tracks, allowing you to quickly access a group of tracks you have selected, like a playlist: dragging an audio track into a virtual folder will not physically move the file into that folder, but rather will create a shortcut to where the track is located. This is a very handy way to organize groups of songs for your DJing sets, and you can also make sure that groups of tracks in your virtual folders have similar BPM values to one another. You can use the file explorer in the VirtualDJ software to browse through your tracks, or use the search feature to find specific tracks, and then simply drag and drop them into your different virtual folders.

While a track is being played on the left deck for the audience, the DJ presses the **Cue Select Right Deck** button on the DJ Console 4-Mx and uses headphones to listen to and adjust the next track to be played. The DJ might make adjustments to the track's pitch (using the pitch faders and the **Pitch Bend** buttons), and make sure that its beat lines up properly with that of the track playing on the left deck. As the track on the left deck is nearing its end, the DJ starts moving the cross fader towards the right deck (and can use the volume faders for each deck to help with the transition as well), so that the audience gradually hears more of what is being played on the right deck in the mix. The DJ can adjust the EQ controls on each deck to help tracks blend in smoothly with one another: for example, by reducing the mid and treble frequencies on one deck, so that mostly just the bass frequencies (including the song's beat) are heard as one song transitions into the next.

While songs are playing, the DJ can also use the effects and looping features on the DJ Console 4-Mx to call attention to different parts of songs or their mix, to pump up the crowd and keep them dancing: the creative possibilities for mixing are endless – and with a bit of practice, you'll be mixing like a pro in no time!

10. CONFIGURATION IN MIDI MODE

Your DJ Console 4-Mx can function as a MIDI controller: the buttons, knobs, faders and jog wheels can send MIDI signals that will then be interpreted by MIDI-capable software. In software that accepts MIDI commands, you must select your DJ Console 4-Mx as the MIDI controller.

Many music software applications that incorporate MIDI control feature a "learning mode": simply click a button, turn a knob or jog wheel or move a slider on your DJ Console 4-Mx to link that control to a control in the software. Some popular applications to include a MIDI learning mode include: Native Instruments Traktor, Ableton Live, Mixvibes, and Image Line Deckadance.

⚠️ For the list of MIDI controls, please refer to the Appendix at the end of this manual.

11. FAQ

1. Can I use DJ Console 4-Mx with DJ software other than the bundle included in the package?
Yes: since your DJ Console 4-Mx functions as a MIDI controller and can send MIDI commands, it can be used with any software that accepts MIDI commands. Please see chapter 10. Configuration in MIDI mode.

2. Can I use DJ Console 4-Mx without a computer?
No, DJ Console 4-Mx cannot function at all without being connected to a computer.

3. Can I mix directly from audio CDs in the DJ mixing software?
Yes, you can mix audio CDs directly from your CD/DVD-ROM drive in VirtualDJ. Simply load the CD-Audio track in your playlist on a DJ Console 4-Mx deck, as if it were an audio file, and you can mix it immediately.

4. Will DJ Console 4-Mx function when connected to a USB hub?
Yes, as long as the USB hub's power supply is connected.

5. Can I save the DJ mixes I create with DJ Console 4-Mx in an audio file?
Yes, you can save your mix by clicking the REC button in VirtualDJ.

6. Is DJ Console 4-Mx able to control 4 decks in Traktor Pro?
Yes – all you need to do is import a TSI file supporting a 4-deck control into Traktor Pro.
If you are familiar with Traktor, you can map your own TSI file; or else download this kind of file from the Hercules technical support website (http://ts.hercules.com), in the downloads area:
Product genre: DJ/Music > Product family: Controller with audio > Product name: DJ Console 4-Mx > Link: Software.

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12. TECHNICAL SUPPORT

If you encounter a problem with your product, please go to http://ts.hercules.com and select your language. From there you will be able to access various utilities (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem. If the problem persists, you can contact the Hercules products technical support service ("Technical Support"):

By email:
In order to take advantage of technical support by email, you must first register online. The information you provide will help the agents to resolve your problem more quickly.
Click **Registration** on the left-hand side of the Technical Support page and follow the on-screen instructions.
If you have already registered, fill in the **Username** and **Password** fields and then click **Login**.

By telephone:

United States	**1-866-889-5036** Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday from 8am to 2pm Sunday from 8am to 10am (Eastern Standard Time)
Canada	**1-866-889-2181** Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday from 8am to 2pm Sunday from 8am to 10am (Eastern Standard Time)
United Kingdom	**08450800942** Charges at local rate	Monday to Friday from Noon to 4pm and 5pm to 10pm Saturday from 9am to Noon and 1pm to 7pm Sunday from 9am to Noon and 1pm to 4pm
Denmark	**80887690** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm (*English*)
Sweden	**0200884567** Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm (*English*)
Finland	**0800 913060** Free	Monday to Friday from 2pm to 6pm and 7pm to Midnight Saturday from 10am to 2pm and 3pm to 9pm Sunday from 11am to 2pm and 3pm to 6pm (*English*)

12.1. Warranty information

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the consumer that this Hercules product will be free from material defects and manufacturing flaws for a period of two (2) years from the original date of purchase. Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product will, at Technical Support's option, be either repaired or replaced. Where authorized by applicable law, the full liability of Guillemot and its subsidiaries (including for indirect damages) is limited to the repair or replacement of the Hercules product. The consumer's legal rights with respect to legislation applicable to the sale of consumer goods are not affected by this warranty.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause not related to a material defect or manufacturing flaw; (2) in the event of failure to comply with the instructions provided by Technical Support; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

12.2. Additional warranty provisions

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to two (2) years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Guillemot Corporation S.A. or its affiliates be liable for consequential or incidental damage resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from State to State or Province to Province.

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Declaration of conformity

EC COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits of the Council Directive 89/336/EEC of 3 May 1989 on the approximation of the laws of the Member States relating to electromagnetic compatibility, amended by Directive 93/68/EEC. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CANADIAN COMPLIANCE NOTICE: this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

USA COMPLIANCE NOTICE: 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. 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.
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 on and off, 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.

In the event of malfunction during use due to electrostatic emission, you should exit the software, disconnect the device from the computer, then resume normal use by reconnecting the device to the computer, and restarting the software.

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End-user software license Agreement for Hercules software

End-user software license Agreement for VirtualDJ Software

ENVIRONMENTAL PROTECTION RECOMMENDATION

At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.

This is confirmed by the symbol found on the product, user manual or packaging.

Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you.

APPENDIX: HERCULES DJ CONSOLE 4-MX MIDI CONTROLS

MIDI messages sent by the DJ Console 4-Mx (Virtual MIDI In port)

Note: values are expressed in hexadecimal base.

Examples:

"7F" means 127 in decimal base, Value 10 = 16 in decimal base

In 9x 0A Value, 9 = Note On/Off MIDI command, x = 1st MIDI channel, 0A = 10 in decimal base

In 9y 4B Value, 9 = Note On/Off MIDI command, y = 2nd MIDI channel, 4B = 75 in decimal base

In Bx 23 Value, B = Control Change MIDI command, x = 1st MIDI channel, 23 = 35 in decimal base

MIDI Control	MIDI Message	Message Type	Value Description
K1_DA	9x 01 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DA	9x 02 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DA	9x 03 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K4_DA	9x 04 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K5_DA	9x 05 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K6_DA	9x 06 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DA	9x 07 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DA	9x 08 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DA	9x 09 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K4_DA	9x 0A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K5_DA	9x 0B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K6_DA	9x 0C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DA	9x 0D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DA	9x 0E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
CueSel_DA	9x 0F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Stop_DA	9x 10 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DA	9x 11 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Deck_DA	9x 12 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SP_DA	9x 13 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SM_DA	9x 14 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SR_DA	9x 15 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SOURCE_DA	9x 16 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_T_DA	9x 17 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_M_DA	9x 18 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released

KILL_B_DA	9x 19 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DA	9x 1A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DA	9x 1B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DA	9x 1C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DA	9x 1D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DA	9x 1E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DA	9x 1F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DA	9x 20 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K1_DB	9x 21 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DB	9x 22 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DB	9x 23 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K4_DB	9x 24 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K5_DB	9x 25 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K6_DB	9x 26 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DB	9x 27 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DB	9x 28 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DB	9x 29 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K4_DB	9x 2A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K5_DB	9x 2B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K6_DB	9x 2C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DB	9x 2D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DB	9x 2E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
CueSel_DB	9x 2F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Stop_DB	9x 30 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DB	9x 31 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Deck_DB	9x 32 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SP_DB	9x 33 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SM_DB	9x 34 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SR_DB	9x 35 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SOURCE_DB	9x 36 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_T_DB	9x 37 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_M_DB	9x 38 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_B_DB	9x 39 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DB	9x 3A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DB	9x 3B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
AUTOMIX	9x 3C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released

SCRATCH	9x 3D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
FILES	9x 3E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
FOLDERS	9x 3F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
UP	9x 40 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
DOWN	9x 41 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DB	9x 42 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DB	9x 43 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DB	9x 44 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DB	9x 45 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DB	9x 46 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
MIC	9x 47 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
DECK_STATE_AC	9x 48 Value	Button-Toggling Output	"7F" : Deck C – "00" : Deck A
DECK_STATE_BD	9x 49 Value	Button-Toggling Output	"7F" : Deck D – "00" : Deck B
Load_DA	9x 4A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DB	9x 4B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K1_DC	9y 01 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DC	9y 02 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DC	9y 03 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K4_DC	9y 04 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K5_DC	9y 05 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K6_DC	9y 06 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DC	9y 07 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DC	9y 08 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DC	9y 09 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K4_DC	9y 0A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K5_DC	9y 0B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K6_DC	9y 0C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DC	9y 0D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DC	9y 0E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
CueSel_DC	9y 0F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Stop_DC	9y 10 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DC	9y 11 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SP_DC	9y 13 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SM_DC	9y 14 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SR_DC	9y 15 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SOURCE_DC	9y 16 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released

KILL_T_DC	9y 17 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_M_DC	9y 18 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_B_DC	9y 19 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DC	9y 1A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DC	9y 1B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_DC	9y 1C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DC	9y 1D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DC	9y 1E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DC	9y 1F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DC	9y 20 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K1_DD	9y 21 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K2_DD	9y 22 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K3_DD	9y 23 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K4_DD	9y 24 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K5_DD	9y 25 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
K6_DD	9y 26 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K1_DD	9y 27 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K2_DD	9y 28 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K3_DD	9y 29 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K4_DD	9y 2A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K5_DD	9y 2B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SHIFTED_K6_DD	9y 2C Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Cue_DD	9y 2D Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Play_DD	9y 2E Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
CueSel_DD	9y 2F Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Stop_DD	9y 30 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Sync_DD	9y 31 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SP_DD	9y 33 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SM_DD	9y 34 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PIT_SR_DD	9y 35 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
SOURCE_DD	9y 36 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_T_DD	9y 37 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_M_DD	9y 38 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
KILL_B_DD	9y 39 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_TOUCH_DD	9y 3A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Shift_State_DD	9y 3B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released

Shift_DD	9y 42 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBM_DD	9y 43 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
PBP_DD	9y 44 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Prev_DD	9y 45 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Next_DD	9y 46 Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DC	9y 4A Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
Load_DD	9y 4B Value	Button-Toggling Output	"7F" : Pressed – "00" : Released
JOG_SEEK_DA	Bx 01 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
FX_DA	Bx 02 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DA	Bx 03 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
GAIN_DA	Bx 04 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DA	Bx 05 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DA	Bx 06 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DA	Bx 07 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DA	Bx 08 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DB	Bx 09 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
FX_DB	Bx 0A Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DB	Bx 0B Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
GAIN_DB	Bx 0C Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DB	Bx 0D Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DB	Bx 0E Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DB	Bx 0F Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DB	Bx 10 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DC	Bx 11 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
FX_DC	Bx 12 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DC	Bx 13 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
GAIN_DC	Bx 14 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DC	Bx 15 Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DC	Bx 16 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DC	Bx 17 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DC	Bx 18 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SEEK_DD	Bx 19 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast

FX_DD	Bx 1A Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
VOL_DD	Bx 1B Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
GAIN_DD	Bx 1C Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
PITCH_DD	Bx 1D Value	Analog – Coarse (128 values)	00 > 7F : Full Down > Full Up
TREBLE_DD	Bx 1E Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
MEDIUM_DD	Bx 1F Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
BASS_DD	Bx 20 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
VOL_MAIN	Bx 21 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
XFADER	Bx 22 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
CUE_TO_MIX	Bx 23 Value	Analog – Coarse (128 values)	00 > 7F : Full CW : Full CCW
JOG_SCR_DA	Bx 24 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DB	Bx 25 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DC	Bx 26 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
JOG_SCR_DD	Bx 27 Value	Incremental – Coarse (128 values)	7F > 40 : CCW Slow>Fast – 01 > 3F : CW Slow>Fast
PITCH_DA_LSBit	Bx 28 Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one
PITCH_DB_LSBit	Bx 29 Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one
PITCH_DC_LSBit	Bx 2A Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one
PITCH_DD_LSBit	Bx 2B Value	Analog – Coarse (2 values)	00 : LSBit zero 01 : LSBit one

Notes:

- **CW: ClockWise**
- **CCW: Counter ClockWise**
- **x: Depends on the MIDI channel assigned to the device for the first deck (0: MIDI channel 1; 1: MIDI channel 2…).**
- **y: Depends on the MIDI channel assigned to the device for the second deck (0: MIDI channel 1; 1: MIDI channel 2…).**

MIDI messages sent by the Host (Virtual MIDI Out port)

MIDI Control	MIDI Message	Value Description
K1_DA	9x 01 Value	00 : OFF – 7F: ON
K2_DA	9x 02 Value	00 : OFF – 7F: ON
K3_DA	9x 03 Value	00 : OFF – 7F: ON
K4_DA	9x 04 Value	00 : OFF – 7F: ON
K5_DA	9x 05 Value	00 : OFF – 7F: ON
K6_DA	9x 06 Value	00 : OFF – 7F: ON
SHIFTED_K1_DA	9x 07 Value	00 : OFF – 7F: ON
SHIFTED_K2_DA	9x 08 Value	00 : OFF – 7F: ON
SHIFTED_K3_DA	9x 09 Value	00 : OFF – 7F: ON
SHIFTED_K4_DA	9x 0A Value	00 : OFF – 7F: ON
SHIFTED_K5_DA	9x 0B Value	00 : OFF – 7F: ON
SHIFTED_K6_DA	9x 0C Value	00 : OFF – 7F: ON
Cue_DA	9x 0D Value	00 : OFF – 7F: ON
Play_DA	9x 0E Value	00 : OFF – 7F: ON
CueSel_DA	9x 0F Value	00 : OFF – 7F: ON
Stop_DA	9x 10 Value	00 : OFF – 7F: ON
Sync_DA	9x 11 Value	00 : OFF – 7F: ON
PIT_SR_DA	9x 15 Value	00 : OFF – 7F: ON
SOURCE_DA	9x 16 Value	00 : OFF – 7F: ON
KILL_T_DA	9x 17 Value	00 : OFF – 7F: ON
KILL_M_DA	9x 18 Value	00 : OFF – 7F: ON
KILL_B_DA	9x 19 Value	00 : OFF – 7F: ON
JOG_TOUCH_DA	9x 1A Value	00 : OFF – 7F: ON
K1_DB	9x 21 Value	00 : OFF – 7F: ON
K2_DB	9x 22 Value	00 : OFF – 7F: ON
K3_DB	9x 23 Value	00 : OFF – 7F: ON
K4_DB	9x 24 Value	00 : OFF – 7F: ON
K5_DB	9x 25 Value	00 : OFF – 7F: ON
K6_DB	9x 26 Value	00 : OFF – 7F: ON
SHIFTED_K1_DB	9x 27 Value	00 : OFF – 7F: ON
SHIFTED_K2_DB	9x 28 Value	00 : OFF – 7F: ON
SHIFTED_K3_DB	9x 29 Value	00 : OFF – 7F: ON
SHIFTED_K4_DB	9x 2A Value	00 : OFF – 7F: ON
SHIFTED_K5_DB	9x 2B Value	00 : OFF – 7F: ON
SHIFTED_K6_DB	9x 2C Value	00 : OFF – 7F: ON

Cue_DB	9x 2D Value	00 : OFF – 7F: ON
Play_DB	9x 2E Value	00 : OFF – 7F: ON
CueSel_DB	9x 2F Value	00 : OFF – 7F: ON
Stop_DB	9x 30 Value	00 : OFF – 7F: ON
Sync_DB	9x 31 Value	00 : OFF – 7F: ON
PIT_SR_DB	9x 35 Value	00 : OFF – 7F: ON
SOURCE_DB	9x 36 Value	00 : OFF – 7F: ON
KILL_T_DB	9x 37 Value	00 : OFF – 7F: ON
KILL_M_DB	9x 38 Value	00 : OFF – 7F: ON
KILL_B_DB	9x 39 Value	00 : OFF – 7F: ON
JOG_TOUCH_DB	9x 3A Value	00 : OFF – 7F: ON
AUTOMIX	9x 3C Value	00 : OFF – 7F: ON
SCRATCH	9x 3D Value	00 : OFF – 7F: ON
FILES	9x 3E Value	00 : OFF – 7F: ON
FOLDERS	9x 3F Value	00 : OFF – 7F: ON
K1_DC	9y 01 Value	00 : OFF – 7F: ON
K2_DC	9y 02 Value	00 : OFF – 7F: ON
K3_DC	9y 03 Value	00 : OFF – 7F: ON
K4_DC	9y 04 Value	00 : OFF – 7F: ON
K5_DC	9y 05 Value	00 : OFF – 7F: ON
K6_DC	9y 06 Value	00 : OFF – 7F: ON
SHIFTED_K1_DC	9y 07 Value	00 : OFF – 7F: ON
SHIFTED_K2_DC	9y 08 Value	00 : OFF – 7F: ON
SHIFTED_K3_DC	9y 09 Value	00 : OFF – 7F: ON
SHIFTED_K4_DC	9y 0A Value	00 : OFF – 7F: ON
SHIFTED_K5_DC	9y 0B Value	00 : OFF – 7F: ON
SHIFTED_K6_DC	9y 0C Value	00 : OFF – 7F: ON
Cue_DC	9y 0D Value	00 : OFF – 7F: ON
Play_DC	9y 0E Value	00 : OFF – 7F: ON
CueSel_DC	9y 0F Value	00 : OFF – 7F: ON
Stop_DC	9y 10 Value	00 : OFF – 7F: ON
Sync_DC	9y 11 Value	00 : OFF – 7F: ON
PIT_SR_DC	9y 15 Value	00 : OFF – 7F: ON
SOURCE_DC	9y 16 Value	00 : OFF – 7F: ON
KILL_T_DC	9y 17 Value	00 : OFF – 7F: ON
KILL_M_DC	9y 18 Value	00 : OFF – 7F: ON
KILL_B_DC	9y 19 Value	00 : OFF – 7F: ON
JOG_TOUCH_DC	9y 1A Value	00 : OFF – 7F: ON

K1_DD	9y 21 Value	00 : OFF – 7F: ON
K2_DD	9y 22 Value	00 : OFF – 7F: ON
K3_DD	9y 23 Value	00 : OFF – 7F: ON
K4_DD	9y 24 Value	00 : OFF – 7F: ON
K5_DD	9y 25 Value	00 : OFF – 7F: ON
K6_DD	9y 26 Value	00 : OFF – 7F: ON
SHIFTED_K1_DD	9y 27 Value	00 : OFF – 7F: ON
SHIFTED_K2_DD	9y 28 Value	00 : OFF – 7F: ON
SHIFTED_K3_DD	9y 29 Value	00 : OFF – 7F: ON
SHIFTED_K4_DD	9y 2A Value	00 : OFF – 7F: ON
SHIFTED_K5_DD	9y 2B Value	00 : OFF – 7F: ON
SHIFTED_K6_DD	9y 2C Value	00 : OFF – 7F: ON
Cue_DD	9y 2D Value	00 : OFF – 7F: ON
Play_DD	9y 2E Value	00 : OFF – 7F: ON
CueSel_DD	9y 2F Value	00 : OFF – 7F: ON
Stop_DD	9y 30 Value	00 : OFF – 7F: ON
Sync_DD	9y 31 Value	00 : OFF – 7F: ON
PIT_SR_DD	9y 35 Value	00 : OFF – 7F: ON
SOURCE_DD	9y 36 Value	00 : OFF – 7F: ON
KILL_T_DD	9y 37 Value	00 : OFF – 7F: ON
KILL_M_DD	9y 38 Value	00 : OFF – 7F: ON
KILL_B_DD	9y 39 Value	00 : OFF – 7F: ON
JOG_TOUCH_DD	9y 3A Value	00 : OFF – 7F: ON
BL_K1_DA	9x 41 Value	00 : OFF – 7F: ON
BL_K2_DA	9x 42 Value	00 : OFF – 7F: ON
BL_K3_DA	9x 43 Value	00 : OFF – 7F: ON
BL_K4_DA	9x 44 Value	00 : OFF – 7F: ON
BL_K5_DA	9x 45 Value	00 : OFF – 7F: ON
BL_K6_DA	9x 46 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DA	9x 47 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DA	9x 48 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DA	9x 49 Value	00 : OFF – 7F: ON
BL_SHIFTED_K4_DA	9x 4A Value	00 : OFF – 7F: ON
BL_SHIFTED_K5_DA	9x 4B Value	00 : OFF – 7F: ON
BL_SHIFTED_K6_DA	9x 4C Value	00 : OFF – 7F: ON
BL_Cue_DA	9x 4D Value	00 : OFF – 7F: ON
BL_Play_DA	9x 4E Value	00 : OFF – 7F: ON
BL_CueSel_DA	9x 4F Value	00 : OFF – 7F: ON

BL_Stop_DA	9x 50 Value	00 : OFF – 7F: ON
BL_Sync_DA	9x 51 Value	00 : OFF – 7F: ON
BL_Deck_DA	9x 52 Value	00 : OFF – 7F: ON
BL_PIT_SR_DA	9x 55 Value	00 : OFF – 7F: ON
BL_SOURCE_DA	9x 56 Value	00 : OFF – 7F: ON
BL_KILL_T_DA	9x 57 Value	00 : OFF – 7F: ON
BL_KILL_M_DA	9x 58 Value	00 : OFF – 7F: ON
BL_KILL_B_DA	9x 59 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DA	9x 5A Value	00 : OFF – 7F: ON
BL_K1_DB	9x 61 Value	00 : OFF – 7F: ON
BL_K2_DB	9x 62 Value	00 : OFF – 7F: ON
BL_K3_DB	9x 63 Value	00 : OFF – 7F: ON
BL_K4_DB	9x 64 Value	00 : OFF – 7F: ON
BL_K5_DB	9x 65 Value	00 : OFF – 7F: ON
BL_K6_DB	9x 66 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DB	9x 67 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DB	9x 68 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DB	9x 69 Value	00 : OFF – 7F: ON
BL_SHIFTED_K4_DB	9x 6A Value	00 : OFF – 7F: ON
BL_SHIFTED_K5_DB	9x 6B Value	00 : OFF – 7F: ON
BL_SHIFTED_K6_DB	9x 6C Value	00 : OFF – 7F: ON
BL_Cue_DB	9x 6D Value	00 : OFF – 7F: ON
BL_Play_DB	9x 6E Value	00 : OFF – 7F: ON
BL_CueSel_DB	9x 6F Value	00 : OFF – 7F: ON
BL_Stop_DB	9x 70 Value	00 : OFF – 7F: ON
BL_Sync_DB	9x 71 Value	00 : OFF – 7F: ON
BL_Deck_DB	9x 72 Value	00 : OFF – 7F: ON
BL_PIT_SR_DB	9x 75 Value	00 : OFF – 7F: ON
BL_SOURCE_DB	9x 76 Value	00 : OFF – 7F: ON
BL_KILL_T_DB	9x 77 Value	00 : OFF – 7F: ON
BL_KILL_M_DB	9x 78 Value	00 : OFF – 7F: ON
BL_KILL_B_DB	9x 79 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DB	9x 7A Value	00 : OFF – 7F: ON
BL_AUTOMIX	9x 7C Value	00 : OFF – 7F: ON
BL_SCRATCH	9x 7D Value	00 : OFF – 7F: ON
BL_FILES	9x 7E Value	00 : OFF – 7F: ON
BL_FOLDERS	9x 7F Value	00 : OFF – 7F: ON
BL_K1_DC	9y 41 Value	00 : OFF – 7F: ON

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BL_K2_DC	9y 42 Value	00 : OFF – 7F: ON
BL_K3_DC	9y 43 Value	00 : OFF – 7F: ON
BL_K4_DC	9y 44 Value	00 : OFF – 7F: ON
BL_K5_DC	9y 45 Value	00 : OFF – 7F: ON
BL_K6_DC	9y 46 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DC	9y 47 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DC	9y 48 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DC	9y 49 Value	00 : OFF – 7F: ON
BL_SHIFTED_K4_DC	9y 4A Value	00 : OFF – 7F: ON
BL_SHIFTED_K5_DC	9y 4B Value	00 : OFF – 7F: ON
BL_SHIFTED_K6_DC	9y 4C Value	00 : OFF – 7F: ON
BL_Cue_DC	9y 4D Value	00 : OFF – 7F: ON
BL_Play_DC	9y 4E Value	00 : OFF – 7F: ON
BL_CueSel_DC	9y 4F Value	00 : OFF – 7F: ON
BL_Stop_DC	9y 50 Value	00 : OFF – 7F: ON
BL_Sync_DC	9y 51 Value	00 : OFF – 7F: ON
BL_PIT_SR_DC	9y 55 Value	00 : OFF – 7F: ON
BL_SOURCE_DC	9y 56 Value	00 : OFF – 7F: ON
BL_KILL_T_DC	9y 57 Value	00 : OFF – 7F: ON
BL_KILL_M_DC	9y 58 Value	00 : OFF – 7F: ON
BL_KILL_B_DC	9y 59 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DC	9y 5A Value	00 : OFF – 7F: ON
BL_K1_DD	9y 61 Value	00 : OFF – 7F: ON
BL_K2_DD	9y 62 Value	00 : OFF – 7F: ON
BL_K3_DD	9y 63 Value	00 : OFF – 7F: ON
BL_K4_DD	9y 64 Value	00 : OFF – 7F: ON
BL_K5_DD	9y 65 Value	00 : OFF – 7F: ON
BL_K6_DD	9y 66 Value	00 : OFF – 7F: ON
BL_SHIFTED_K1_DD	9y 67 Value	00 : OFF – 7F: ON
BL_SHIFTED_K2_DD	9y 68 Value	00 : OFF – 7F: ON
BL_SHIFTED_K3_DD	9y 69 Value	00 : OFF – 7F: ON
BL_SHIFTED_K4_DD	9y 6A Value	00 : OFF – 7F: ON
BL_SHIFTED_K5_DD	9y 6B Value	00 : OFF – 7F: ON
BL_SHIFTED_K6_DD	9y 6C Value	00 : OFF – 7F: ON
BL_Cue_DD	9y 6D Value	00 : OFF – 7F: ON
BL_Play_DD	9y 6E Value	00 : OFF – 7F: ON
BL_CueSel_DD	9y 6F Value	00 : OFF – 7F: ON
BL_Stop_DD	9y 70 Value	00 : OFF – 7F: ON

BL_Sync_DD	9y 71 Value	00 : OFF – 7F: ON
BL_PIT_SR_DD	9y 75 Value	00 : OFF – 7F: ON
BL_SOURCE_DD	9y 76 Value	00 : OFF – 7F: ON
BL_KILL_T_DD	9y 77 Value	00 : OFF – 7F: ON
BL_KILL_M_DD	9y 78 Value	00 : OFF – 7F: ON
BL_KILL_B_DD	9y 79 Value	00 : OFF – 7F: ON
BL_JOG_TOUCH_DD	9y 7A Value	00 : OFF – 7F: ON
SET_SHIFT_DA	Bx 72 Value	00 : OFF – 7F: ON
SET_SHIFT_DB	Bx 73 Value	00 : OFF – 7F: ON
SET_SHIFT_DC	Bx 74 Value	00 : OFF – 7F: ON
SET_SHIFT_DD	Bx 75 Value	00 : OFF – 7F: ON
SET_DECK_AC	Bx 76 Value	00 : Deck_A – 7F: Deck_C
SET_DECK_BD	Bx 77 Value	00 : Deck_B – 7F: Deck_D
SET_DECK_MODE	Bx 78 Value	00 : Basic Control 01 : Extended Deck 02 : 4-Deck Mode
SET_JW_SENS	Bx 79 Value	00 : Most Sensitive -> 7F: Least Sensitive
LOCK_JOG_DA	Bx 7A Value	00 : OFF – 7F: ON
LOCK_JOG_DB	Bx 7B Value	00 : OFF – 7F: ON
LOCK_JOG_DC	Bx 7C Value	00 : OFF – 7F: ON
LOCK_JOG_DD	Bx 7D Value	00 : OFF – 7F: ON
SET_XF_CURVE	Bx 7E Value	00 : OFF – 7F: ON
Update_All_Controls	Bx 7F Value	00 : OFF – 7F: ON [1]

Notes:

- **1: This command will send (on the Virtual MIDI In port) all updated states of all the following controls: Treble/Medium/Bass knobs, volume faders and the cross fader. It can be used by software to update its graphic controls to the current position of the corresponding DJ Console 4-Mx controls.**
- **x: Depends on the MIDI channel assigned to the device for the first deck (0: MIDI channel 1; 1: MIDI channel 2…).**
- **y: Depends on the MIDI channel assigned to the device for the second deck (0: MIDI channel 1; 1: MIDI channel 2…).**